Usenet Newsgroup Archive: comp.sys.atari.st.tech

1993

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Date span: 1993-01-01 through 1993-12-31

Source text: comp.sys.atari.st.tech.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,128

Message records with no readable body available in the source text: 15

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. STZIP 2.20 - What's the bug?????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-01 02:27:18 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.vj9LpjlXySI@yonder.equinox.gen.nz>
Source record: 41405
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could the people that have complained here about STZIP 2.0 please reply
to this message here, and i'll pass replies back onto fidonet.

Please DON'T mail replies.

Thanks,
Craig.

==========

FIDO-ST
Msg #62 of 63 Date: Mon 21/12/92, 22:51
From: VINCENT POMEY Read: 1 times

To: CRAIG SHORE
Subject: Re: International Fido Netmai

In a message of <09 Dec 92 23:48:00>, Craig Shore (3:770/180) writes :

CS> And to keep on topic, does anyone know when the new version of
CS> STZIP is due out? aparently v2.0 has a bug that creates bad crc
CS> files for over 40K :-(

I hope to release it for the new year ! I've had report for those CRC
errors but I've been unable to reproduce them (I've only been trying for a
few days since I didn't have my Atari before).
What configuration did you use and is the same file systematically
wrongly compressed ?

--- Bermuda v1.20
* Origin: Linn.2, Toulouse, France (2:320/100.2)

==========

--
* Craig Shore. Phone +64 3 3852501 *
* Email: from in NZ - craig@yonder.equinox.gen.nz *
* from rest of world - shore_c@kosmos.wcc.govt.nz *
* PLEASE DON'T mail to yonder from outside NZ. Thanks! *

2. What use is the AP_TERM message?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-01 13:48:50 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b444d52@p15.f202.n281.z2.fidonet>
Source record: 41407

Hi everyone,

I had a chance to have a look at MultiTOS at a friend who is an official MultiTOS beta-tester and I was very impressed by it.
While I was there I had a look at some of the very interesting documentation that goes with it and a saw in GEM.DOC that there are some new events: WM_UNTOPPED, WM_ONTOP, AP_TERM and some others.

I thought AP_TERM was very interesting until I tried it out; I had my own program catch that event and respond appropiately by quitting, AFTER cleaning up some stuff.
But I found out that an AP_TERM message nearly never gets delivered, Mint just gives you a signal when you're supposed to quit (for example if the user deletes your process from U:\PROC\) and because my program didn't catch signals it was just terminated without getting an opportunity to clean up some things. Now I don't mind catching the signals but I was just wondering what the use of AP_TERM is if you never get it....

According to the documentation you get it when the system shuts down or when the resolution changes. However, the resolution only changes when all programs have already quit (just try changing the resolution from the desktop, you'll see what I mean) and there's no way (yet) to shut down the machine. So what use is AP_TERM??

Ta!
Vincent

--- MARSmail v1.20/4D
* Origin: GigaMusic, the best music player money doesn't need to buy (2:281/202.15)

3. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-01 14:44:06 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1i1lbmINNmdu@msuinfo.cl.msu.edu>
Source record: 41406
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:

>Well I can't say specifically what is wrong but having talk to service techs
>about Atari drives I recall that the MegaFile 30 was not a very reliable drive
>and invariably died in about a year. He recommended to stay away from this
>drive and get a MegaFile 20 or 60 as they had much more reliable workings (I've
>had my 20 for many years). I realise that this doesn't help you much. I would
>suggest backing it up immediatly and having it looked at.

Best advice I can give to MegaFile30 owners is to do regular backups...
Your day is coming, if you own one of these, so be prepared and
start looking NOW for a replacement mech.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

4. A Bomb in the Post

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-01 22:02:35 UTC
From: cal@otter.hpl.hp.com
Message-ID: <44380001@otter.hpl.hp.com>
Source record: 41408

I have a problem which might appeal to the older Atari user. It is a bug which has been driving me nuts for years, and if I don't get a fix I'm going to fill my hard disk full of gunpowder and mail it to Atari.

First, the system. It is one of the "black brick" 520s with external power and an external floppy. It has been upgraded to 1 Mbyte. It has been completely, utterly reliable in every respect EXCEPT for the

Atari SH204 Hard Disk which I have had for several years, but rarely use because there is a bug in the system software which results in a partition being completely buggered on a regular basis. The symptom is that all the filenames become something like "zzzzzzzz.zzz", and most of the files are completely filled with garbage. I have to zero the partition to resume. It has happened on all my partitions at one time or another. It has happened three times today.

I am using the Atari supplied AHDI Hard Disk driver, dated 16th. June 1986. Is this the well known 40 folder problem? I am using an Atari supplied utility to add an additional 100 folders, and despite taking reasonable precautions to avoid encountering folders, I still get this bloody bug.

If this stirs a flicker of a memory, and you know of a fix, please let me know, and I'll donate some money to Greenpeace ;-)

Colin Low

5. Looking for a working version of GNU make...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-02 03:40:07 UTC
From: anneklin@acs.bu.edu
Message-ID: <105905@bu.edu>
Source record: 41409

Hey, everyone. I'm looking for a working version of GNU Make. I had a working version of 3.62 at one time, but I think I compiled it myself, and for whatever reason, I can't seem to recreate the conditions which allowed me to build it.

The problems I have been seeing all relate to the new makefile for GNULIB (using Howard Chu's "unified" makefile scheme), and the ones I made for the GEM and C++ librarues from that template.

If I execute Make, with MiNT 0.95 and Gulam, with SHELL=c:\bin\ash.ttp in the makefile, and give it the parameter lblong, I get three things:

1) make executes 'make clean'
2) make executes 'rm -f' several times for several sets of files.
3) make executes 'make install TARGET="long-int baserel"'

Then I get a bus error.

If I try to use tcsh as my shell, I still get the same behavior. I've taken everything but MiNT out of \AUTO, as I need that for ash to be able to fork.

Any suggestions?

Later,

6. Re: What use is the AP_TERM message?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-02 08:25:10 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jan2.082510.9792@rhrk.uni-kl.de>
Source record: 41410

Vincent_Partington@p15.f202.n281.z2.fidonet writes:

>According to the documentation you get it when the system shuts down or
>when the resolution changes. However, the resolution only changes when all
>programs have already quit (just try changing the resolution from the
>desktop, you'll see what I mean) and there's no way (yet) to shut down the
>machine. So what use is AP_TERM??
It works exactly as defined and does make sense. ALL program active when
changing the resolution from the desktop have to know AP_TERM. If you are
interested in it you should register yourself as developer. You can't expect
to get details concerning MTOS in the net because of non-disclosure
agreements.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

7. Re: GFA Basic 4.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-02 08:47:12 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b4556b3@p15.f202.n281.z2.fidonet>
Source record: 41421

In a message of <Mon 28 Dec 92 09:04>, Lars-Thorsten Sudmann (2:281/202.0)
writes:

LS> GFA Basic will now develope by Richter Distributor germany. It will
LS> become some new features:
LS> - adapt on new TOS Versions and new programming ideas

Will this also include structs or records? I had heard a rumour that it
would and that would be a first: a basic with structs..

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: GigaMusic, the best music player money doesn't need to buy (2:281/202.15)

8. Re: Falcon compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-02 14:19:04 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1i488oEINNj26@uni-erlangen.de>
Source record: 41411
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

treno@dist.dist.unige.it (Bertucci R.) writes:

>Hi,
>Is there anyone who can e-mail me a list of ST-Software that
>can run on Falcon030?

Oh, this list would be very long :-)

To be seriuos: Many games have problems, but applications that work on
the TT will shurely work on the FALCON, too. And some that don't work
on the TT work on the FALCON, too.
--
Harald Schoenfeld (hs@cnve.rrze.uni-erlangen.dbp.de)

9. Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 03:53:43 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan3.035343.15539@netcom.com>
Source record: 41413

In article <2b3de6cf@p15.f202.n281.z2.fidonet>
p15.f202.n281.z2.fidonet!Vincent_Partington@nextjk.wlink.nl writes:
>In a message of <Fri 25 Dec 92 20:52>, Conan Ford (2:281/202.0) writes:
>
> CF> one and set up some pointers to each "page". This is because of
> CF> the problems GEMDOS has when you use MALLOC for more than 20
> CF> seperate buffers (e.g. system crash :-)).
> CF> (Though you probably know :-))
>
>Let's just hope this BUG has been fixed in MiNT. There it would REALLY be
>annoying. It's annoying now, you have to allocate memory and manage it
>yourself but of course TOS should do that for you.

The 20 Malloc per program limit was removed a long time ago (certainly
it was gone in TOS 1.4). And, of course, MiNT has no such limit.

Managing memory "yourself" (i.e. by asking the operating system for
large blocks of memory, and having your own malloc() function split
those large blocks up for your program) is still a good idea, for 2
reasons:

(1) it's faster (entering the OS is always going to add overhead), and
(2) it may save memory: on a virtual memory or memory protected system,
the OS must manage memory in pages; so even if you ask for 1 byte,
an entire page (4K or 8K) must be used by the OS for your block
of memory.

Most libraries' malloc() functions will handle everything automatically,
allocating memory in large chunks (4K or 8K or even 32K) from the OS
and then splitting those chunks up as necessary. See for example the
MiNT or GNU C library malloc()/sbrk() code. All the programmer has to
remember is to use the standard C malloc()/free() functions instead
of the Atari specific Malloc()/Mfree() functions.

Eric Smith ersmith@netcom.com ersmith@atari.uucp

10. Re: What use is the AP_TERM message?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 08:01:38 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b469dc6@p15.f202.n281.z2.fidonet>
Source record: 41415

In a message of <Sat 2 Jan 93 09:25>, Uwe Seimet (2:281/202.0) writes:

US> It works exactly as defined and does make sense. ALL program active
US> when changing the resolution from the desktop have to know AP_TERM.

Yeah, but the funny thing was that the resolution only got changed when you
quit the desktop itself by deleting it's file from U:\PROC

US> If you are interested in it you should register yourself as
US> developer. You can't expect
US> to get details concerning MTOS in the net because of non-disclosure
US> agreements.

You've got a point there. So how do I become a registered developer without
having a big firm behind me? Do I just write a letter to Atari Benelux (for
Holland, where I live) and ask them?

Ta!
Vincent

--- MARSmail v1.20/4D
* Origin: GigaMusic, the best music player money doesn't need to buy (2:281/202.15)

11. Re: What use is the AP_TERM messag

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 12:58:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A50525@K.maus.de>
Source record: 41416

Vincent,

p>I had a chance to have a look at MultiTOS at a friend who is an official
p>MultiTOS beta-tester and I was very impressed by it.
p>While I was there I had a look at some of the very interesting
p>documentation that goes with it and a saw in GEM.DOC that there are some
p>new events: WM_UNTOPPED, WM_ONTOP, AP_TERM and some others.

all the developers out there who are registered with Atari have signed a
"Non Disclosure Agreement" (as I have, too), so you'll have to wait for answers
until MTOS is finished and available to the public.
The behaviour of the new stuff in MTOS is still subject to change, since MTOS
itself is in beta state.

- Peter -

12. Re: Utility needed to read Amiga disks.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 14:26:02 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.W42rlJYF_nM@nathan.do.open.de>
Source record: 41425

In <1993Jan3.153141.8252@brt.deakin.edu.au>, ajmex@brt.deakin.edu.au writes:

Hi,
>I have some files on an amiga formatted diskette that I want to read on
>an atari. Is there any ultility that will enable this?
sorry, but it is impossible for an atari to read a disk formated on an amiga.
The reason is the format used by the amiga: gcr coding, different number of
sectors on different tracks. Ask the amiga owner to copy the data to an
ms-dos disk. The amiga owner will need kickstart 2.0 or one of the dos disk
converters (crossdos, dos-to-dos) to do this....
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

13. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 16:03:53 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1993Jan03.160353.269@donau.et.tudelft.nl>
Source record: 41417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Dec31.114129.236@janus.arc.ab.ca> erkamp@JANUS.ARC.AB.CA (Bob Erkamp) writes:

>In article <H.eg.8xoBXXa8KAU@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>>Hi!
>>
>>I think I might be having a problem with my hard drive. It used to only
>>happen when it was cold in the room where the hard drive is, but now
>>it seems to happen every time I turn the drive on.
>>
>>The problem itself is this; after a few minutes of operating normally,
>>it suddenly gets louder and sounds like it is working harder/going
>>into Warp. It usually stops (then again sometimes it doesn't) if I tilt
>>the front of the hard drive up.
>>
>>The hard drive is an Atari MegaFile 30, by the way.
>>
>>Do I need to clean the inside of the drive, or is it something else?
>>Should I worry about this? The difference in sound is very noticeable
>>(and there is a slight hissing as well).
>>

>Well I can't say specifically what is wrong but having talk to service techs
>about Atari drives I recall that the MegaFile 30 was not a very reliable drive
>and invariably died in about a year. He recommended to stay away from this
>drive and get a MegaFile 20 or 60 as they had much more reliable workings (I've
>had my 20 for many years). I realise that this doesn't help you much. I would
>suggest backing it up immediatly and having it looked at.

>Bob

The MegaFile 30 and 60 are exactly same except for the capacity of the disk
itself. It's news to me that a megafile 30 is unreliable, and I've owned one
for several years. (I sold it when I got a MEGA STe with an internal drive.)

As for the complaints in the original message, they sound to me like some sort
of resonance of the casing, and I wouldn't worry too much about it.

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

14. Clean Up Directory Tool without GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 16:08:38 UTC
From: wpv@wvoel0.han.de
Message-ID: <3061.01.93@wvoel0.han.de>
Source record: 41422
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st,maus.sys.atari.software

Hello!

I'm seeking for a command line driven tool to compress, or to use the name Atari's checkdisk3 is using, to clean up directories. It is not necessary that this tool compress a whole disk or partion.

The program should clean up a single directory or a whole path and, perhaps as an additional feature, should perfom a mediachange. BGMs and other types of non-GEM but from GEMDOS used partition must be no obstacle.

Yes, and of course the program must be MiNT-friendly and has to be able to work as an background process.

All hints are very wellcomed.

regards, Wolfgang

Wolfgang Voelker | E-Mail: wpv @ wvoel0.han.DE (preferred)
Im Krummen Sieke 42 | and: Wolfgang_Voelker @ H.maus.DE
D-3000 Hannover 21 | Tel. : ++49-511-748818 Fax: ++49-511-722963
Germany |

15. Re: Utility needed to read Amiga disks.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 19:00:29 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan3.190029@cs.bham.ac.uk>
Source record: 41418

As far as I know there's no chance of reading or writing to/from an Amiga disk. Guess what? It's those custom chips. Unlike the rest of the civilised world (Mac's excepted) Amiga Corp didn't use a Western Digital chip, so there's not much chance of it working.

That's what I found anyway, 'cause I tried writing a program like it a year or so ago. I did successfully read Archimedes disks, and if anyone wants the source to it (in GFA3 and m/c) they're welcome to it after the start of our Spring term (11th Jan).

David.

So .sig for 1993 yet!

16. Re: Utility needed to read Amiga disks.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 19:54:00 UTC
From: st1my@rosie.uh.edu
Message-ID: <3JAN199313542154@rosie.uh.edu>
Source record: 41419

In article <1993Jan3.190029@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) writes...
>As far as I know there's no chance of reading or writing to/from an Amiga disk.
>Guess what? It's those custom chips. Unlike the rest of the civilised world
>(Mac's excepted) Amiga Corp didn't use a Western Digital chip, so there's not
>much chance of it working.
>
>That's what I found anyway, 'cause I tried writing a program like it a year or so
>ago. I did successfully read Archimedes disks, and if anyone wants the source to
>it (in GFA3 and m/c) they're welcome to it after the start of our Spring term
>(11th Jan).
>
>David.
>
>So .sig for 1993 yet!

But the Amiga can read and write PC-disks (720 KB) using CrossDos (in 2.1 system
software) or using MultiDos or MessyDos (later two are public domain).
If memory serves right, the Atari ST can read MS-Dos (PC) disks.

The Amiga Disk format uses 11 (22 with High Density drives) sectors per track
instead of the 9 (18) of a PC. This is because the Amiga usually writes
complete tracks and thus does not need more than one inter sector gap (PC's
have gaps between all sectors) but it can insert gaps if desired and go to 9
sectors per track.

9*2*80=1440 blocks = 1440 *512/1024 = 720 KB
11*2*80=1760 blocks = 1760 *512/1024 = 880 KB

for high density disks replace 9/11 with 18/22 for capacities of 1440KB/1760KB

17. Utility needed to read Amiga disks.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 20:31:41 UTC
From: ajmex@brt.deakin.edu.au
Message-ID: <1993Jan3.153141.8252@brt.deakin.edu.au>
Source record: 41414

I have some files on an amiga formatted diskette that I want to read on
an atari. Is there any ultility that will enable this?

Thanks in advance,
Alister Miller.

18. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-03 21:40:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <72815@cup.portal.com>
Source record: 41420
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Forget wrote about his Megafile making noises..

There are two sources of such noises normally.. the first is a
"head crash" where the flying read/write heads make contact
with the spinning disk and gouge the surface of the disk.
The material scraped from the surface will cause secondary
crashes until the heads and surfaces are destroyed. The noise
from a head crash will usually be a scraping and grinding sound.

You do NOT want this to happen..! :)

The second source of noise is a "ground strap" which serves to bleed
off static electricity which would otherwise build up on the spinning
platters. The place where this strap contacts the end of the axle
tends to wear, allowing the strap to vibrate and make noises.

This is not destructive, only annoying.

There are ways to dampen the vibrations of the ground strap, but they
require disassembly of the case, and possibly removing the pc board
on the bottom of the hard drive itself. If you can get to it, a small
blob of silicone sealer on the *outside* of the strap will often cure
the noises.

(A third source of noise could be failing bearings in the cooling fan,
but it would be pretty obvious where that noise was coming from.)

In the case of a head crash, you'd know it very soon, as the drive would
become unreadable, and there would be many errors.

From the description of the symptoms, and especially because the noise
changes with the orientation of the drive, it sounds like the ground
strap to me...

BobR

19. Re: A Bomb in the Post

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 01:53:41 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Jan4.015341.11991@a.cs.okstate.edu>
Source record: 41436

Email here choked on hpl.hp.com......

To: cal@otter.hpl.hp.com
Subject: Re: A Bomb in the Post

Sounds similar to the 40 folder bug, but rebooting should "fix" things momentarily if it IS the 40 folder bug.

Sounds like a failing PS or perhaps chip.... (I had a chip get zapped in my MEGA that caused similar behaviour. If the same chip had oxidation (can't spell corosion...) on a pin and needed reseating, similar symptoms would result!)

Don't despair.... sounds like a $20 problem to me!

(hpl? california?)

seeya!
jc

20. chdir in sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 01:59:26 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1993Jan4.015926.26383@oz.plymouth.edu>
Source record: 41423

Hello,

I am having difficulty with chdir() is Sozobon 1.33i (Heat N
Serve). It won't change drives. According to the dlibs text file,
chdir() will change the drive if a drive letter is given to it. I assume
this means that if I enter "d:\telecomm" for a string, it will (with
the proper end slashes added.) change the current drive to D: and then
change the directory to \telecomm. The problem is, it does not do this.
I'm only trying to implement a simple cd command for a mini TOS shell
and I've got most of the other commands finished. This one, that should
be easy, doesn't want to work. Any help would be great or if you have a
working cd command implemented, I'd love to see your code.

Stephan

--
\/\/\/

21. U Mich FTP address?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 02:15:22 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <BsyTwB3w165w@sys6626.bison.mb.ca>
Source record: 41431

Could someone pleae mail me the address for the ftp at the University of Michigan?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

22. Re: Clean Up Directory Tool without GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 02:17:41 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jan4.021741.27679@tdb.uu.se>
Source record: 41424
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st,maus.sys.atari.software

Wolfgang Voelker (wpv@wvoel0.han.de) wrote:
[stuff deleted]
: Yes, and of course the program must be MiNT-friendly and has to be able
: to work as an background process.
[stuff deleted]

Clean up/defragmentate a partition in the background??? Sounds a bit insane to me. :-) Even if it would lock the whole partition there are always BADLY written programs that can circumvent the lock. I wouldn't want to defragment anything if I didn't get progress-reports either, and if you're running in the background the best you will get is output to a file (a background process can't write to the tty as far as I know).

Oh, and to just clean up/defragmentate a single path on a partition would probably be useless since programs from other paths would split your path into small pieces anyway. :-(

My advice: Boot GEM and run CHKDSK3. Then go and take a leak or something and come back to a clean and defragmentated partition. :-)

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

23. Re: Utility needed to read Amiga disks.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 11:47:27 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan4.114727@cs.bham.ac.uk>
Source record: 41426

In article <3JAN199313542154@rosie.uh.edu>, st1my@rosie.uh.edu (Stich, Christian E.) writes:
|> But the Amiga can read and write PC-disks (720 KB) using CrossDos (in 2.1 system
|> software) or using MultiDos or MessyDos (later two are public domain).
|> If memory serves right, the Atari ST can read MS-Dos (PC) disks.
|>
|> The Amiga Disk format uses 11 (22 with High Density drives) sectors per track
|> instead of the 9 (18) of a PC. This is because the Amiga usually writes
|> complete tracks and thus does not need more than one inter sector gap (PC's
|> have gaps between all sectors) but it can insert gaps if desired and go to 9
|> sectors per track.
|>
|> 9*2*80=1440 blocks = 1440 *512/1024 = 720 KB
|> 11*2*80=1760 blocks = 1760 *512/1024 = 880 KB
|>
|> for high density disks replace 9/11 with 18/22 for capacities of 1440KB/1760KB

Hmm. Now I come to think about it again it might be possible to read Amiga disks, it's just that it'd take one helluva long time. Amigas have links between all their sectors, and so Amiga sectors don't hold 512 bytes of data, only 478 (I think that's the right number) and the rest is link data.

I don't know whether the blocks are actually 478 bytes and the link data is in the inter-sector gap, or whether the blocks are 512 and KickStart decodes it. If it's the former then you can forget the idea of reading it 'cause WDs don't like odd sector sizes. You could read in the whole track (gaps and all) and decode it yourself (lurvly!)...

The point is that the FDC controller software in the Abacus DiskDrives Inside and Out book seems to show that the FDC can't identify sectors of any size on the disk. And that's a problem.

It's all from memory, so if someone knows for real then please join in!

David.

Hmm. a sig.
Nah.

24. Re: GFA Basic 4.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 11:56:42 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan4.115642@cs.bham.ac.uk>
Source record: 41427

In article <2b4556b3@p15.f202.n281.z2.fidonet>,
Vincent_Partington@p15.f202.n281.z2.fidonet writes:
|>
|> LS> GFA Basic will now develope by Richter Distributor germany. It will
|> LS> become some new features:
|> LS> - adapt on new TOS Versions and new programming ideas
|>
|> Will this also include structs or records? I had heard a rumour that it
|> would and that would be a first: a basic with structs..
|>
|> Ta!
|> Vincent

I certainly like the idea of structs in GFABASIC... I've long hoped they'd include something like it.
Just out of interest, what do you lot out there use for writing programs? The Partnership I'm in is about to release a Shareware collection of little boot programs and utilities and I'd say it's about 60% GFA, 30% 68000 and 10% C. But that's 'cause we like GFA3.5 and I (at least) have never really got the patience to use Lattice 3.

Is Lattice 5.5 worth it? #150 (UK) is an awfully big amount of money for an Atari user! (Esp. one saving up for a Falcon :)).

David.

25. Re: chdir in sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 12:03:01 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan4.120301@cs.bham.ac.uk>
Source record: 41428

In article <1993Jan4.015926.26383@oz.plymouth.edu>, pyr579@oz.plymouth.edu (Technoid) writes:
|> Hello,
|>
|> I am having difficulty with chdir() is Sozobon 1.33i (Heat N
|> Serve). It won't change drives. According to the dlibs text file,
|> chdir() will change the drive if a drive letter is given to it. I assume
|> this means that if I enter "d:\telecomm" for a string, it will (with
|> the proper end slashes added.) change the current drive to D: and then
|> change the directory to \telecomm. The problem is, it does not do this.
|> I'm only trying to implement a simple cd command for a mini TOS shell
|> and I've got most of the other commands finished. This one, that should
|> be easy, doesn't want to work. Any help would be great or if you have a
|> working cd command implemented, I'd love to see your code.
|>
|> Stephan

If it uses the GEMDOS setpath() call it won't change the drive. GEMDOS keeps a current path for every drive, so you probably need to chdir() and then chdrive() (I haven't used C much so I don't know), or the other way round.

I think.

David.

26. How to Flush Buffers under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 14:56:14 UTC
From: prissi@marie.physik.tu-berlin.de
Message-ID: <1i9j6eINNbc3@mailgzrz.TU-Berlin.DE>
Source record: 41429

Hello,

I am working on a multitasking DVI-previewer (preview incomplete DVI-files).
This is working fine, but if I want to view a DVI-file, TeX is writing to,
I can only read the file until I reach the position, the file was written when
the previewer was started. I tried several modes and set the cache to 0
buffers.But I don't succeed. The only way to read more, is to leave and restartthe
previewer.

Bye, markus

email:
prissi@marie.physik.tu-berlin.de

27. How to run a Subroutine by using MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 14:59:49 UTC
From: prissi@marie.physik.tu-berlin.de
Message-ID: <1i9jd5INNbd3@mailgzrz.TU-Berlin.DE>
Source record: 41430

Hello,

is it possible to call a subroutine so that it can run at the same time as the main program? (I had tried signals but while the signal-routine is executed, the main program is stoppen.) Is there any help MiNT gives me here? (I Pvfork() call doesn't work, because the further program execution of the other part is suspended.)

Bye, markus

email:
prissi@marie.physik.tu-berlin.de

28. Re: How to Flush Buffers under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 16:52:37 UTC
From: mh1@irz213.inf.tu-dresden.de
Message-ID: <6WG09RJ@math.fu-berlin.de>
Source record: 41432

In article <1i9j6eINNbc3@mailgzrz.TU-Berlin.DE>, prissi@marie.physik.tu-berlin.de (Markus Pristovsek) writes:

> [...]
> I can only read the file until I reach the position, the file was written when
> the previewer was started. I tried several modes and set the cache to 0
> buffers.But I don't succeed. The only way to read more, is to leave and restartthe previewer.

Fclose() the file, and then re-Fopen() it.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

29. TOS 2.06 + $1 works in 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 17:01:40 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480009@hpfcso.FC.HP.COM>
Source record: 41433

I got TOS 2.06 to work in my 1040ST with 3 TTL chips (<$1). If anyone is interested in how to do it send me email and I send the current version of a document that I have been working on. Also, Can someone tell me how to upload to the archive?

Thanks

Ted Rossin

30. How do you write a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 17:04:18 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480010@hpfcso.FC.HP.COM>
Source record: 41434

Now that I have TOS 2.06 I have a few questions:

1. How do you write a CPX
2. What is the deal with the fast load bit people talk about.
All the programs seem to be doing the fast load thing (I have 4 Meg)
How do you disable it. Do you need to use pinhead to no fastload.
3. Should I buy Warp 9?

Thanks
Ted Rossin

31. Re: How to run a Subroutine by using MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 17:28:36 UTC
From: mh1@irz213.inf.tu-dresden.de
Message-ID: <6XG0LWK@math.fu-berlin.de>
Source record: 41435

In article <1i9jd5INNbd3@mailgzrz.TU-Berlin.DE>, prissi@marie.physik.tu-berlin.de (Markus Pristovsek) writes:

> is it possible to call a subroutine so that it can run at the same time as the
> main program? [...]

I think the tfork() library call of the MiNT library does what you want.
See the MiNT library source's thread.c.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

32. Flaky mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 17:46:49 UTC
From: stevem@solbourne.com
Message-ID: <1i9t69INN210@katmandu.solbourne.com>
Source record: 41437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Recently my mouse has started to act less then obedient. It will work fine for hours (or sometimes just minutes) and then , badabing badaboom, every direction is reversed, up is down, down is up, left is.... well you get the idea. The only way to fix this is to save what I'm doing and cold start it.

Could this just be my mouse or is it something inside my box?

Any help would be greatly appreciated.

Thanks.
Steve Matson.

33. Re: How do you set a disk's volume label?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 20:30:23 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan4.203023.5854@dcs.warwick.ac.uk>
Source record: 41438

```
In article <H.ea.kYwLB_Rm3xg@kynes.bison.mb.ca> rdo@kynes.bison.mb.ca writes:
>Using the following code, I can find the volume label on a disk:
>
>#include <stdio.h>
>#include <string.h>
>#include <osbind.h>
>#include <ostruct.h>
>
>/* Get disk vol for specified drive */
>char *
>getvol(char drive)
>{
> _DTA *dta;
> char path[8];
> char *vol = NULL;
>
> path[0] = '/';
> path[1] = drive;
> path[2] = '\0';
> chdir(path);
> Fsfirst("*.*", FA_LABEL);
> do {
> dta = (_DTA *)Fgetdta();
> printf("name: %s\n", dta->dta_name);
> if (dta->dta_attribute == FA_LABEL) {
> vol = strdup(dta->dta_name);
> break;
> }
> } while (Fsnext() == 0);
>
> if (vol != NULL)
> return vol;
> else
> return NULL;
>}
```

I doubt it - there are several problems with this. Firstly, you set aside 8 bytes for "path", then only use 3 of them. Then (more importantly) you set path to the string "/D", where D is the drive (Note the slash is the wrong way round). Note that anyway chdir("a:\") will simply change the current directory on drive A: to the root, not change to drive A:.
Next you call Fsfirst without first setting the DTA - by default this is over the area where the command line is stored. Then you assume that Fsfirst has found something when it might not have done. Next you call

Fgetdta inside a loop where the DTA address never changes and check that the attribute really is FA_LABEL, which it always will be (this is not a bug - just a waste of time). You then call Fsnext to find the next file with the FA_LABEL - even if for some reason there were two labels on the disk the "break" would mean the second one would be ignored. Finally "if (vol!=NULL) return vol; else return NULL;" can be reduced to "return vol".
Sorry to be so negative, but here's how I'd do it:

```
char *getvol(char drive)
{
_DTA dta;
static char search[]="X:\\*.*";

*search=drive;
Fsetdta(&dta);
if (!Fsfirst(search, FA_LABEL))
return strdup(dta.dta_name);
return NULL;
}
```

Two backslashes are required in "search" because backslash is used as an escape character in C - "X:*.*" will be interpreted as "X:*.*" or maybe "X:.*", I can't remember which. Note that the above this changes the DTA's address - it might be a good idea to save it at the beginning and restore it afterwards.

>Now, what I'd like to do is be able to change an existing label. Or, if one >doesn't exist, I'd like to create it.

Simple - as you know, the volume label is simply a file with the attribute FA_LABEL, so to change it you simply delete this file and create a new one with the name you require. The following sets the label of the specified drive to "new_vol" (or insures there is no volume label if new_vol is NULL and returns the old label (or NULL if there was previously none).

```
char *setvol(char drive, char *new_vol)
{
char *old_vol;

if (old_vol=getvol(drive))
Dremove(old_vol);
if (new_vol)
Dclose(Dcreat(FA_LABEL, new_vol));
return old_vol;
}
```

It is more than possible that I have made a mistake somewhere (eg. Dremove may be called something else, and Dcreat may take it's arguments in the opposite order) as I have not tested either of the above. However, this should at least give you the general idea.

- Leo

34. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 20:39:51 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan4.203951.6091@dcs.warwick.ac.uk>
Source record: 41439

In article <1993Jan3.035343.15539@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>Most libraries' malloc() functions will handle everything automatically,
>allocating memory in large chunks (4K or 8K or even 32K) from the OS
>and then splitting those chunks up as necessary. See for example the
>MiNT or GNU C library malloc()/sbrk() code. All the programmer has to
>remember is to use the standard C malloc()/free() functions instead
>of the Atari specific Malloc()/Mfree() functions.
>
>Eric Smith ersmith@netcom.com ersmith@atari.uucp
>

Do you know of any librarys that will Mfree() blocks once all parts of them
have been free()ed though? If none do then we have know choice but to use
Malloc() directly in a multi-tasking system or else the user will have to
shut down applications and restart them to free "lost" memory.
In any case if you are allocating a large block of memory it is better in
every way to use Malloc().

- Leo.

35. Re: GFA Basic 4.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 20:43:03 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan4.204303.6187@dcs.warwick.ac.uk>
Source record: 41440

```
In article <2b4556b3@p15.f202.n281.z2.fidonet>
p15.f202.n281.z2.fidonet!Vincent_Partington@nextjk.wlink.nl writes:
>In a message of <Mon 28 Dec 92 09:04>, Lars-Thorsten Sudmann (2:281/202.0)
>writes:
>
> LS> GFA Basic will now develope by Richter Distributor germany. It will
> LS> become some new features:
> LS> - adapt on new TOS Versions and new programming ideas
>
>Will this also include structs or records? I had heard a rumour that it
>would and that would be a first: a basic with structs..

...Apart from most BASICs on PCs which have had them for at least 4 years and
Helix BASIC on the Arc.

- Leo
```

36. Re: chdir in sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 20:51:15 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan4.205115.6372@dcs.warwick.ac.uk>
Source record: 41241

In article <1993Jan4.015926.26383@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
>Hello,
>
> I am having difficulty with chdir() is Sozobon 1.33i (Heat N
>Serve). It won't change drives. According to the dlibs text file,
>chdir() will change the drive if a drive letter is given to it. I assume
>this means that if I enter "d:\telecomm" for a string, it will (with
>the proper end slashes added.) change the current drive to D: and then
>change the directory to \telecomm. The problem is, it does not do this.
>I'm only trying to implement a simple cd command for a mini TOS shell
>and I've got most of the other commands finished. This one, that should
>be easy, doesn't want to work. Any help would be great or if you have a
>working cd command implemented, I'd love to see your code.

I've never heard of a chdir() function with this behavior (I had to write another function to do what you describe) and this is not how a normal cd command behaves anyway. Perhaps you read the documentation wrong.
Note that if you write a separate program that changes the directory it will appear to do nothing because when you run a program the current directory is first saved and then restored after the program has run (the same with the rest of the environment).

- Leo

37. Re: A Bomb in the Post

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 22:51:20 UTC
From: cal@otter.hpl.hp.com
Message-ID: <44380002@otter.hpl.hp.com>
Source record: 41243

CUMMINS JOHN WILLI writes

>To: cal@otter.hpl.hp.com

>Sounds like a failing PS or perhaps chip.... (I had a chip get zapped in my
>MEGA that caused similar behaviour. If the same chip had oxidation (can't
>spell corosion...) on a pin and needed reseating, similar symptoms would
>result!)

>Don't despair.... sounds like a $20 problem to me!

I'll upgrade my TOS first and see what happens.

>(hpl? california?)

Bristol, in the UK.

Cheers, and thanks for the suggestion.

38. Re: GFA Basic 4.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-04 23:08:07 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan4.230807.5880@newshost.lanl.gov>
Source record: 41242

In article 6187@dcs.warwick.ac.uk, leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <2b4556b3@p15.f202.n281.z2.fidonet>
>>Will this also include structs or records? I had heard a rumour that it
>>would and that would be a first: a basic with structs..
>
>....Apart from most BASICs on PCs which have had them for at least 4 years and
>Helix BASIC on the Arc.

Uh, _which_ BASICs on PCs support real structs and records? I rather thought
that most BASICs did not... or have I been missing something?

Anyway, the thread is about GFA for the Atari, not PCs.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

39. Re: Flaky mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 01:47:43 UTC
From: bobf@flint.geology.yale.edu
Message-ID: <1993Jan5.014743.18540@cs.yale.edu>
Source record: 41245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stephen Matson (stevem@solbourne.com) wrote:
:
: Recently my mouse has started to act less then obedient. It will work fine
: for hours (or sometimes just minutes) and then , badabing badaboom, every
: direction is reversed, up is down, down is up, left is.... well you get the
: idea. The only way to fix this is to save what I'm doing and cold start it.
:
: Could this just be my mouse or is it something inside my box?
:
: Any help would be greatly appreciated.

I think this is an Atari virus.

--- Bob Fischer

40. Re: Sozobon (or other free C's): would this strategy work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 02:32:37 UTC
From: bobf@flint.geology.yale.edu
Message-ID: <1993Jan5.023237.18823@cs.yale.edu>
Source record: 41246
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

J R Evans (ngse18@castle.ed.ac.uk) wrote:
:
: I week or so back, I offered the suggestion that it might be a
: reasonably modest task to convert Sozobon C (a fairly small K&R C for
: the Atari) to work on the Mac. There has been some follow-up
: discussion....
: Sink (author of Harvest C) and Brad Pickering. Eric and I have had an
: interesting discussion by email, and I have received helpful comment
: from a number of others. My thanks to all who have corresponded, and
: particularly to Eric.
:
: I have given the possibility quite a bit of thought, read some relevant
: documentation, and come up with a strategy which I would like to
: share with you, by which this might be achieved reasonably rapidly.
: I invite your comments. Although I discuss the strategy in terms of
: Sozobon C as the target for transport, it could also be used with any

The outlined strategy may work, but I'm not so sure it's a good idea.
If I were going to port a C to the Mac, I'd do GNU C, and port it "the
right way". Sure it's huge, but as you said, memory on the Mac isn't
such a big deal anymore. The smallest Mac you can buy nowadays is 2
Mbytes, more than adequate for GCC. My reasons for this assessment
follow:

* GCC is a full (even extended) ANSI C language, and was carefully
written to conform to the ANSI standard. Since ANSI C is the
standard, programs, especially ones written in the future, are liable
to not compile on K&R compilers. I write all my code in ANSI C,
because it's a big improvement over K&R and it makes my life easier.

* GCC is a very good compiler. GCC version 2 optimizes as well as the
best commercial optimizing compilers (much better than the compiler
distributed with SPARCstations only 2 years ago, and much better than
any other Atari compiler).

* GCC runs on many systems, including a zillion flavors of UNIX,
MS-DOS, and the Atari ST. Therefore, a program written in GCC is more
likely to work on other systems than a program developed with _any_
other C compiler (like, say, SUN's compiler, or Mark Williams C). A program
written with one GCC need only be compiled by another GCC to provide an
easy port. Potential problems of hidden compiler incompatibilities
between systems are eliminated.

* GCC is backed by the Free Software Foundation. This is not a
program which will lose support when one or two people taking care of

it decide to do something else. (I know. I wrote The Vault, and now that I don't feel like supporting it anymore, no one is supporting it.) The FSF, headed by Richard Stallman, under the guise of the GNU project, is dedicated to bringing a full UNIX-compatible system to everyone, and GCC is part of that. (Incidentally, while the FSF tries to write programs which compile with other people's C compilers, the GNU project compiles most reliably with GCC. This includes re-makes of programs like make, yacc, lex, sh, to name a few. GNU project programs not part of standard UNIX include a full PostScript interpreter.)

* Finally, the most compelling reason is that I think that GCC would be the easiest to port! GCC was written in a modular way, so that it can be ported to any system, running any instruction set. What porting it consists of is describing, in GCC's machine-description language, the properties of your computer's instruction set. The code generators and optimizers use this information to generate code for your computer. Adding a new machine description to GCC does does not eliminate the possibilities for GCC to generate code for other machines. (This means that GCC can be easily used as a cross-compiler --- build the standard distribution to run on one system, but to produce code for another.) Since someone has already described the 68000 instruction set to GCC, you would just have to modify the description, to make it work with the Mac quirks (like the special status of A5). To encourage people to port GCC, Richard Stallman (author of GCC) has written a 190-page manual describing in detail how to port GCC. I don't believe any other program comes with such carefully written porting instructions.

* And last but not least, GCC is not just a C compiler. It consists of a front end, to parse programs, and a back end, to generate code. GCC version 2 includes C++. The FSF is working on implementations of FORTRAN and other languages, all which use the GCC back end. So the effort into porting GCC results in two languages ported today and potentially many in the future.

I hope that GCC will see the light of day on the Mac. Since the Mac is not really a hacker's computer, few people have shown an interest in porting it. But I think a lot of people would benefit from a port, given the large numbers of Mac users.

--- Bob Fische

41. Re: The Mac is not a hacker's computer (was Re: Sozobon...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 04:36:16 UTC
From: ldo@waikato.ac.nz
Message-ID: <1993Jan5.173616.13027@waikato.ac.nz>
Source record: 41247
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

In article <1993Jan5.023237.18823@cs.yale.edu>, bobf@flint.geology.yale.edu (Bob Fischer) writes:
>
> I hope that GCC will see the light of day on the Mac. Since the Mac
> is not really a hacker's computer, few people have shown an interest
> in porting it.

I resent the claim that the Mac is "not really a hacker's computer"!

Tell me, on what other machine would a hack like Wild Magic be possible?

Lawrence
been hacking Macs almost as long as he's been hacking VAXes.

42. Re: Sozobon (or other free C's): would this strategy work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 07:19:17 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1993Jan5.071917.29252@news2.cis.umn.edu>
Source record: 41248
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

In article <1993Jan5.023237.18823@cs.yale.edu>, bobf@flint.geology.yale.edu (Bob Fischer) writes:
>I hope that GCC will see the light of day on the Mac. Since the Mac
>is not really a hacker's computer, few people have shown an interest
>in porting it. But I think a lot of people would benefit from a port,
>given the large numbers of Mac users.

Major problem with GCC and the Macintosh -- the Free Software Foundation refuses to have anything to do with a port to this series of machines due to the stance of Apple Computer's legal department with regard to things like "Look and Feel".

You may very well port GCC, just don't expect your work to be incorporated or supported in any way by the FSF.

-- David Paschall-zimbel

43. A Tail of 24 Bombs and a TT.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 09:02:43 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Jan05.090243.35649@bas-a.bcc.ac.uk>
Source record: 41249

The story so far....

Over Christmas I was running my TT as a multi-user system (as I always do :-)) using my old 520ST as a terminal on the serial2 port, when all of a sudden the machine locked up. I rebooted the machine and as soon as the getty process accessed the serial2 port the machine locked up again.

After some investigation I found that under MiNT (0.98, no memory protection) the system would either go into a recursive bus error or halt as soon as either of the two serial ports which use the Zilog SCC chip were sent data. About two characters of the data would actually appear on the serial port before the lock-up, however.

Under TOS (3.05) attempting to print to either of the SCC serial ports caused 24 bombs and the current disk drive to be accessed! The same would happen if the RTS line on the serial2 port was toggled. This happens both on a "clean" machine and one with serpatch2 installed.

So.... What I would like to know from people in the know is...

Could a fried SCC chip cause this fault?

Steve

PS. The other two serial ports work fine.
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

44. AfterDark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 10:15:20 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan5.101520.25520@news.unige.ch>
Source record: 41250

```
Can/has anybody out there produced an After Dark equivalent for the
Atari platform (all models, all modes)?
If not, why not?
Mike
```

45. Re: drop down menus in GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 10:22:35 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1ibnhbINN15f9@obelix.uni-muenster.de>
Source record: 41251

```
In article fidonet2b3c36c4@Kralizec.fido.zeta.org.au,
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: hohmuth@freia.inf.tu-dresden.de
>In a message of <10 Dec 92 12:16:14>, hohmuth@freia.inf.tu-dresden.de
>(3:713/602) writes:
>
> >> When using drop down menus how do you get the chech marks to work?
> >>
> h> menu_icheck should do the job. (objc_change should also, but this is not
> h> documented and will probably not work with MultiTOS).
>
>Hey? Are you saying objc_change() is totally 'undocumented'? or just that
>using it on menu items is? I thought it was a really useful function... 8)

The problem here is that you have to do menu_bar before the menu is drawn
on the screen (at startup), and it is not documented whether the AES does
make a copy of the menu tree or not (in all existing versions there is no
such thing, at least on the ST), but a networking AES will probably do so,
so before you would then see the changed menu, you would have to do a
menu_bar again, so use the documented way with menu_icheck.

Ulrich

---

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+----------------------------+-------------------------+
```

46. Process memory usage in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 11:30:36 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b497414@p12.f202.n281.z2.fidonet>
Source record: 41244

Hi!

For MultiTos, I want to make a graphical representation of the amount of memory and the kind of memory (global, private, etc) a process uses, much as the list you get when pressing CNTR-ALT-F9 and F10 in MiNT.
Moreover I also would like to know where these chunks are located in memory. What I need to know is which functions to use in order to get this information. I could use the process' header flags and the information contained in the PROC structure, but this still doesn't say anything about what kind of memory a process may have Malloced during execution and where is has Malloced it. Or is this only possible from within the kernel itself?

Anyone can help?

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: Wooden figures pagan Gods stare blindly cross the s (2:281/202.12)

47. GCC problems too ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 12:55:08 UTC
From: berrah@montblanc.cica.fr
Message-ID: <4542@sicsun.epfl.ch>
Source record: 41255

I've downloaded a version of GCC from terminator.cc.umich.edu
one year later, and I've finally decided to install it on my
STe, it's a 1040 upgraded to 4 Megs. I unfortunaly don't have
the documentation.zoo file (missed ?). I use the Gulam shell,
followed the "README" instructions but still can't compile
a single "printf("Hello world\n");" program. A compile
command gives me a "-1 exit command".

It seems that the terminator.cc.umich.edu don't have anymore
atari programs. Can anyone give me another atari server address?

Thanks.

P.S :
Good year !!

+---+
Berrah Karim	E-mail:
Eurecom Institute	
C.I.C.A, 2229 Route des Cretes	berrah@eurecom.cica.fr
Sophia Antipolis	berrah@disuns2.epfl.ch
06560 VALBONNE FRANCE	berrah@eldi.epfl.ch
+---+

48. Re: Flaky mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 13:01:41 UTC
From: peterb@compnews.co.uk
Message-ID: <1ic0rIINN3e@cardamom.compnews.co.uk>
Source record: 41252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yep you have the virus known as 'The Ghost Virus', a harmless virus that only swaps the x and y coordinates around. ie up is down, left is right, easliy got rid of a simple virus killer will resolve your problem.

--

___ ___
_ _ _ _ Peter Brooker (CNS) __o
___ ___ Computer Newspaper Services Ltd _`\<,_
_ _ _ Infomation System Operations (*)/ (*)
_ ___

Comin' from the unpolitically correct
half of this world refered to as
The ProjectZ!

49. Re: Sozobon (or other free C's): would this strategy work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 13:34:55 UTC
From: spencer@panix.com
Message-ID: <1993Jan5.133455.9714@panix.com>
Source record: 41254
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

J R Evans (ngse18@castle.ed.ac.uk) proposes to port Sozobon C to the Mac:

bobf@flint.geology.yale.edu (Bob Fischer) writes:

>If I were going to port a C to the Mac, I'd do GNU C, and port it "the >right way".

...

>* GCC is a full (even extended) ANSI C language, ...

>* GCC is a very good compiler. ...

True; the 2.* versions are outstanding.

>* GCC runs on many systems

Everything I know of *except the Mac*.

>* GCC is backed by the Free Software Foundation.

However, a Mac port would get no support, and a lot of flames, from the FSF. FSF expressly (and loudly) objects to Macs because of the look-and-feel lawsuit. I personally think their stance is perverse (Leninists deny the efficacy of the market, too, and look where it got them).

So don't expect any help from FSF if you mention a Mac.

On the other hand, gcc has been ported to a/ux, so FSF's objections to Macs are not an insuperable hurdle.

>* Finally, the most compelling reason is that I think that GCC would >be the easiest to port! GCC was written in a modular way, so that it >can be ported to any system, running any instruction set.

>... Since someone has already described the >68000 instruction set to GCC, you would just have to modify the >description, to make it work with the Mac quirks (like the special >status of A5).

Indeed, you could start with the diffs for the a/ux port, which are available at wuarchive.wustl.edu in systems/aux/gnu. Note that you'd have to work around a number of nice unix features that MacOS lacks. However, if gcc can be ported to something as braindead as ms/dos or as Byzantine as vms, it has to be portable to Macs.

You'd have to build a new set of libraries, or figure out how to link the MPW libs (and make users buy the MPW libs). If you have Think C, you might be able to use the source that comes with it, although I doubt Symantec would let you distribute their source or an object file built from their source.

There is gnu source for a standard C library. Although it's for a unix-based system, much of it is in (relatively) portable C and I believe there is m68k-specific code. Of course, you'd have to roll your own system-specific code, like memory allocation and stdio.

You also have to figure out how to make MacOS system calls. They use a different (Pascalish) calling sequence. You've got to tell the compiler how to set up the calls, and warn it with a "pascal" (or similar) keyword.

Of course, you'd have to build or figure out how to link a library if you ported any compiler, not just gcc.

> To encourage people to port GCC, Richard Stallman
>(author of GCC) has written a 190-page manual describing in detail how
>to port GCC. I don't believe any other program comes with such
>carefully written porting instructions.

A very nice book on practical compiler theory. Unfortunately (unless I'm out of date), the manual is not up to date. The latest version of the manual describes version 1.38, I think; the current version of the compiler is 2.3. Because the basic theory of the compiler hasn't changed, it should be adequate, though.

dhs spencer@panix.com

50. Re: drop down menus in GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 14:22:17 UTC
From: mh1@irz213.inf.tu-dresden.de
Message-ID: <ZWH00PS@math.fu-berlin.de>
Source record: 41253

In article <3_800_842_fidonet2b3c36c4@Kralizec.fido.zeta.org.au>,
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

> >> When using drop down menus how do you get the chech marks to work?
> >>
> >> Have tried using the AES routine MENU_ICHECK but this does not seem to
> >> make any difference. Have tried changing the status of the object in
> >> the tree using OBJC_CHANGE but this doesn`t effect it either.
> h>
> h> menu_icheck should do the job. (objc_change should also, but this is not
> h> documented and will probably not work with MultiTOS).
>
> Hey? Are you saying objc_change() is totally 'undocumented'? or just that
> using it on menu items is? I thought it was a really useful function... 8)

The effects arising when using it on menu items are not documented.
Yes, objc_change is still a useful function. :)

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

51. Re: Flaky mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 15:52:05 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1993Jan5.155205.10905@galadriel.bt.co.uk>
Source record: 41259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <1993Jan5.014743.18540@cs.yale.edu>, by bobf@flint.geology.yale.edu (Bob Fischer):
> Stephen Matson (stevem@solbourne.com) wrote:
> :
> : Recently my mouse has started to act less then obedient. It will work fine
> : for hours (or sometimes just minutes) and then , badabing badaboom, every
> : direction is reversed, up is down, down is up, left is.... well you get the
> : idea. The only way to fix this is to save what I'm doing and cold start it.
> :
> : Could this just be my mouse or is it something inside my box?
> :
> : Any help would be greatly appreciated.
>
> I think this is an Atari virus.
>
>

You're right, it is an Atari Virus.
Boot with CLEAN disks and using a disk utility, check the header
on the disk. (track 00, sector 00, side 0)
If it isn't 00, then it has a jump instruction (60 I think).
This means the disk runs something before going to the AUTO folder
(or whatever).
CAUTION: some commercial disks have this jump intruction.
DON'T mess with it if you don't know what you're doing.

If it has data, change the jump instruction to 00 00.
This will stop the disk from running the virus.
You can now safely remove your data and format the little bugger.
Make sure you check your disks for it - it may have spread.
Best thing is to use a virus killer as this will recognise a virus
from a commercial disk.

Best of luck.

Antony,

52. Re: How do you set a disk's volume label?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 16:41:20 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.726252080@vega>
Source record: 41256

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>way round). Note that anyway chdir("a:\") will simply change the current
>directory on drive A: to the root, not change to drive A:.

Warning! 'chdir("a:\")' will cause 'an unterminated string' or other
"interesting" error messages. See further down in the quoted article.
--mj

53. Re: Sozobon (or other free C's): would this strategy work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 17:22:19 UTC
From: healy@nosc.mil
Message-ID: <1993Jan5.172219.28080@nosc.mil>
Source record: 41257
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

```
I'm sure that the FSF's opposition of Apple's propensity to lawsuits
to stifle competition might also be a factor in there being no Mac
port of gcc :-)

Mike

healy@nosc.mil
```

54. Re: GCC problems too ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 18:30:26 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1993Jan5.183026.4772@news2.cis.umn.edu>
Source record: 41258

In article <4542@sicsun.epfl.ch>, berrah@montblanc.cica.fr (K.Berrah) writes:
>It seems that the terminator.cc.umich.edu don't have anymore
>atari programs. Can anyone give me another atari server address?

Use atari.archive.umich.edu. The terminator address has not existed for
months.

GNU stuff, including GCC, is located in the directory atari/Gnustuff/Tos ...

-- David Paschall-Zimbel

55. That GFA-wizard named ** UWE **, please respond !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 19:39:10 UTC
From: pieterf@wsinfo01.win.tue.nl
Message-ID: <4902@svin09.info.win.tue.nl>
Source record: 41264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oh dear!

During the end of december I received quite a knowledgeable message
on a GFA problem from probably a Skandinavian guy named Uwe.
Forgot his last name, though, but if one knows who I'm talking about
please mail his e-mail address to at073@cleveland.freenet.edu

Supposing Uwe frequents this group and finds himself gossiped about
to his own surprise:
Hi Uwe!
I believe you received my response, yet are unable to respond
on it since my account has stopped. I now have another one.
Please forward your bounced mail (if any) to:
at073@cleveland.freenet.edu

Hope to hear from you,
sorry to bother thousands of others,
but I've seen worse postings and this really matters to me ..

- RowdyB -

56. Spectre GCR/screen resolutions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 20:49:59 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1179@usdtsg.DaytonOH.NCR.COM>
Source record: 41263

After reading the message asking whether Spectre GCR will support the
TT resolutions (bigger screen), I wonder if it also would support any of
the "virtual" screen programs available (MonSTEr etc). Any tried it here?

Robert J. Anisko
anisko@usdtsg.daytonoh.ncr.com

"two wrongs don't make a right, but two wrights make an airplane..."

57. Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 21:44:20 UTC
From: malay@sae.com
Message-ID: <1993Jan5.214420.8268@sae.com>
Source record: 41261

I have some code that generates a binary file - I compiled it with GCC 2.3.1 and ran it on the ST - it works fine, it generates a binary file; however, the print statements seem to be outputting a CNTRL-M (^M) - I don't need these extra characters what should I do to get rid of them???

Bob Malay

58. Re: Sozobon (or other free C's): would this strategy work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-05 22:30:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1993Jan5.223044.15575@elroy.jpl.nasa.gov>
Source record: 41260
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

In article <1993Jan5.023237.18823@cs.yale.edu> bobf@flint.geology.yale.edu (Bob Fischer) writes:
>J R Evans (ngse18@castle.ed.ac.uk) wrote:
>: I week or so back, I offered the suggestion that it might be a
>: reasonably modest task to convert Sozobon C (a fairly small K&R C for
>: the Atari) to work on the Mac. There has been some follow-up
>: discussion....
>
>The outlined strategy may work, but I'm not so sure it's a good idea.
>If I were going to port a C to the Mac, I'd do GNU C, and port it "the
>right way". Sure it's huge, but as you said, memory on the Mac isn't
>such a big deal anymore. The smallest Mac you can buy nowadays is 2
>Mbytes, more than adequate for GCC. My reasons for this assessment
>follow:

>* GCC runs on many systems, including a zillion flavors of UNIX,
>MS-DOS, and the Atari ST. Therefore, a program written in GCC is more
>likely to work on other systems than a program developed with _any_
>other C compiler (like, say, SUN's compiler, or Mark Williams C). A program
>written with one GCC need only be compiled by another GCC to provide an
>easy port. Potential problems of hidden compiler incompatibilities
>between systems are eliminated.

Not necessarily, some brain-dead CPU architectures still require weird
machine-specific #pragma's to control their behavior. (Look at the i386
support for GCC, for a notable example...)
>
>* GCC is backed by the Free Software Foundation. This is not a
>program which will lose support when one or two people taking care of
>it decide to do something else. (I know. I wrote The Vault, and now

As others have already mentioned, the FSF is vehemently opposed to having
GNU software ported to Apple platforms.

>* Finally, the most compelling reason is that I think that GCC would
>be the easiest to port! GCC was written in a modular way, so that it
>can be ported to any system, running any instruction set. What
>porting it consists of is describing, in GCC's machine-description
>language, the properties of your computer's instruction set. The code
>generators and optimizers use this information to generate code for
>your computer. Adding a new machine description to GCC does does not
>eliminate the possibilities for GCC to generate code for other
>machines. (This means that GCC can be easily used as a cross-compiler
>--- build the standard distribution to run on one system, but to

>produce code for another.) Since someone has already described the
>68000 instruction set to GCC, you would just have to modify the
>description, to make it work with the Mac quirks (like the special
>status of A5). To encourage people to port GCC, Richard Stallman
>(author of GCC) has written a 190-page manual describing in detail how
>to port GCC. I don't believe any other program comes with such
>carefully written porting instructions.

It probably would be pretty simple to customize the m68k description to
support the Mac. Especially given that the Atari ST port now also uses
a global data pointer (I chose a4 instead of a5; TOS clobbers a5 during
a Supexec call). However, I don't see any reason to undertake this port.
What's the ultimate purpose of this effort, just to have a freeware C
compiler on the Mac?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

59. Changing Drive in Sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 02:33:52 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1993Jan6.023352.7886@oz.plymouth.edu>
Source record: 41265

Hello,

I recently made a post concerning the chdir() command in
Sozobon C 1.33i and because I made a slight error in my reading of
the docs I mostly received responses telling me that I was mistaken.
I do not mean to complain, and thanks to those who did try to help,
but wouldn't it have been just as easy to tell me how to change the
drive rather than simply informing me that I wasn't using the
chdir() command correctly? OK, anyways, can someone please
tell me, or show me code in which the current drive is changed?
I only really have the dlibs text and Cmanship Complete to work
with, neither of which have this information. Even if you do
not use Sozobon, but know how to change the drive, please
respond, Sozobon is suppossed to be Alycon compatible, and I
assume there is a GEMDOS convention for doing this task.

Stephan

--
\/\/\/

60. Re: GCC problems too ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 02:41:44 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1idgt8INNluq@escargot.xx.rmit.OZ.AU>
Source record: 41266

berrah@montblanc.cica.fr (K.Berrah) writes:

>It seems that the terminator.cc.umich.edu don't have anymore
>atari programs. Can anyone give me another atari server address?

use: atari.archive.umich.edu

>Thanks.

No worries!

--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

61. What terminal program should I use to call a UNIX machine from my ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 04:05:29 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <u8sXwB3w165w@sys6626.bison.mb.ca>
Source record: 41267

I was wondering if anyone could recommend a modem/terminal program to use
when I dial-up UNIX machines?

Thanks in advance.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

62. Re: AfterDark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 05:58:41 UTC
From: ekrimen@wet.UUCP
Message-ID: <4937@wet.UUCP>
Source record: 41268

In article <1993Jan5.101520.25520@news.unige.ch> mike@medsun.unige.ch (Mike morris) writes:
>Can/has anybody out there produced an After Dark equivalent for the
>Atari platform (all models, all modes)?

The latest version of Warp 9 from Codehead Software encorporates Extend-O-Save, which enables you to load different screen saver modules. If you have programming experience, you can create your own modules.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

63. Keyboard repeating keys

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 07:23:23 UTC
From: leo@ahwau.ahold.nl
Message-ID: <C0F8J1.CzF@ahwau.ahold.nl>
Source record: 41262

I am looking for a way to make the keyboard processor handling the key repeat instead of the main processor. Is there anybody on the net who has ever did such a thing. The problem with the keyboard is that there is (as far as I know) no documentation. Even the german 'Profibuch' has no detailed info.

Thanks, Leo. (Email: leo@ahwau.ahold.nl)
--
Leo Weppelman @ Albert Heijn bv, UUCP: ....!hp4nl!leo@ahwau.ahold.nl
Winkelautomatisering Internet: leo@ahwau.ahold.nl
Ebbehout 31, 1507 EA Zaandam. Phone: +31 75 593938 Fax: 351240

64. Re: Sending objc_draw to a memory buffer rather than screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 09:42:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1993Jan6.094252.14323@elroy.jpl.nasa.gov>
Source record: 41269

In article <3_800_842_fidonet2b3c3741@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: bpat@cs.mcgill.ca
>In a message of <10 Dec 92 12:16:14>, bpat@cs.mcgill.ca (3:713/602) writes:
>
> b> have the books with me right now. Also, could someone tell me if it's a
> b> perfectly legal thing to do. It will work on any ST, and most probably
>on
> b> the STe, and MEGASTe. But does the TT still have this screen-switching
> b> stuff available ? Will the Falcon have it?
>
>Yes and probably yes, however it's a _really_bad_ thing to do under MTos,
>for obvious reasons - just imagine if there's a context switch while the
>logical screen is pointing in the wrong direction...
>
>(unless this is one of the context items saved in the switch??)

Yes, MiNT saves a private copy of the logical screen pointer for each
process. This was already mentioned when this thread began a month or so
ago...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

65. Re: AfterDark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 09:58:07 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Jan6.095807.3402@news.unige.ch>
Source record: 41270

In article <4937@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) writes:
> In article <1993Jan5.101520.25520@news.unige.ch> mike@medsun.unige.ch (Mike morris) writes:
> >Can/has anybody out there produced an After Dark equivalent for the
> >Atari platform (all models, all modes)?
>
> The latest version of Warp 9 from Codehead Software encorporates Extend-O-Save,
> which enables you to load different screen saver modules. If you have
> programming experience, you can create your own modules.
>

But I use NVDI, not Warp 9 - can I use _just_ the Extend-O-Save (sounds like a washing powder additive), without Warp 9 ?

Mike

66. How to change text in free strings?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 10:57:07 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1iedu3INNidu@usenet.INS.CWRU.Edu>
Source record: 41271

```
Could I have an example of how, exactly to change the text in a free
string under MW's C? I've been trying to use rsrc_gaddr but haven't
been able to get it right.

Many thanks...
```

67. Short flashy STOS routines required

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 14:03:06 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19930106.060302.212@almaden.ibm.com>
Source record: 41272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to gather any short (ie. less than 10 lines) STOS basic routines which create special effects- visual or audio. You know, those quirky little lines of code which you knock together, and then can find absolutely no use for.

The routines are needed for my very last ST game, as I intend to get myself a Falcon ASAP. After a long and somewhat distorted discussion with two game magazine reviewer friends at The Raven Inn, Bridgnorth (where girls are real girls and boys are real girls, too), we came up with the concept for the WORST game EVER...

PRO INTERNATIONAL WHELK SIMULATOR 2000 PLUS ("SimWhelk" for short)

In order to compensate for the inevitably limited nature of the actual gameplay (aim of the game: not to fall off the rock), much of the program will be given over to a demo.

This game will be released either through Budgie UK licenceware or as Public Domain sometime before autumn, and will be written in STOS.

Contributions on this forum or direct by email please (preferably both!). Cheers in advance for anyone who contributes; you will get a heavy mention in the scroller!

Andrew Oakley <evilandi@vnet.ibm.com> (JANET: <evilandi@com.ibm.vnet>)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM) UK Tel. 0926 464830

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
Nothing is foolproof to a sufficiently talented American. (UK trad.)

68. Re: TOS 2.06 + $1 works in 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 16:10:36 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480011@hpfcso.FC.HP.COM>
Source record: 41286

The details of how to upgrade a 1040ST to TOS 2.06 have been uploaded to atari.archive.umich.edu.

atari/Misc/tos206up.zoo

It is just an ASCII file (after decompression). Thanks for all the email.

Ted.

69. TOS 2.06 Upgrade has been Uploaded

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 16:11:19 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480012@hpfcso.FC.HP.COM>
Source record: 41287

The details of how to upgrade a 1040ST to TOS 2.06 have been uploaded to atari.archive.umich.edu.

atari/Misc/tos206up.zoo

It is just an ASCII file (after decompression). Thanks for all the email.

Ted.

70. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 16:21:55 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480013@hpfcso.FC.HP.COM>
Source record: 41288

Instead of using:

```
fprintf(fp,"Life is hell\n"); /* Carriage return and Line feed */
```

Try using:

```
fprinf(fp,"Life makes my head hurt\r"); /* Carriage return */
```

If I remember the reason that you are seeing the control M is because you opened the file up in binary mode ("wb"). If you were playing in ASCII mode ("w"), then the \n would generate the output that you would like.

I hope this does the trick

Ted.

71. Re: AfterDark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 16:35:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan6.163516.734@newshost.lanl.gov>
Source record: 41273

In article 3402@news.unige.ch, mike@medsun.unige.ch (michel morris) writes:
>
>But I use NVDI, not Warp 9 - can I use _just_ the Extend-O-Save (sounds like a
>washing powder additive), without Warp 9 ?

Nope. Extend-O-Save is a Warp 9 extension, only.

AfterDark for the ST sounds like a cool project, though.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

72. Re: U Mich FTP address?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 17:29:10 UTC
From: heraud@boole
Message-ID: <C0G0Kn.KsF@ufrima.imag.fr>
Source record: 41274

marco@sys6626.bison.mb.ca (John Perry) writes:

>Could someone pleae mail me the address for the ftp at the University of
>Michigan?

>Thanks.

> **
> * John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
> * INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
> **

write to atari.archive.umich.edu

--
////HERAUD|SELDON|CAPTAIN BUG//heraud@ufrima.imag.fr////
Game over..Insert coins

73. Re: AfterDark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 18:48:40 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <1993Jan6.184840.28184@cs.tu-berlin.de>
Source record: 41275

In article <1993Jan6.163516.734@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

AfterDark for the ST sounds like a cool project, though.

You might want to try midnight (as found on ftp.cs.tu-berlin.de, in the directory pub/atari/demos; midnight.lzh 42355 bytes). This is the one-minute demo of a commercial product that will be sold for DEM 99. The readme is in german only (so far), but usage is pretty simple. Just keep in mind, that you intercept the saver before a minute is over. Otherwise it'll be completely disabled until reboot.

Greetings,
Ripley

Disclaimer: I'm not connected with midnight except that I donwloaded it from a bbs here and put it onto the server. Ask the authors for more info...

74. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-06 22:49:37 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan6.224937.10888@netcom.com>
Source record: 41276

In article <1993Jan4.203951.6091@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <1993Jan3.035343.15539@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>>Most libraries' malloc() functions will handle everything automatically,
>>allocating memory in large chunks (4K or 8K or even 32K) from the OS
>>and then splitting those chunks up as necessary.

>Do you know of any librarys that will Mfree() blocks once all parts of them
>have been free()ed though? If none do then we have know choice but to use
>Malloc() directly in a multi-tasking system or else the user will have to
>shut down applications and restart them to free "lost" memory.

Yes, some libraries do Mfree() blocks. Most do not. There are advantages
and disadvantages both ways (the advantage of *not* freeing the memory
is speed; if your program needs to malloc() again and the block *is*
freed, then there is an overhead of 2 system calls (Mfree and then another
Malloc).

It is possible that a program will need to do a very large malloc(), free
the memory, and then never need that much memory again. In this case
there could be "lost" memory. I still recommend using your C library
malloc() function, though, because this kind of situation is relatively
rare (and easily special-cased around, i.e. you can use Malloc/Mfree
for specific large blocks of memory that you know you will never need
again).

Programs that use Malloc and Mfree for general purpose memory management
(i.e. that have lots of calls like "foo = Malloc(100L)") are already
slower than they need to be, and will definitely consume far more
memory than necessary under memory protection/virtual memory versions
of MultiTOS or TOS.

Finally, the other advantage of malloc() and free() is portability;
these are standard C functions and so are available in every library
and on every platform, not just the Atari. (I know, that's often not
a concern if you're only writing for the Atari ST, but it never hurts
to make your software easy to port to other machines or operating
systems.)

Eric Smith ersmith@netcom.com
Opinions expressed above are my own; Atari has their own opinions, I'm sure.

75. Signum 2 Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 00:25:46 UTC
From: mashton@dcs.warwick.ac.uk
Message-ID: <1993Jan7.002546.24836@dcs.warwick.ac.uk>
Source record: 41277

My brother has an ST and has been using Signum 2 to do much of his work.
Is there anyone out there in the entire world who is using this program with
extra fonts(i.e. more than came with the package) and if so, where did you get
them?
Are there any PD fonts available?
Any help at all would be appreciated....
Thanks in advance

---
mashton@dcs.warwick.ac.uk
The best way not to be unhappy is not to have a word for it.

The opinions expressed are entirely those of myself and the little purple
people that visit me from time to time.They are not those of my employer,
basically,because I haven't got one.

76. Floppy drive dead

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 01:01:11 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1993Jan7.010111.18496@galileo.cc.rochester.edu>
Source record: 41278

Hi, my external floppy drive SF314 stopped working 2 days ago.
This was what happned.
I tried to format a new HD disk into 720K from the desktop. It went fine
until the pyrosave scrren saver come out and the computer crash with
2 bombs (or maybe 3, I don;t remember). Then I rebooted the
computer but this time the disk can't read any of my disk anymore.
The desktop still come out after a while but when I tried to format
any disk, the drive will try to write but never proceed further than
then 1st sector (the bar doesn't move on the scrreen). So, I clean
the drive with a floppy drive cleaner (disk type) and try to read again
but it never does anymore and what I get was the normal mesasage saying
"please use the right kind of floppy or make sure the hard drive is connected
properly...."

So, can someone tell me if the drive is dead?
I don';t have another drive to test if this is because of the compuyter
itself. It's a 520ST so it doesn't have an internal drive.
If the drive is dead, where can I get a replacement drive?
Can I used any drive for PC to put it into the case?

Thanks

...
Ling Cherd

77. Re: AfterDark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 02:24:43 UTC
From: ekrimen@wet.UUCP
Message-ID: <4943@wet.UUCP>
Source record: 41279

In article <1993Jan6.095807.3402@news.unige.ch> mike@medsun.unige.ch (michel morris) writes:
>
>But I use NVDI, not Warp 9 - can I use _just_ the Extend-O-Save (sounds like a
>washing powder additive), without Warp 9 ?

You can turn off Warp 9's acceleration, but I don't know if NVDI and W9 will work in that configuration; I've never tested them.

You may like Warp 9 better than NVDI anyway. :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

78. Re: Sozobon (or other free C's): would this strategy work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 08:32:10 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Jan7.083210.13619@mtu.edu>
Source record: 41281
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

In article <1993Jan5.133455.9714@panix.com> spencer@panix.com (David Spencer) writes:
>
>> To encourage people to port GCC, Richard Stallman
>>(author of GCC) has written a 190-page manual describing in detail how
>>to port GCC. I don't believe any other program comes with such
>>carefully written porting instructions.
>
>A very nice book on practical compiler theory. Unfortunately (unless
>I'm out of date), the manual is not up to date. The latest version of
>the manual describes version 1.38, I think; the current version of the
>compiler is 2.3. Because the basic theory of the compiler hasn't
>changed, it should be adequate, though.
>
>
>dhs spencer@panix.com

Can somebody please tell me the title of this book that is mentioned above?
E-mail preferred, follow-ups to the post acceptable.

Jeff McWilliams
jjmcwill@mtu.edu OR jjmcwill@mathlab.mtu.edu

--
Jeff McWilliams jjmcwill@mtu.edu EE Engineer --> Michigan Tech.
Leaves Turning, falling, withering
Wind blowing, rustling, chilling
candlelight will soon be flickering

79. compiled mint library for sozobon & turbo C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 10:31:41 UTC
From: grellier@ufrima.imag.fr
Message-ID: <C0HBwu.DpF@ufrima.imag.fr>
Source record: 41283

Where can I find it ? Because as I haven't got a hard disk, it's
quite fastidious for me to make it.

Thierry grellier
--
-=-
Thierry Grellier, MST ESI 2, U. J. Fourier, Grenoble I
e-mail: grellier@turing.imag.fr
-=-

80. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 10:34:00 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0HC0p.9no@hpbbrd.bbn.hp.com>
Source record: 41282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dlk0ms9s@umiami.ir.miami.edu wrote:
> I just got a Syquest 44 removable HD for Xmas and I am running into a
> curiosity. When the drive gets up to speed and I turn on the ST, it boots to
> floppy, but from then if I reset it, it boots from the 44!

Your Syquest drive seems to be configured to send a UNIT ATTENTION message
after power-on. This collides with the first read request issued by TOS.
You might need to reconfigure your drive with some tool; maybe the
BOOTFIX program on your ICD disk already supports the Syquest drives.
If not, you should call ICD.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

81. Re: compiled mint library for sozobon & turbo C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 12:14:08 UTC
From: hohmuth@freia.sax.de
Message-ID: <F2J0H0S@math.fu-berlin.de>
Source record: 41284

In article <C0HBwu.DpF@ufrima.imag.fr>, grellier@ufrima.imag.fr (GRELLIER thierry) writes:

> Where can I find it ? Because as I haven't got a hard disk, it's
> quite fastidious for me to make it.

(I can only speak for the Turbo/Pure C stuff.)

The problem with distributing mntlib binaries for Turbo/Pure C is that these
binaries have the math library of the compiler linked in which is
copyright Borland/Pure Software. That means that the binaries are NOT free
while the source code is.

It should be faily easy to make and distribute a version of the binaries
without the math stuff, and let the user link the math library into mntlib.
However, I haven't had yet the time to set up project files for this etc.
Also, you are the first one who demands on this.

As there seems to be interest for a compiled version of mntlib for Turbo/Pure,
I'll provide one soon (at least for the next mntlib patchlevel).

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

82. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 12:43:24 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Jan7.124324.27805@its.bt.co.uk>
Source record: 41285

```
In article <1993Jan5.214420.8268@sae.com> malay@sae.com writes:
>
>I have some code that generates a binary file - I compiled it with GCC 2.3.1
>and ran it on the ST - it works fine, it generates a binary file; however, the
>print statements seem to be outputting a CNTRL-M (^M) - I don't need these
>extra characters what should I do to get rid of them???

The problem you have encountered is that Unix treats all files alike while
DOS, TOS etc do not. In Unix the open is fopen(filename,mode) where mode is
a char * of "a","r","w","r+","w+","a+". In TOS these are for text files with
CRLF being converted to LF on input and LF being converted to CRLF on output.
Note CR is ^M.
To switch this off you need to open the file in binary mode. These modes
are "ab","rb","wb","rb+","wb+","ab+". The format "r+b" etc is also acceptable.

NOTE for developers:
There is nothing stopping you using these binary formats in Unix. Any decent
implementation will recognize them. They obviously will have no effect but
its then easy to port to DOS-type environments.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892
```

83. ATSpeed on a STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 14:05:47 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Jan7.140547.25946@unix.brighton.ac.uk>
Source record: 41289

I have recently purchased the ATSpeed 8Mhz emulator for intended use on my STE,
at the time the guy behind the counter said he only had the new STE adapter
with room for the new TOS chips on him (of which were extra), he said the normal adapter
was at home and he would simply post it on!

Here I am 8 weeks later, still waiting after phoneing 3 times!!.

Now, apprently the plain adapter is sold seperatly.

So, what really is the situation ? Surely everything would come complete ?

--

Paul Finch - Leader of the WIMPs forever organisation
pf21@uk.ac.bton.unix or pf21@unix.bton.ac.uk
"ADA was invented to give Basic programmers, something to look down to"

84. homebrew SCSI Adapter? was: HELP,Weird harddisk-driver error

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 14:23:47 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1993Jan7.142347.9461@cbfsb.cb.att.com>
Source record: 41290
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

```
From article <1993Jan6.144119.24969@informatik.uni-bremen.de>, by
ms@p111.informatik.Uni-Bremen.DE (Martin Schroeder):
>
> If you use the following combination of Hard- and Software:
> Seagate ST 277N SCSI Harddisk
> AliaSCSI SCSI Adapter (from c't)
> AliaSCSI V 1.6 Harddisk-driver (from c't)
> Atari 520ST+
>
> |- Martin Schr"oder, Computer science student, University of Bremen -|
> |-------------------- L15D@ALF.ZFN.UNI-BREMEN.DE --------------------|

Excuse my American ignorance if these are silly questions:

1. Isn't c't a (hobbiest) magazine?
2. Is your SCSI Adapter (from c't) built from a published schematic,
a kit, or what?
3. If homebrewed from a published schematic, how can I get the
plans? I expect that I have zero access to old issues of c't.

Thanks in advance.

Bill Dudley
AT&T Bell Labs
dud@hocpa.ho.att.com
```

85. UNIX/Terminal Programs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 14:30:34 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <NTg1wB1w165w@sys6626.bison.mb.ca>
Source record: 41293

Thanks to all of you that responded to my request for info reagarding terminal programs and UNIX. I found many of you suggested UniTerm, which I will certainly have to look into. The main thing I was looking for was inproved emulation modes. Flash is OK, but it's not perfect. Are UniTerm's emulation modes more UNIX-compatible?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

86. Re: compiled mint library for sozobon & turbo C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 14:43:05 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1993Jan7.144305.16708@ugle.unit.no>
Source record: 41291

In article <F2J0H0S@math.fu-berlin.de>, hohmuth@freia.sax.de (Michael Hohmuth) writes:
> In article <C0HBwu.DpF@ufrima.imag.fr>, grellier@ufrima.imag.fr (GRELLIER thierry) writes:
>
> > Where can I find it ? Because as I haven't got a hard disk, it's
> > quite fastidious for me to make it.
>
> (I can only speak for the Turbo/Pure C stuff.)
>
> The problem with distributing mntlib binaries for Turbo/Pure C is that these
> binaries have the math library of the compiler linked in which is
> copyright Borland/Pure Software. That means that the binaries are NOT free
> while the source code is.
>
Does this mean that programs linked with the Pure C library is not free to be given away ?

Stig Vidar Hovland - stigvi@lise.unit.no

87. Re: compiled mint library for sozobon & turbo C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 15:02:19 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <726418938@bronto.cs.duke.edu>
Source record: 41292

From the Holy Book of <C0HBwu.DpF@ufrima.imag.fr>
as spake by grellier@ufrima.imag.fr (GRELLIER thierry) :

> Where can I find it ? Because as I haven't got a hard disk, it's
> quite fastidious for me to make it.

Just a bit more patience. I've _finally_ finished the Sozobon port, and
as soon as I can fight through the throngs and actually get to
atari.archive, I'll upload it.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

88. Re: compiled mint library for sozobon & turbo C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 15:41:23 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <726421282@bronto.cs.duke.edu>
Source record: 41294

From the Holy Book of <726418938@bronto.cs.duke.edu>
as spake by dsb@duke.cs.duke.edu (D. Scott Bigham) :

>Just a bit more patience. I've _finally_ finished the Sozobon port, and
>as soon as I can fight through the throngs and actually get to
>atari.archive, I'll upload it.

And thanks to lucky timing, I just did it. Look for the file
mnthlb25.zoo in ~atari/New, soon (presumably) to be moved to
~atari/Mint.

This package includes updated versions of make and ar, included from the
1.40i beta release with Ian's blessing. These new versions have full
ARGV support, which means they are more friendly with shells and accept
up to 255 arguments per command line. If you use Sozobon C at all, I
recommend grabbing the package, if only for these two files.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

89. Re: Sozobon (or other free C's): would this strategy work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 15:54:04 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <726422043@bronto.cs.duke.edu>
Source record: 41295
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

From the Holy Book of <29879@castle.ed.ac.uk>
as spake by ngse18@castle.ed.ac.uk (J R Evans) :
> [...] I propose to build a relocating loader to be inserted
>into the CODE 1 resource. This would load and lock the TOS format
>module into memory, allocate and lock a further area for the bss
>segment, relocate the code and pass control to it. [...]

Seems like it would almost be easier to convince Sozobon to produce
PC-relative, base-relative code.

Another possibility is a pseudo-relocator post-processor that takes the
object file output and transmogrifies absolute addressing modes to
PC/base-relative. The result could presumably be dropped into a CODE
resource and treated just like normal Mac code.

> [...] According to several correspondents who are
>acting as beta-testers, Ian is almost ready to release a further
>version of HSC - version 1.40i - for which the source will be more
>readily available. [...]

"Almost" may be too strong a word, considering that we haven't heard a
peep from him in about four months.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

90. Re: UNIX/Terminal Programs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 16:15:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan7.161511.8232@csi.uottawa.ca>
Source record: 41296

Uniterm isn't particularly "more UNIX compatible"; it is specifically
"more VT100 compatible." (or VT102 or VT200, as you prefer)

Most of the terminal programs that CLAIM to be VT100 compatible aren't
terribly compatible. If you compare them to a REAL VT100 terminal,
you'll find some differences.

The UNIX "termcap" system allows you to hook almost ANYTHING up, and
use MOST of its capabilities.

If you "lie" about which terminal you're using, termcap won't know
that, and it'll happily send control sequences to the terminal that
your terminal (or terminal emulator) can't handle.

When you use Uniterm, there aren't any "lies". There are a few ways
in which it doesn't conform with a "real" VT100; it's mostly in
dealing with special commands for creating customized character sets.
That's something that termcap doesn't know about, or use.

In principle, you should be able to write termcap entries for any
particular terminal/terminal emulator, and if it's customized well
enough, it should work perfectly. That's something I don't feel like
getting into.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

91. Re: Sozobon (or other free C's): would this strategy work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 16:19:09 UTC
From: bpb9204@tamsun.tamu.edu
Message-ID: <1ihl5tINNhhj@tamsun.tamu.edu>
Source record: 41297
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
|hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|
|>As others have already mentioned, the FSF is vehemently opposed to having
|>GNU software ported to Apple platforms.
|
|Port of gcc to A/UX does not indicate that the situation is so
|"vehement". You should not expect any support from FSF and you should
|not bother them with bug reports but this is not so much different
|then on Atari.

Right. The FSF, with their boycott, is merely NOT providing any support
for Apple-based machines. It does not mean we can't port it; in fact, if
you really disagree with FSF the best thing you can do is port more of
their software. There is certainly nothing illegal about it, and if the
FSF dared think of punishing a user for porting to macs, they would
instantly become hypocrites.

When I ported bison and flex, bison had some stupid code constructs that
I complained about in gnu.misc.discuss. This led to a brief email dis-
cussion with Richard Stallman, and he essentially wrote to me (in more
polite words) "If you have changes, we'll take them. If they are for
the mac, forget it. Bug fixes are always welcome." Bug reports here
would mean platform-independent bugs (algorithmic bugs) and not problems
found when trying to compile the thing under THINK C.

One more thing to everybody who has followed up in this entire thread.
If you haven't read the files associated with the GNU project, please
get them and read them. Two of the files are COPYING (the copyleft)
and the GNU Manifesto(named MANIFESTO, I believe). These files come
with every software distribution and I think are available via anon ftp
from prep.ai.mit.edu (or gnu.ai.mit.edu). Before posting next time,
please take time to read through these files and any others you find
that I've left out.

-Brent
--
+-------------------------+
| Brent Burton N5VMG |
| bpb9204@tamsun.tamu.edu |
+-------------------------+

92. Mercury uucp

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 17:55:28 UTC
From: jonc@status.gen.nz
Message-ID: <6ysZwB2w165w@status.gen.nz>
Source record: 41280

Hi netters,

A quick question re Mercury.uucp

Can someone send me a sample /mercury/paths file please or at leaste
the format of the file. Also can someone send me a quick overview of
Palias.prg

Kind regards for '93

Jon Clarke Z*NET Pacific
-=-=-=

93. Re: Porting GCC to the Mac (was: Re: Sozobon (or other free C's): would this strategy work?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 22:05:53 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jan7150553@hpbbrn.bbn.hp.com>
Source record: 41301
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

Bob Fischer (bobf@flint.geology.yale.edu) wrote:

> * GCC is backed by the Free Software Foundation. This is not a
> program which will lose support when one or two people taking care of
> it decide to do something else. (I know. I wrote The Vault, and now

Don't forget that the FSF boycotts Apple products. They won't support GCC
ports to the Macintosh.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

94. Re: AfterDark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-07 22:10:04 UTC
From: sourada@iastate.edu
Message-ID: <sourada.726444604@vincent1.iastate.edu>
Source record: 41298

In <1993Jan5.101520.25520@news.unige.ch> mike@medsun.unige.ch (Mike morris) writes:

>Can/has anybody out there produced an After Dark equivalent for the
>Atari platform (all models, all modes)?
>If not, why not?

I started a project like this about a year ago. I got a good base for it working fairly well, although I've only put together three effects for it so far. It has some little trimmings other than a screen saver also, like screen capture and 50/60Hz switcher, etc.

I stopped working on it after a while for a few reasons: I hit some apparent brick walls in trying to make it compatible with other interrupts on the system; CodeHead added Extend-O-Save to Warp 9; my available time often shrinks to nil (I'm a student); I was going to release it as shareware, and I no longer believe that would be worthwhile.

Despite these reasons, it's possible I'll dredge the thing back up and resume work, or at least do something with it. Here's some ideas of what I could do, and why I don't want to :-)

1) Start right back from where I was and get it 'marketable'.
Frankly, I don't have much enthusiasm for this project anymore, and I have some other stuff in mind that would be more useful and satisfying.

2) Release what I have now.
It's a little buggy (because of interrupt conflicts), and omni-resolution capability still needs work. It just doesn't feel finished.

3) Give the source to someone to take over.
Even though I don't feel much like working on it anymore, I also don't want to give it up to someone else.

4) Forget the whole thing.
At this point, that looks like the best alternative. But, there does seem to be a little interest out there.

So, if anyone cares, send me your ideas and arguments, and we'll see what happens. I'll need a lot of convincing, because I don't really want to do this very much :-).

Later,
Steven Ourada

P. S. I hope that last paragraph doesn't sound like something Ross Perot might say :-)

--

Steven Ourada -- sourada@iastate.edu

95. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 03:40:17 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan7224017@kropotkin.gnu.ai.mit.edu>
Source record: 41299

In article <1993Jan7.124324.27805@its.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:

>The problem you have encountered is that Unix treats all files alike while
>DOS, TOS etc do not. In Unix the open is fopen(filename,mode) where mode is
>a char * of "a","r","w","r+","w+","a+". In TOS these are for text files with
>CRLF being converted to LF on input and LF being converted to CRLF on output.
>Note CR is ^M.
>To switch this off you need to open the file in binary mode. These modes
>are "ab","rb","wb","rb+","wb+","ab+". The format "r+b" etc is also acceptable.

Alternatively, the call:

_binmode(1);

somewhere at the beginning of a program will cause all fopen()s to
default to binary mode (you can then force text mode with the "t"
modifier in the mode specifier.) It's much easier, (and cleaner,
IMHO) to make this one small hack than to hunt down all the file mode
arguments all over a large program.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

96. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 06:02:47 UTC
From: rosenkra@convex.com
Message-ID: <1993Jan08.060247.12064@convex.com>
Source record: 41300

In article <ENTROPY.93Jan7224017@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>Alternatively, the call:
>
> _binmode(1);
>
>somewhere at the beginning of a program will cause all fopen()s to
>default to binary mode (you can then force text mode with the "t"
>modifier in the mode specifier.) It's much easier, (and cleaner,
>IMHO) to make this one small hack than to hunt down all the file mode
>arguments all over a large program.

unfortunately, this does not effect stdin/stdout/stderr (which are set in the startup code). to make them binary, you have to set a global (which at the moment escapes me, something like int default_mode). i find setting the global even easier than using binmode(). for example i have made a binary cat, od, etc.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

97. Re: Porting GCC to the Mac (was: Re: Sozobon (or other free C's): would this strategy work?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 09:12:18 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0J2wJ.4rG@hpbbrd.bbn.hp.com>
Source record: 41322
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

```
David Spencer (spencer@panix.com) wrote:
> > To encourage people to port GCC, Richard Stallman
> >(author of GCC) has written a 190-page manual describing in detail how
> >to port GCC. I don't believe any other program comes with such
> >carefully written porting instructions.
>
> A very nice book on practical compiler theory.

Is it available via ftp?

Tnx,

Claus

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>-----------------------------------------------
```

98. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 12:30:49 UTC
From: marcob@ull.research.ptt.nl
Message-ID: <1993Jan8.123049.27647@spider.research.ptt.nl>
Source record: 41302

In article <1993Jan7.124324.27805@its.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:
>In article <1993Jan5.214420.8268@sae.com> malay@sae.com writes:
>>
>>I have some code that generates a binary file - I compiled it with GCC 2.3.1
>>and ran it on the ST - it works fine, it generates a binary file; however, the
>>print statements seem to be outputting a CNTRL-M (^M) - I don't need these
>>extra characters what should I do to get rid of them???
>
>
>The problem you have encountered is that Unix treats all files alike while
>DOS, TOS etc do not. In Unix the open is fopen(filename,mode) where mode is
>a char * of "a","r","w","r+","w+","a+". In TOS these are for text files with
>CRLF being converted to LF on input and LF being converted to CRLF on output.
>Note CR is ^M.
>To switch this off you need to open the file in binary mode. These modes
>are "ab","rb","wb","rb+","wb+","ab+". The format "r+b" etc is also acceptable.
>

Actually, in the Mint library there is a function for this called _binmode().

Quote from the source of _binmode():
* if called with TRUE, then subsequently all fopens have _IOBIN
* by default on open. This will make life much easier for
* people who have been using the Gnu lib (any my job with the compiler
* much easier too, don't have to go hunting for fopens())

In other words, _binmode(TRUE) makes sure that all calls to fopen()
automatically open files in binary mode.

Unfortunately, this doesn't solve the problem for programs that use stdout
to write (binary) results to a file, i.e. programs that simply use printf()
and rely on IO-redirection from within a shell. Many Unix programs do this
(pbmplus, cjpeg, djpeg, etc.) The problem with this is that stdout is
already open, and NOT in binary mode. There doesn't seem to be a (legal) way
to set stdout to binary mode. Still, there is a trick, but it only works with
gcc (I still use version 1.39 or so) and the MiNT library. It may NOT even work
with future versions of the MiNT libraries. OK, now for the trick:
In main(), before any output is sent to stdout, I add this to the code:

stdout -> _flag |= _IOBIN;

This sets stdout to binary mode. It relies on how the MiNT library internally
represents and deals with files. I've successfully compiled djpeg en cjepg
(version 4) with this trick without changing anything else in the code.
I also used it to compile the previous (=old) version of pbmplus.

Perhaps someone working on the MiNT library could add a function to the library that sets stdout to binary. This would make porting Unix programs somewhat easier. And it would turn this trick into a feature :-)

Marco Blom.

99. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 12:59:45 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.726497985@rw8.urc.tue.nl>
Source record: 41303

Well after reading quite of lot of posts on what to use Malloc or
malloc en Mfree or mfree I am a bit confused...
I have just begun programming under GEM and am trying to write a decent
wordprocessor (Oh my god... not another wordprocessor...). Now I need
stacks of 32K each (just an arbitrary number I chose, so that the
blocks would be not too small but would not use up too much memory
either). These stacks will be used until so much has been deleted that
the last one can be freed or until the text has been closed.
At the moment I decided to use Malloc and Mfree, because these are OS
primitives and I thought that my programs would at least remain
compatible with new OS releases that have different memory allocation.
And also it seems to me that using Malloc saves a bit of memory because
the malloc function does not have to be linked.

Question:
Did I do wrong?

Erlend.

100. A Printer Question.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 13:33:35 UTC
From: richard@op.ph.ic.ac.uk
Message-ID: <1993Jan8.133335.16460@sol.ctr.columbia.edu>
Source record: 41304

I've recently got hold of a really old 9 pin dot matrix printer, I'm having a bit of trouble setting it up though.

The printer is a Facit 4510. It's got a parallel and serial interface, I havn't had any luck with the serial interface, but the parallel interface sort of works.

With a solder bubble shifted so that the parallel port is expecting epsom timings (as opposed to centronics timings - is this right?) I can transmit characters to the printer, and, they do actually appear on the paper, but generally there's two of each. Sometimes three. Occasionally I'm lucky and just get the one character.

The test page prints OK, so maybe things would print through the serial port. (Assuming there's a fault and it's between the parallel port and the input buffer).

Anyone had any experience with one of these beasts or some ideas on getting it working?

Thanks

Richard

101. New RSC File Format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 14:00:14 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.726501614@oxygen.sys.uea.ac.uk>
Source record: 41305

I was just wondering if anyone out there had a description of the
new RSC file format. That is the one with the colour icons and without the
size limit.
I am hoping to allow use of the new resource files to store colour
icons for a program I'm writing. Unfortunately I will not just be able to
use rsrc_load to load them in as more than one file needs to be loaded. So
I do actually need the file format.
Any details would be gratefully received...
Even a description of the old format would be nice. I can't seem to find the
one I used to have.

Reply by EMAIL please...

Thanks in advance,
Steve Sowerby.

-Steve Sowerby, Postgraduate Layabout (sms@sys.uea.ac.uk)
-School of Information Systems, University of East Anglia, Norwich, England.

102. TT VME Interrupt help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 14:19:43 UTC
From: tony@microware.co.uk
Message-ID: <1313@mwuk.UUCP>
Source record: 41306

Hi Folks,

I wonder if any TT people out there can help me?

I am writing a device driver to run under OS-9 on the TT, to talk to an Ethernet card called the Bionet VME from Biodata GmbH. The example driver from Biodata running under TOS just polls the chip, but under OS-9 I need the Ethernet to generate an interrupt. I haven't yet succeeded in doing so.

The Ethernet chip is a DP8390, and has an INT output.

Looking at the tracks on the Ethernet card, there is a connection to the *IRQ5 line, so I guess it should be possible somehow.

I was concerned that I could not see any tracks to *IACK, *IACKIN and *IACKOUT. Is the TT VME bus non-standard in some way?

The only information I have on the TT is a Field Service Manual with circuit diagrams, but no programming information. The VME *IRQ5 line appears to be called XIRQ5 and goes to the TTSCU pin /BIR5. The XIRQ5 line also gets driven by the SCC interrupt.

If the VME *IRQ5 is aserted, does the TT execute a standard IACK cycle on the VME bus? Or does the TTSCU define some sort of automatic vector?

Any relevant advice would be much appreciated - particularly from anyone familiar with the Bionet card!

Thanks in advance,

Tony.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
----------------------------------| Leylands Farm, Nobs Crook,
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **
---

103. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 15:25:10 UTC
From: spo@lte.e-technik.uni-erlangen.de
Message-ID: <1ik6cmEINNcjj@uni-erlangen.de>
Source record: 41318
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

We had the same problem with several discs on PeCe.
Sometimes it was possible to shift the date of the final dead of the disc
by about 1-2 years by ajusting the little spring in the mid of the wheel.
There is also a small piece of coal, which can be "refreshed" by using
sand paper. But be very, very carefull.

I would recommend to do this "improvements" as late as possible (will
mean: when the disc stopped working), because you can repeat the procedure
only limited times.

Thomas Sporer Tel. +49 9131 857201
Lehrstuhl Technische Elektronik Fax. +49 9131 302951
Cauerstr 9 Email spo@lte.e-technik.uni-erlangen.de
W 8520 Erlangen

104. Re: Hard Drive (wierd) Problem - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 15:29:37 UTC
From: spo@lte.e-technik.uni-erlangen.de
Message-ID: <1ik6l1ElNNckk@uni-erlangen.de>
Source record: 41308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <72815@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Michael Forget wrote about his Megafile making noises..
>
>The second source of noise is a "ground strap" which serves to bleed
>off static electricity which would otherwise build up on the spinning
>platters. The place where this strap contacts the end of the axle
>tends to wear, allowing the strap to vibrate and make noises.
>
>This is not destructive, only annoying.

Not always: There are drives where this contact also is used for the motor.
Together with the noise the resistance increases and finaly the motor is
to "weak" th reach the correct speed.

Thomas Sporer Tel. +49 9131 857201
Lehrstuhl Technische Elektronik Fax. +49 9131 302951
Cauerstr 9 Email spo@lte.e-technik.uni-erlangen.de
W 8520 Erlangen

105. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 15:52:03 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jan8085203@hpbbrn.bbn.hp.com>
Source record: 41323

Three different solutions:

1) setenv UNIXMODE b

This will also work with the MiNT library, which supports the `b' flag.

2) Recompile the program after adding a call to binmode() at the start of
main(). You may need to give binmode() a parameter (I may also have the name
wrong).

3) If your program needs to do both binary and text I/O, recompile the program
after changing all the fopen's for the binary files:

fopen(..., "r") to fopen(..., "rb")
fopen(..., "w") to fopen(..., "wb")

Good luck,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

106. VDI 'load fonts' question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 16:09:41 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <1ik905INN1au@mailgzrz.TU-Berlin.DE>
Source record: 41307

Hello,

I have a problem with the VDI routine 'load fonts'. Does the
workstation handle have to be a physical or a virtual one?
And, if it may be a virtual handle, do I need to load the fonts
for every new virtual workstation or is one time enough?

How many virtual workstations are possible? Fixed number or not?

--
+---+
Andr'e Pareis	Techn. University of Berlin
e-mail: pareis@cs.tu-berlin.de
subiaagb@w350zrz.zrz.tu-berlin.de
NeXT-mail: subiaagb@w271zrz.zrz.tu-berlin.de
+---+

107. Re: How do you write a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 16:31:12 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan8.163112@cs.bham.ac.uk>
Source record: 41311

1. The best way to find out about CPXs is to buy DocSupport II. Not that I've managed to write one... Anyone have CPX code for Lattice C?

2. TOS by default clears all unallocated RAM before running a new program so that it can guarentee(sp!) that any spare memory is all zero's
That's OK on a 520, but clearing 4Mb of memory on an 8MHz 68000 is painful to say the least.
PinHead stops TOS clearing all that space, and is compatible with MOST software. The Fastload bit with is the 28 byte header at the start of any TOS/PRG program is Atari's way of doing the same thing. Any program with this bit set won't have its memory cleared by TOS 1.4+.

3. Dunno!

David.

108. Re: compiled mint library for sozobon & turbo C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 16:33:57 UTC
From: hohmuth@freia.sax.de
Message-ID: <NCL0TJS@math.fu-berlin.de>
Source record: 41309

In article <1993Jan7.144305.16708@ugle.unit.no>, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:

|> In article <F2J0H0S@math.fu-berlin.de>, hohmuth@freia.sax.de (Michael Hohmuth) writes:

|> > The problem with distributing mntlib binaries for Turbo/Pure C is that these
|> > binaries have the math library of the compiler linked in which is
|> > copyright Borland/Pure Software. That means that the binaries are NOT free
|> > while the source code is.
|> >
|> Does this mean that programs linked with the Pure C library is not free to be given away ?

No, certainly not. The linked programs are free.

The license agreement I had to sign when I registered as a Pure C owner explicitely excludes compiled programs from the Pure's/ASH's copyright.

I don't know if this applies to the compiled libraries that are shipped with the compiler too; so it's just saver not to distribute them. :-)

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

109. Re: Changing Drive in Sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 16:40:36 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan8.164036@cs.bham.ac.uk>
Source record: 41312

I can't see any postings in reply, so the GEMDOS call to change drive is

dsetdrive(number);

where number is 0 (A:), 1 (B:) etc.

I think it's dsetdrive... look in OSBIND.H...

I hope I'm not talking jibberish, so if I am someone please correct me!

David.

110. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 16:49:51 UTC
From: hohmuth@freia.sax.de
Message-ID: <3CL0TYS@math.fu-berlin.de>
Source record: 41310

In article <wmtwen.726497985@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

> Question:
> Did I do wrong?

No, you didn't.

Now for the details:

> [...] Now I need
> stacks of 32K each (just an arbitrary number I chose, so that the
> blocks would be not too small but would not use up too much memory
> either). These stacks will be used until so much has been deleted that
> the last one can be freed or until the text has been closed.
> At the moment I decided to use Malloc and Mfree, because these are OS
> primitives and I thought that my programs would at least remain
> compatible with new OS releases that have different memory allocation.

It's OK to use Malloc() here. You do exactly what was proposed earlier in this discussion: You allocate large chunks of memory from the system and manage them yourself.

However, malloc() and free() are of course compatible to new OS releases, too, because they internally use the OS function Malloc().

> And also it seems to me that using Malloc saves a bit of memory because
> the malloc function does not have to be linked.

malloc()'s code should not consume too much memory (less 1 K).

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

111. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 18:31:33 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan8.183133.12773@netcom.com>
Source record: 41317

In article <wmtwen.726497985@rw8.urc.tue.nl> wmtwen@urc.tue.nl writes:
>Well after reading quite of lot of posts on what to use Malloc or
>malloc en Mfree or mfree I am a bit confused...

The answer is quite simple: use malloc() and free(). This has 3 advantages:

(1) It will work in accessories, if your library is sensible (most are).
The OS Malloc() function cannot be called from accessories at all.

(2) It will avoid memory wasting under newer versions of the OS (which
use the MMU and manage memory in pages) and will also avoid some
bugs in old versions of the OS (TOS 1.0 was limited to 20 Malloc
calls per process).

(3) It is faster (there is some overhead to entering the OS which can
often be avoided by the library).

Regards,
Eric
--
ersmith@netcom.com ersmith@atari.uucp

112. Re: How do you set a disk's vo

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 18:43:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52093@K.maus.de>
Source record: 41313

```
n>Warning! 'chdir("a:\")' will cause 'an unterminated string' or other
n>"interesting" error messages. See further down in the quoted article.
n> --mj

of course it will - the correct spelling is chdir( "a:\\" ), since the
backslash is the escape character.

(that's my favourite typing mistake when dealing with filenames in C...)
```

113. Re: What use is the AP_TERM me

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 18:45:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52094@K.maus.de>
Source record: 41314

p>having a big firm behind me? Do I just write a letter to Atari Benelux (for
p>Holland, where I live) and ask them?

Right.

114. Re: HELP -- Weird harddisk-driver

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 18:46:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52095@K.maus.de>
Source record: 41315

L> - Are there any differences in the DMA-Chips in the 520 and the 1040?

Nes. Yo. Perhaps :-)

There are some versions of the ST DMA chip:

The "very old" version that was able to deal with all combinations of RAM chip sizes in bank 0 and 1, e.g. 512 KB in bank 0 and 2 MB in bank 1.

A newer version, where the bigger chips had to be in bank 0.

The most recent version, where all RAM chips have to be the same size.

- Peter -

115. Re: How to change text in free str

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 18:49:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52096@K.maus.de>
Source record: 41316

```
a>Could I have an example of how, exactly to change the text in a free
a>string under MW's C? I've been trying to use rsrc_gaddr but haven't

(char*)(((TEDINFO*)(tree[object].ob_spec))->te_ptext)

is the pointer to the first character of the string.
```

116. nroff 1.21 src posted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-08 23:27:17 UTC
From: rosenkra@convex.com
Message-ID: <1993Jan08.232717.16505@convex.com>
Source record: 41319

i finally got 'round to posting the src for nroff 1.2pl1 (aka 1.21).
it is nroff121s.zoo on atari.archive. this corresponds to the binary
only post of a few months ago (nroff121b.zoo, which also had binaries
for man and manpager). this post should satisfy several requests by
people.

this src compiles with gcc 1.40 and MiNT libs at pl 19. no doubt it will
compile with libs pl 25 and more than likely with gcc 2.2 or 2.3. i just
have not tried this.

enjoy...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

117. Freaky Deaky

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 01:19:44 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Jan9.011944.17569@ultb.isc.rit.edu>
Source record: 41320

Does anybody know what the "Freaky Deaky Construction Kit" is? I've seen
it on many GEM programs from Europe that do the most interesting things.
They also seem to have a more Mac-like interface (i.e. those round
They also seem to have a more Mac-like interface (i.e. those roundm

To name one off the top of my head Let 'em Fly, the AUTO program that
does neat things to your alert boxes/ dialog boxes is one.

If this is public domain/shareware does anybody know where I could get
a copy?

Thanks

```
> +-----------------------------------------+-----------------------------+
> | Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
> | Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
> | Printing And Applied Computer Science | Lovely spam, woderful spam! |
> | RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
> +-----------------------------------------+-----------------------------+
```

118. How to get fastest text output?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 05:40:49 UTC
From: vicb@clark.edu
Message-ID: <1993Jan9.054049.806@clark.edu>
Source record: 41321

Well, the title pretty much says what I need to know.

I need the fastest method for printing text to a virtual workstation from C.

Having lots of options doesn't really matter; usually I use v_gtext for the job, but is this the fastest method? Any help or insight would be appreciated; I'm fairly ignorant on such matters. I've not had to worry about speed with VDI calls yet, as I only need one of them to be fast, and it is (thanks to the blitter); all the rest of my screen layouts only need to be done once (I'm working on a game and need the fastest way to update scores.)

Thanks in advance,
Victor Bruhn
vicb@clark.edu

119. Re: TT VME Interrupt help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 09:40:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <73241@cup.portal.com>
Source record: 41324

Tony Mountifield asked about the VME implementation on the TT.

You've just discovered the joys of dealing with non-standard implementations of "standards".

The "AVME" slot on the TT is only a partial implementation of the VME standard, similar to the way the "ACSI" port was a crippled SCSI implementation.

The Atari implementation of the AVME port does *not* have any provisions for bus-mastering, which it sounds like the Ethernet card assumes is available.

The only useful cards for the TT are passive devices like graphics cards, which do not need to take control of the bus.

This leaves out a very large percentage of the "hundreds and hundreds of VME cards" we often hear about...

As Alan Pratt said, "maybe next time"...

BobR

120. Harddisk experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 10:50:54 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b4ea053@Kralizec.fido.zeta.org.au>
Source record: 41325

Ok people : I'm wondering if anyone out there has ever connected a Maxtor 7680S to their system, and if they can comment on it.

I'm in a position to pick one up for a 'bargain' price, although 'bargain' for a 680M SCSI drive still means a lot of money, hence my asking...

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

121. TT video memory organisation...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 10:52:22 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b4ea0d6@Kralizec.fido.zeta.org.au>
Source record: 41326

G'day again - this time I'm after anyone who has info on the layout of the bitplanes in the TT resolutions : most particularly TT medium.

I'm working on some code that is fairly graphically intensive, and I want to compare the VDI with my own function-specific code.

I'd like to use the VDI, coz then it would be portable to different screen sizes, but time will tell...

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

122. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 15:00:56 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.22.726591656@dhhalden.no>
Source record: 41327

In article <1993Jan3.035343.15539@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>From: ersmith@netcom.com (Eric R. Smith)
>Subject: Malloc (Was: Sending objc_draw to a buffer)
>Date: Sun, 3 Jan 1993 03:53:43 GMT
>In article <2b3de6cf@p15.f202.n281.z2.fidonet>
p15.f202.n281.z2.fidonet!Vincent_Partington@nextjk.wlink.nl writes:
>>In a message of <Fri 25 Dec 92 20:52>, Conan Ford (2:281/202.0) writes:
>>
>> CF> one and set up some pointers to each "page". This is because of
>> CF> the problems GEMDOS has when you use MALLOC for more than 20
>> CF> seperate buffers (e.g. system crash :-)).
>> CF> (Though you probably know :-))
>>
>>Let's just hope this BUG has been fixed in MiNT. There it would REALLY be
>>annoying. It's annoying now, you have to allocate memory and manage it
>>yourself but of course TOS should do that for you.
>
>The 20 Malloc per program limit was removed a long time ago (certainly
>it was gone in TOS 1.4). And, of course, MiNT has no such limit.
>
>Managing memory "yourself" (i.e. by asking the operating system for
>large blocks of memory, and having your own malloc() function split
>those large blocks up for your program) is still a good idea, for 2
>reasons:
>
>(1) it's faster (entering the OS is always going to add overhead), and
>(2) it may save memory: on a virtual memory or memory protected system,
> the OS must manage memory in pages; so even if you ask for 1 byte,
> an entire page (4K or 8K) must be used by the OS for your block
> of memory.
>
>Most libraries' malloc() functions will handle everything automatically,
>allocating memory in large chunks (4K or 8K or even 32K) from the OS
>and then splitting those chunks up as necessary. See for example the
>MiNT or GNU C library malloc()/sbrk() code. All the programmer has to
>remember is to use the standard C malloc()/free() functions instead
>of the Atari specific Malloc()/Mfree() functions.
>
>Eric Smith ersmith@netcom.com ersmith@atari.uucp
>

I was just wondering if Pure C has this built in in its library. I am
writing a little program that checks if there are any duplicates on the
harddisk. Here I use a linked list and make a Malloc() call for every member

of the list. There hasn't been any proglems yet. Do you know if Pure Chas this built in?

123. Re: New RSC File Format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 15:05:36 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.23.726591936@dhhalden.no>
Source record: 41328

In article <sms.726501614@oxygen.sys.uea.ac.uk> sms@sys.uea.ac.uk (Steve Sowerby) writes:
>From: sms@sys.uea.ac.uk (Steve Sowerby)
>Subject: New RSC File Format
>Summary: New File Format Required
>Date: 8 Jan 93 14:00:14 GMT
>
> I was just wondering if anyone out there had a description of the
>new RSC file format. That is the one with the colour icons and without the
>size limit.
> I am hoping to allow use of the new resource files to store colour
>icons for a program I'm writing. Unfortunately I will not just be able to
>use rsrc_load to load them in as more than one file needs to be loaded. So
>I do actually need the file format.
> Any details would be gratefully received...
>Even a description of the old format would be nice. I can't seem to find the
>one I used to have.
>
>
> Reply by EMAIL please...
>
>
> Thanks in advance,
> Steve Sowerby.
>
>
>-Steve Sowerby, Postgraduate Layabout (sms@sys.uea.ac.uk)
>-School of Information Systems, University of East Anglia, Norwich, England.

Me too...

124. Re: How do you write a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 17:57:43 UTC
From: hrs@aber.ac.uk
Message-ID: <1993Jan9.175743.21334@aber.ac.uk>
Source record: 41329

In article <1993Jan8.163112@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>1. The best way to find out about CPXs is to buy DocSupport II. Not that I've
>managed to write one... Anyone have CPX code for Lattice C?
>
> etc
>
>David.
The latest Lattice C 5.51 (perhaps > 5.51 by now) comes with the source
for an interesting little CPX for playing sampled bits of music.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

125. Re: How do you write a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 21:32:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.0zo_0ptziBA@semprini.tdkcs.waterloo.on.ca>
Source record: 41339

In <1993Jan8.163112@cs.bham.ac.uk>, David Oakley writes:
> 1. The best way to find out about CPXs is to buy DocSupport II. Not that I've
> managed to write one... Anyone have CPX code for Lattice C?

Do you require Pure C/Turbo C to write a CPX? I was under that
impression (the _only_ CPX sample code I've ever seen was Turbo C
code)...

If it's true, Atari is just plain _stupid_, since they use Lattice
inhouse, and tonnes of ST developers would rather use GNU C or Lattice
C.

--
------------------==----------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

126. Curses/CRT problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 22:25:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan9.222508.13357@csi.uottawa.ca>
Source record: 41330

I've got 3 problems that are kind of troubling me right now. All of 'em have to do with text i/o, and particularly that which relates to things like termcap/curses.

By the way, I'm using GCC 2.3.1, the version that I think was ported by Howard Chu. It's the one that supports -mbaserel. I'm also using the MiNT libs version 0.25, gotten from a.a.u.e.

1: Missing BCRT0.O
I haven't really searched this one out too far:

In trying to compile stuff with -mbaserel, I get some complaints that BCRT0.O doesn't exist. CRT0.O does, as well as GCRT0.O.

Correspondingly, I haven't gotten anything compiled with -mbaserel.

I'm trying to get some of the Infocom interpreters ported. Partial success; I've got pinfo, the Portable Infocom interpreter v4.01 sort of working. I'm also trying to get the other one, that supports more versions of ZIL, working. Two problems, #2 and #3:

2: Some constants from termcap/curses:
There's some constants called stuff like:
A_BOLD, A_NORMAL, A_DIM, A_BLINK, and other such text attributes.
I can't find these strings ANYWHERE. Not in /gnu/include/*.h, not in /gnu/include/sys/*.h.

And the main I/O subroutine therefore won't compile. I couldn't find them in the Sun's /usr/include, or its subdirectories, either. The names aren't consistent with either termcap/curses naming conventions either (as far as my Ultrix manual set tells me).

Where are they supposed to be?

3: Some difficulties with stream input.

The other interpreter that IS working is only compatible with MiNT, and not TOS.

The problem is in text input. Under TOS, commands seem to get terminated as soon as I hit the FIRST character. No chance to wait until I hit <Return>. Is there some typical "why" that this would happen, and that can be easily fixed?

Under MiNT, life is rosier, but not perfect. I THINK that I've gotten the input spot located in a particular fscanf command; which SHOULD be ok. The problem right now is the unfortunate fact that I SHOULD be able to use some combination of <BackSpace/Delete> to correct typing

errors, but that it doesn't accept it. Could there by a stty that I ought to do? Or do I take out the fscanf, and put in my own function?

I'd really much rather that the programs work under BOTH MiNT and TOS. By the way, there IS an incentive to get 'em working: The "Undiscovered Treasures of Infocom" are now available on the IBM PC for about $60 per volume. Each of the two volumes has about 15-20 of the classic Infocom adventure games. Adds up to a little over $3 per game... Great deal! Unfortunately, there's no Atari version planned :-(. However, between the two interpreters I'm trying to port, it should be possible to run MOST of the games on the Atari.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

127. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-09 22:34:04 UTC
From: hohmuth@freia.sax.de
Message-ID: <NQM0FPN@math.fu-berlin.de>
Source record: 41331

In article <stigj.22.726591656@dhhalden.no>, stigj@dhhalden.no (STIG JORGENSEN) writes:

> >Most libraries' malloc() functions will handle everything automatically,
> >allocating memory in large chunks (4K or 8K or even 32K) from the OS
> >and then splitting those chunks up as necessary. See for example the
> >MiNT or GNU C library malloc()/sbrk() code. All the programmer has to
> >remember is to use the standard C malloc()/free() functions instead
> >of the Atari specific Malloc()/Mfree() functions.

> I was just wondering if Pure C has this built in in its library. I am
> writing a little program that checks if there are any duplicates on the
> harddisk. Here I use a linked list and make a Malloc() call for every member
> of the list. There hasn't been any proglems yet. Do you know if Pure Chas
> this built in?

Yes, it has, and you really should use it (malloc()/free()) in this case.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

128. Re: Porting GCC to the Mac (was: Re: Sozobon (or other free C's): would this strategy work?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 01:58:23 UTC
From: jimlynch@netcom.com
Message-ID: <1993Jan10.015823.3125@netcom.com>
Source record: 41332
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

```
When it becomes ready (about a year, more or less), that part of my gcc port
which I release will encourage porting Mac-like software away from the Mac
platform and discourage native or porting toward the Mac until the authors
of GNU drop their boycott. This part of the port is likely to be completed
first.
```

129. Atari ST system 4 sale...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 05:39:47 UTC
From: aj743@cleveland.Freenet.Edu
Message-ID: <1iocr3INN3bn@usenet.INS.CWRU.Edu>
Source record: 41334

I have an Atari 520ST system for sale. Every thing is in great condition and has been treated with loving care. I have recently moved on to a new system and would like to find a home for my Atari. I am asking $400.00 or best offer for everything plus shipping. If you have any questions please send E-mail...

HARDWARE:

Atari 520ST
- 68000 16bit CPU at 8MHz
- 512k RAM
- RF modulator for connecting to your TV
- Atari two button mouse
- TOS operating system with GEM graphical user interface
- Two joysticks
- Connector to add two joysticks for four players

Two Atari SF354
- Single sided disk drives
- Uses 3.5" disks
- Will format to 360k

Master 3S
- Double sided disk drive
- Will format to 720k
- Teac mechanism

Rio Datel Disk Drive
- Double sided disk drive
- Will format to 720k
- Teac mechanism

Atari SMM804
- 9 pin printer
- Cable
- Paper

SOFTWARE:

All software is like new and includes manuals...

-APPLICATIONS-

Flash
Shadow
WordPerfect

-GAMES-

Advanced Dungeons & Dragons: Heroes of the Lance
Better Dead Than Alien
Alien Syndrome
Barbarian
Batman: The Caped Crusader
Dungeon Master
Chessmaster 2000
Exolon
Falcon: The F-16 Fighter Simulation
Formula 1 Grand Prix
Gauntlet
Gauntlet II
Hitchhiker's Guide to the Galaxy
King's Quest III
Leader Board
Leather Goddesses of Phobos
Leatherneck
Outrun
Hyperdome
Moon Patrol
The Pawn
Phantasie
Phantasie II
Phantasie III
Test Drive
Star Fleet I: The War Begins
Sundog
Thrust
Starglider
Star Wars
Space Quest
Star Trek: The Rebel Universe
Thunder Blade
Time Bandit
Ultima II
Exodus: Ultima III
Ultima IV: Quest of the Avatar
Plutos
Vectorball
Xevious
Uridium
Robotron: 2084
Warhawk
Wizard's Crown

OTHER:

Lots and lots of Atari ST specific magazines...

--
//////// / TAYLOR 23 / //
6820 N.W. 31st InterNet: aj743@cleveland.Freenet.Edu

Bethany, Oklahoma Compu$erve: 70233,3101
73008-4006 GEnie: S.HARDY3

130. Re: Porting GCC to the Mac (was: Re: Sozobon (or other free C's): would this strategy work?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 05:54:02 UTC
From: jimlynch@netcom.com
Message-ID: <1993Jan10.055402.2682@netcom.com>
Source record: 41335
Cross-posted to: comp.sys.mac.programmer,comp.sys.atari.st.tech

The work is entitled, "Using and Porting GNU CC" by Richard M. Stallman.

It's likely to be in your friendly neighborhood university engineering library.
I found it in Berkeley's Eng. library, together with a great deal for copies
thereof... I got mine immediately.

131. Mercury UUCP for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 08:21:09 UTC
From: jonc@status.gen.nz
Message-ID: <yDm5wB4w165w@status.gen.nz>
Source record: 41333

Hello again,

The other day I request information on the Mercury UUCP "paths" file
structure. I have had no replies which suprised me.

Does anyone out there use Mercury at all?

If you do can you email me a copy of your PATHS file (\mercury\paths)
as some of my users are unable to post mail back to this site without
it.

Jon Clarke Z*NET Pacific
-=-=-=

132. Re: A Printer Question.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 16:37:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52791@K.maus.de>
Source record: 41336

r>epsom timings (as opposed to centronics timings - is this right?) I can
r>transmit characters to the printer, and, they do actually appear on the
r>paper, but generally there's two of each. Sometimes three. Occasionally
r>I'm lucky and just get the one character.

You'll have to add a TTL driver logic into the STROBE line, since the Atari ST strobe output is too weak for old printers.

133. Re: VDI 'load fonts' question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 16:39:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52792@K.maus.de>
Source record: 41337

p>I have a problem with the VDI routine 'load fonts'. Does the
p>workstation handle have to be a physical or a virtual one?

Generally spoken, use the handle of the workstation you want to use the fonts
on. For the screen, it's a virtual one, for other devices, it's physical.

p>And, if it may be a virtual handle, do I need to load the fonts
p>for every new virtual workstation or is one time enough?

You have to load them for every workstation, since resolutions will differ on
different devices.
p>
p>How many virtual workstations are possible? Fixed number or not?

No docs on this topic... You can open workstations as long as v_opnvwk()
doesn't return an error condition :-)

134. Conner HD on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 18:19:24 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b506902@p12.f202.n281.z2.fidonet>
Source record: 41338

A few days ago, I connected a Conner RZ23L hard disk (120Mb) as the internal hard disk to a TT (TOS 3.05, probably rev. C), but that combination doesn't work as it should.

At bootup, after I pressed the space bar, the hard disk LED remains on and the system doesn't see and doesn't boot from the hard disk. Now, I have connected another SCSI hard disk through an ICD host adapter to the DMA port of the TT, and the system does see that one and boots from it. After the TT has exited the driver software (ICD 6.0.4) the LED of the Conner goes out. If I then run the driver from the desktop or relog the hard disks, the Conner is seen and mounted by the system and I can use it perfectly. I only can not boot from it, and that is just the thing I want to! I have put the terminator resistors on the HD, so that's not the problem. I also have tried various jumper settings, but they didn't help.

I have heard that various problems are known when using Conner HD on TT's, so can anyone help me out? (I heard something about removing some resistors from the TT mainboard) Or does anyone have some documentation on this Conner HD concerning the meaning of the various jumper settings??

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: When she spoke her words ensnared me... (2:281/202.12)

135. Parallel Port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 19:25:25 UTC
From: ac999111@umbc3.umbc.edu
Message-ID: <1ipt75INN88u@umbc8.umbc.edu>
Source record: 41340

Hi all... I need some hardware help here. I am working on a project and would like to take the data from the parallel port into a project.. however the computer would like certain lines high and some low. Um.. which? If anyone has made projects using the parallel port, please drop me a line. Thanks..

Paul Danckaert
ac999111@umbc3.umbc.edu
Danckaert@dockmaster.ncsc.mil

136. help me with GNU c please.. i don't know what files to get.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 19:56:20 UTC
From: wilsont@rahul.net
Message-ID: <C0nM1x.BE8@rahul.net>
Source record: 41191

I'd like to use GnuC.
I've gotten the files out of /Gnustuff/Tos/gcc
but there is no linker, ar, or docs.
I also got the lib and include files.

I looked in the Doc directory, and found dvi and tex files....what happened
to Ascii???

if someone could please tell me the files I need, i would aprecieate it!
(where are readable docs? or how do i get dvi/tex into readable form?)

Thanks much!

--
Timothy Wilson <wilsont@rahul.net>

137. Re: Mercury UUCP for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 22:13:22 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.AdHQiiF&wmM@fredrik.atari.no>
Source record: 41206

```
In <yDm5wB4w165w@status.gen.nz>, Jon Clarke writes:
>Hello again,
>
>The other day I request information on the Mercury UUCP "paths" file
>structure. I have had no replies which suprised me.
>
>Does anyone out there use Mercury at all?
>
>If you do can you email me a copy of your PATHS file (\mercury\paths)
>as some of my users are unable to post mail back to this site without
>it.

I think most poeple are using HERMES. Try looking for latest release of
HERMES!

--

_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

138. Re: How do you write a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-10 22:31:53 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan10.223153.26402@netcom.com>
Source record: 41192

In article <H.ea.0zo_0ptziBA@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <1993Jan8.163112@cs.bham.ac.uk>, David Oakley writes:
>> 1. The best way to find out about CPXs is to buy DocSupport II. Not that I've
>> managed to write one... Anyone have CPX code for Lattice C?

>Do you require Pure C/Turbo C to write a CPX? I was under that
>impression (the _only_ CPX sample code I've ever seen was Turbo C
>code)...

No, of course not. The Atari developer's kit comes with CPX documentation
and sample code. I can't remember off-hand if it compiles with Lattice C
as is, but I'm sure that HiSoft could help registered Lattice C owners
out with Lattice specific CPX code.

Regards,
Eric

139. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 05:07:16 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1iqva4INNfmo@msuinfo.cl.msu.edu>
Source record: 41193
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:

<concerning Syquest drives>
>I always boot using a disk with a warmstart program in the AUTO folder
>(and I don't like it).

Several years ago, Tim Purves wrote a program which sold in a package called "Michtron Utilities" that would resolve the first-boot problem with Syquests (and any other SCSI drive which won't auto-boot the first time on powerup.) It was called HARDAUTO. You simply put your hard drive booter software in the AUTO folder on a floppy in drive A:, and then put HARDAUTO in there right behind it. The first time you boot you will still boot from the floppy, but HARDAUTO forces the system to look for AUTO and .ACC files on the harddrive anyway...

There's also a program called SCSIBOOT that will write a bootsector to floppy A: that issues a SCSI wakeup which takes care of the problem. Personally, I don't prefer this method since I'd rather have my VirusKiller Monitor Guard installed on my A: bootsector instead...

For some inexplicable reason, I dont have this problem anymore since I installed a Maxtor 130meg fixed drive along with my Syquest. But I also know people who use only the Syquest, and they don't have the problem at all... Go figure.
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

140. Re: A Tail of 24 Bombs and a TT.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 07:36:06 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b5115e4@Kralizec.fido.zeta.org.au>
Source record: 41194

```
Original to: ucacmsu@ucl.ac.uk
In a message of <05 Jan 93 09:02:43>, ucacmsu@ucl.ac.uk (3:713/602) writes:

u> The story so far....
u>
u> Over Christmas I was running my TT as a multi-user system (as I
u> always do :-)) using my old 520ST as a terminal on the serial2 port,
u> when all of a sudden the machine locked up. I rebooted the machine and
as
u> soon as the getty process accessed the serial2 port the machine locked
up
u> again.
u> After some investigation I found that under MiNT (0.98, no memory
u> protection) the system would either go into a recursive bus error or
halt
u> as soon as either of the two serial ports which use the Zilog SCC chip
u> were sent data. About two characters of the data would actually appear
on
u> the serial port before the lock-up, however.
u>
u> Under TOS (3.05) attempting to print to either of the SCC serial
u> ports caused 24 bombs and the current disk drive to be accessed! The
u> same would happen if the RTS line on the serial2 port was toggled. This
u> happens both on a "clean" machine and one with serpatch2 installed.
u>
u> So.... What I would like to know from people in the know is...
u>
u> Could a fried SCC chip cause this fault?

I dunno, but my TT has, intermittently, exhibited the same symptoms ever
since I've had it.

In conjunction with the fact that AJAX fails in my machine, I'm lead to the
conclusion that there is something wrong as well 8(

u> Steve

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)
```

141. Help with writing STOS-extenisons.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 08:10:49 UTC
From: d2viktor@dtek.chalmers.se
Message-ID: <d2viktor.726739849@dtek.chalmers.se>
Source record: 41196

Hello.

Has everyone had a merry Christmas and a happy new year?
Glad to hear that.

I would like to know how to write my own STOS extensions. The manual
don`t say nothing about it.

And the PACK command. It is a kind of short explanation in the manual,
right? It has a zillion (slight overstatement *8-) extra parameters that are
not to be found.

Please advice.

Viktor.

--
** d2viktor@dtek.chalmers.se **
* They say that every minute a man gets run down on the streets of London. *
* Why doesn't he simply get the heck out of the way? *
****

142. Falcon Monitors (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 08:50:00 UTC
From: jat@cch.coventry.ac.uk
Message-ID: <C0oLvD.Bsp@cck.coventry.ac.uk>
Source record: 41195

HELP !!!

Any monitor tec boffins out there that can answer some questions for
me ? Concerning monitors and the Falcon.

I plan to buy a Falcon later in the year, with 4Mb RAM, 88Mb HD (from
a third party surplier, cos it works out cheaper then the 64Mb package deal :-)
and a SVGA monitor.

But at the moment I have enough for the monitor, so I'd like to buy it
now and connect it up to my STe until I manage to get the Falcon.

What I need to know is what sort of monitor will I need to buy, so that
I can display all the Falcon modes upto the 768x480 'True colour'
(Over-scanned) without interlace, and still be able to use it on my STe in
Low, Med and High reses ?

(I realise that I'll have to buy a multisync switch box for my STe.)

What is the tec. defination for the above monitor, ie SVGA, XGA or
what ??? What would a PC magazine advert call this type of monitor ?

What is the differance between SVGA, Multisync, Alphasync, Panasync
etc etc or are they the same sort of thing and just trying to confuse me :-)

Any particular makes and models you can recomend would also be handy,
I'm looking at 14" less then 280 pounds types.

Many, many thanks in advance,

--
\ / "Me, the artist, has produced all this with my own imagination
/\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
\/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

143. Re: TT VME Interrupt help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 09:24:49 UTC
From: tony@microware.co.uk
Message-ID: <1317@mwuk.UUCP>
Source record: 41197

In article <73241@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
> Tony Mountifield asked about the VME implementation on the TT.
>
> You've just discovered the joys of dealing with non-standard
> implementations of "standards".
>
> The "AVME" slot on the TT is only a partial implementation of
> the VME standard, similar to the way the "ACSI" port was a
> crippled SCSI implementation.
>
> The Atari implementation of the AVME port does *not* have any
> provisions for bus-mastering, which it sounds like the Ethernet
> card assumes is available.
>
> The only useful cards for the TT are passive devices like
> graphics cards, which do not need to take control of the bus.
>
> This leaves out a very large percentage of the "hundreds and
> hundreds of VME cards" we often hear about...
>
> As Alan Pratt said, "maybe next time"...

Sorry, Bob, I think you misunderstood me. The card was *designed* to go into the TT VME slot, and has working TOS software to support it. The card is definitely a VME slave only, and does not require bus mastership. What I want, however, it to discover how it can generate an interrupt (not a Bus Request), and how to handle that interrupt in the TT. The TOS software does not appear to use interrupts, but the driver I am writing is to run under OS-9, not TOS. I do know the *IRQ5 line is connected in the card.

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
----------------------------------| Leylands Farm, Nobs Crook,
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **
---

144. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 10:25:06 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.tA87CaByNXI@jonh.wimsey.bc.ca>
Source record: 41200
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1iqva4INNfmo@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:

>jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:

> <concerning Syquest drives>
>>I always boot using a disk with a warmstart program in the AUTO folder
>>(and I don't like it).

>For some inexplicable reason, I dont have this problem anymore since I
>installed a Maxtor 130meg fixed drive along with my Syquest. But I
>also know people who use only the Syquest, and they don't have the
>problem at all... Go figure.

The same thing happened to me with a Syquest. I originally had it connected with an old Adapted mfm drive, and the Syquest would not boot directly on the first try. When I replaced the mfm drive with a Quanton 52, the Syquest would boot fine (though I immediately moved my C drive to the Quantum, as it booted faster anyway.) I found that ICD's coldboot program was about the quickest way to get started, especially after it was configured to only look for scsi id0 before starting.

--

"If Rush fans were braindead, why are there so Bruce Bufalini
many people posting to alt.music.rush?" PSU

145. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 10:40:25 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0oqzE.MEL@hpbbrd.bbn.hp.com>
Source record: 41212
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jens Kilian (jensk@hpbbn.bbn.hp.com) wrote:
> It doesn't. Claus, are you shure that the Syquest drives can be configured
> not to send the UNIT ATTENTION message ?

I'm not _quite_ sure if it can be done in software; maybe you would
have to set a jumper or exchange the controller ROMs. BTW: Old Macs
have the same problem, so maybe Syquest has a "Mac version" of their
controller firmware.

TOS 2.06 fixed this problem by making at least two read attempts
from each device on the ACSI bus, so that's another possibility
to solve the problem.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

146. Multidesk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 10:49:14 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.24.726749354@dhhalden.no>
Source record: 41198

I was just wondering if there is anybody out there who knows how to determine which ACC's Multidesk has loaded.

147. Re: VDI 'load fonts' question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 12:17:07 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1irog3INNhb1@obelix.uni-muenster.de>
Source record: 41199

In article 1ik905INN1au@mailgzrz.TU-Berlin.DE, subiaagb@w350zrz.zrz.tu-berlin.de (Andre Pareis) writes:
>Hello,
>
>I have a problem with the VDI routine 'load fonts'. Does the
>workstation handle have to be a physical or a virtual one?
>And, if it may be a virtual handle, do I need to load the fonts
>for every new virtual workstation or is one time enough?
>
>How many virtual workstations are possible? Fixed number or not?
>
First of all, you need a GDOS in your system, otherwise it is very dangerous to call vst_load_fonts, so use vq_gdos to check the presence. The call has to be for every workstation (virutal or physical) for that you want to use those fonts, but the fonts will be loaded only once to save memory (at least I think so).
The maximum number of virtual workstations is depneding of the VDI you use, I know that NVDI V2.11 allows up to 128 virtual workstations, but I dont know how many the original VDI allows.

Ulrich

+---------------+---------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+---------------------------+-------------------------+

148. DISK DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 12:27:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1210.724.uupcb@almac.co.uk>
Source record: 41207

I can get cheap PC 1.44 Drives.

How compatible are they with an Atari STFM 2.5 meg?

Please help me..

Craig

149. Re: How do you write a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 13:55:05 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan11.135505@cs.bham.ac.uk>
Source record: 41201

```
|> No, of course not. The Atari developer's kit comes with CPX documentation
|> and sample code. I can't remember off-hand if it compiles with Lattice C
|> as is, but I'm sure that HiSoft could help registered Lattice C owners
|> out with Lattice specific CPX code.
|>
|> Regards,
|> Eric
```

Good point. I'll get in touch and find out.

David.

```
+-------------------------------------------------+
| David Oakley, ASTRAsoft shareware producers. |\
| Internet: dxo@cs.bham.ac.uk | |
| RealMail: 6 Watlands Rd. Bignall End, S-O-T | |
| Staffs ST7 8QQ, England. | |
+-------------------------------------------------+ |
\_________________________________________________\|
Kryten : 'Pub: ah, yes, a meeting place where people attempt to
reach advanced states of mental incompetence by the
repeated consumption of fermented vegtable drinks.'
```

150. Re: QUESTION: Syquest 44 boot

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 14:40:13 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C0p232.26u@hpbbrd.bbn.hp.com>
Source record: 41213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Michael Olin (molin@ptb.cl.msu.edu) wrote:
> But I
> also know people who use only the Syquest, and they don't have the
> problem at all... Go figure.

Whether or not you get the problem depends on the version of your
Syquest firmware.

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>-----------------------------------------------
```

151. Falcon Video Hardware Bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 15:05:08 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jan11.150508.21531@cs.hw.ac.uk>
Source record: 41202

Last year, during a discussion about screen handling, I wanted to point out a major difference between the Falcon and ST video hardware but at that time the Falcon was unreleased and the NDA was binding. However a friend of mine (Hi Kevin! :-) received his production Falcon recently and it has the same problem that my pre-production unit has.

Now for the explanation ...

The video hardware in the ST, STE, MegaSTE and TT will not implement a change of video address (@ $FFFF8201,3 and D on the STE) until the vertical blank occurs but before it generates the interrupt. This means that if you were writing a game that used screen double buffering and say each game turn took a maximum of three frames, you MUST set the new screen address during the third frame, NOT afterwards during a vertical blank routine. This we already knew.

However the new video hardware on the Falcon will implement a new screen address at any time that it is not accessing video RAM. This is usually in the margins at the top and bottom of the screen. This means that programs should change the address during a vertical blank routine to avoid writing to a screen that the video hardware is currently displaying. This usually means ripples and shudders in the images since you see both old and new data at some points of the screen.

Please take this into account when writing any new graphics programs so that we can eliminate this problem and maintain compatibility across the entire range of Atari computers. This was the only incompatibility I found between the Falcon and Game Workbench.

To identify a Falcon look in the Cookie Jar for the machine cookie (_MCH). The Cookie Jar pointer is at $5A0 an it points to a list of longwords (cookie, value) the details of which I won't go into at the moment.

Possible values for _MCH are:-

$0000xxxx - ST, STF, STFM
$0001xxxx - STE (Note: In a Mega STE, xxxx will be non-zero)
$0002xxxx - TT
$0003xxxx - Falcon

As an alternative you could look at the video cookie (_VDO) which is $0003xxxx on the Falcon.

How to view the phenomenon for yourself:-
I first noticed the problem when I ran a program that allowed me to have lots of bouncing sprites on the screen. As the workload moved the screen change to the point where the video RAM was already been scanned I noticed a shudder in the sprite movement. Due to the varying workload in drawing a

non-preshifted image as it moves across the screen sometimes the change happened before screen scanning started and sometimes afterwards.
Smooth movement only happens when the change of screen address is consistantly before or after the margin.

Not long after I received my pre-production Falcon, I informed Atari UK of the problem but received no feedback which is a pity because unlike other incompatibilities with the ST which are not Atari's fault this one certainly is. As far as I know, no developers have been informed of this.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

152. Spectrum 512 Query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 15:40:43 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <1993Jan11.154043.21805@cs.hw.ac.uk>
Source record: 41203

Last year ST Format had Spectrum 512 on a Coverdisk, but they neglected to say how to perform gradient fills as demonstrated in a folder on the disk.

Can somebody help me? If there are any other features anybody knows of which they ignored, leave an artical about it.

Much appreciated. Cheerio!

Stuart Brown.
Bsc Computer Science 2nd year,
Heriot-Watt University,
Edinburgh,
Scotland.

153. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 16:54:12 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Jan11.165412.844@its.bt.co.uk>
Source record: 41208

In article <ENTROPY.93Jan7224017@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>
>Alternatively, the call:
>
> _binmode(1);
>
>somewhere at the beginning of a program will cause all fopen()s to
>default to binary mode (you can then force text mode with the "t"
>modifier in the mode specifier.) It's much easier, (and cleaner,
>IMHO) to make this one small hack than to hunt down all the file mode
>arguments all over a large program.

Surely thats a bad as the first sin of using Unix specific modes in the original fopen(). All you have done is introduced another restriction to portability just because you cant't be bothered to look for all the fopen() calls :-) :-) You may find you have to hunt them out anyway as to assume all fopen()'s are binary is just ONE HELL OF AN ASSUMPTION.

A friendly Unix host or MinT would help:-

grep fopen *.[ch] | lpr

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

154. Re: compiled mint library for

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 17:06:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A7373@S.maus.de>
Source record: 41204

s>Does this mean that programs linked with the Pure C library is not free to
s>be given away ?

No, that's not true. You just aren't allowed to distribute the Pure C library,
but you are allowed to distribute programs compiled with Pure C and its
library.

Bye

Christof

155. Re: Signum 2 Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 17:06:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A7372@S.maus.de>
Source record: 41205

m>My brother has an ST and has been using Signum 2 to do much of his work.
m>Is there anyone out there in the entire world who is using this program with
m>extra fonts(i.e. more than came with the package) and if so, where did you
m>get them?
m>Are there any PD fonts available?

There are hundreds of PD fonts available in german mailboxes. The other possibility is to write to ASH, the distributor of SIGNUM!2. They sell a lot of fonts in SIGNUM!2 format.

Bye

Christof

156. I/O redirection

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 19:09:25 UTC
From: mgm@world.std.com
Message-ID: <C0pEJp.Dt@world.std.com>
Source record: 41209

I've been living with "redirection" for some time. Command shells allow you to redirect the output of a command, and even to redirect a device permanently...

Outside of a CLI, and inside of a 'C' program (Mark Williams), how do I accomplish this? Specifically, I would like to be able to redirect "con:" to "aux:" and vice versa, or redirect "aux" to the printer.

Thanks. I would appreciate any info, and code examples in assembly or preferably C. There's a brief mention of it in the Mark Williams C manual, but it's terribly unclear.

Please reply via e-mail, as I don't keep up too well on this newsgroup. I will, however, post a summary of replies to this group.

--
~`~`michael moncur - mgm@world.std.com / sysop@onlybbs.via.mind.org ~`~`

157. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 19:15:55 UTC
From: ekrimen@wet.UUCP
Message-ID: <4956@wet.UUCP>
Source record: 41211

In article <C0oLvD.Bsp@cck.coventry.ac.uk> jat@cch.coventry.ac.uk (STBW) writes:
>
> What I need to know is what sort of monitor will I need to buy, so that
>I can display all the Falcon modes upto the 768x480 'True colour'
>(Over-scanned) without interlace, and still be able to use it on my STe in
>Low, Med and High reses ?

Using the monitor on your STE in all three resolutions will limit your choices.
I'd recommend an NEC 3D, Princeton 1400 Ultra, or Sony 1302. All three are
available from different places and they'll all work on the Falcon and STE
(with a switchbox on the STE). They should be available for around $400.

To be honest though, I don't quite understand all the graphics modes of the
Falcon, and I'm not sure if these monitors will work in that 768x480
non-interlaced true-color mode that you want. The monitors will work with
the Falcon, but I'm not sure in that particular mode.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

158. Re: help me with GNU c please.. i don't know what files to get.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 19:59:17 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C0pGuv.BFB@news2.cis.umn.edu>
Source record: 41210

```
In article <C0nM1x.BE8@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
>I'd like to use GnuC.
>I've gotten the files out of /Gnustuff/Tos/gcc
>but there is no linker, ar, or docs.
>I also got the lib and include files.

They should be found in the ../Gnustuff/Tos/Util.

The latest versions are in the file 'utlbin33.zoo'.

-- DPZ
```

159. *** CAN YOU ANSWER THIS DISK DRIVE QUESTION? ***

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 22:20:16 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <H9g9wB6w165w@sys6626.bison.mb.ca>
Source record: 41217

I used to have an CHINON F354 drive but it's toast so I got a
new CHINON 720k as a replacement, an FZ354. The problem :(is that it
doesn't recognize a new disk having been put in the drive(unless it's
write protected). 'ESC' won't work and the Forced Media Change program
also is a no-go.
Question: Can this FZ354 be fixed with jumpers or is it time to
call TEAC for a replacement?
If you need any further info, like how I have the jumpers set, say
so.

160. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 23:37:50 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan11183750@kropotkin.gnu.ai.mit.edu>
Source record: 41215

In article <1993Jan11.165412.844@its.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:
>In article <ENTROPY.93Jan7224017@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu
(maximum entropy) writes:
>>
>>Alternatively, the call:
>>
>> _binmode(1);
>>
>>somewhere at the beginning of a program will cause all fopen()s to
>>default to binary mode (you can then force text mode with the "t"
>>modifier in the mode specifier.) It's much easier, (and cleaner,
>>IMHO) to make this one small hack than to hunt down all the file mode
>>arguments all over a large program.
>
>Surely thats a bad as the first sin of using Unix specific modes in the
>original fopen(). All you have done is introduced another restriction to
>portability just because you cant't be bothered to look for all the fopen()
>calls :-) :-) You may find you have to hunt them out anyway as to assume
>all fopen()'s are binary is just ONE HELL OF AN ASSUMPTION.

Under UNIX there is no "text mode" and "binary mode" (or maybe it's
more accurate to say that both modes are equivalent). So, when
porting UNIX code to the ST, in almost all cases it IS a valid
assumption that all I/O should be done in binary mode.

Note that I didn't reccomend that people write code from scratch using
_binmode(). Of course you should get it right the first time and use
binary mode when you want it. But the fact remains that there are
thousands of lines of code for UNIX that make assumptions about binary
mode, and it's much easier to just switch to a compatibility mode than
to waste time patching fopens() every time you want to port the latest
version of your favorite UNIX program. You're right, I can't be
bothered.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

161. Re: help me with GNU c please.. i don't know what files to get.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-11 23:40:59 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan11.234059.19711@sol.ctr.columbia.edu>
Source record: 41214

The GNU C compiler is a little more flexible than most, you'll need to set environment variables (almost demands a CLI approach) of GNUINC to point to the location of the include files, and GNULIB to point to the library files, and GCCEXEC to point to the prefix used for the gcc binaries that sets them apart from the standard unix ones.

For example, in the MiNT distribution kit, the following are set...

```
GCCEXEC U:/usr/bin/gcc- /* the binaries are in /usr/bin and begin with
gcc-(compiler filename) eg: gcc-cc1.ttp */
GNUINC U:/usr/include /* the location of all the include files */
GNULIB U:/usr/lib /* the location of all the libraries */
--
_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

162. Trying to fix ST157N

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 00:09:13 UTC
From: mbernar@erenj.com
Message-ID: <mbernar-110193185654@esemac.erenj.com>
Source record: 41216

I have a Seagate ST157N which appears to have a bad imbedded SCSI controller board based on the fact that the drive spins but isn't recognized by my 1040STf/ICD Advantage+ (using ICDFormat) or a Mac IIci (using La Cie's Silverlining). I'm sure the SCSI cable is properly connected and terminated in both cases.

I would like to know if there are places that sell hard drive parts where I might be able to buy a working controller or if someone here knows how to repair this controller. Are there other newsgroups I can post this message to?

Marcelino Bernardo
mbernar@erenj.com

163. ICD modem connection wanted!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 00:18:53 UTC
From: tries@obelix.kph.uni-mainz.de
Message-ID: <K2O0JJR@minnie.zdv.uni-mainz.de>
Source record: 41218

Hi,
a few days ago I've asked for a german modem connection of the ICD company
in germany. I got the following number:

(+)49 6104 67582,

but this doesn't work. It rings a hundret times and nothing else happens.
So, here is my question: Is this number right or is there another Nuber?

Thanx for the help

Volker
TRIES@SERVER.PHYSIK.UNI-GIESSEN.DE
TRIES@OBELIX.KPH.UNI-MAINZ.DE
TRIES@V3200A.EE.UNI-SB.DE

164. Re: TT video memory organisation...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 05:23:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11649@uqcspe.cs.uq.oz.au>
Source record: 41219

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>G'day again - this time I'm after anyone who has info on the layout of the
>bitplanes in the TT resolutions : most particularly TT medium.

All ST and TT resolutions are the same. For a n-bitplane resolution
(where STLow,TTMedium=4bitplanes, STMedium=2Bitplane, STHigh/TTHigh=1Bitplane,
TTLow=8bitplanes) the layout is:

word 0 word 1 word n-1
0000000000000000 0000000000000000 ... 0000000000000000

The colour of the first pixel in the top, left-hand corner of the screen is
determined by the left-most bit in the first n planes of screen memory. The
next pixel (to the right) is determined by the next bit in those bitplanes,
and so on to the 15th pixel. The 16th pixel on the screen is determined
by the left-most bit of the next n-words of screen memory.

This scheme applies for STLow, STMedium, STHigh, TTLow, TTMedium, TTHigh,
and all Falcon resolutions EXCEPT TrueColour, which is word-per-pixel.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

165. Re: Falcon Video Hardware Bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 05:39:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11650@uqcspe.cs.uq.oz.au>
Source record: 41220

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>The video hardware in the ST, STE, MegaSTE and TT will not implement a change
>of video address (@ $FFFF8201,3 and D on the STE) until the vertical blank
>occurs but before it generates the interrupt.

>However the new video hardware on the Falcon will implement a new screen
>address at any time that it is not accessing video RAM.

If I only ever use XBIOS Setscreen() to change the physical (or logical)
screen location, I should have no problems, right?

[To be honest, I don't really know how to do it any other way, but I assume
there is some memory location you can assign to to get the same effect]

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

166. Re: Setting up the RS232 in Sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 06:32:15 UTC
From: rasas@minyos.xx.rmit.oz.au
Message-ID: <1itolfINNpa8@escargot.xx.rmit.OZ.AU>
Source record: 41221

I posted this to c.s.a.s but I guess it would be better here..

Also thanks (many) go to Scott Bingham for the src he sent.
Any more would me much appreciated.

The subject line says it all really. I have found some src (eg tip
for MiNT by Howard Chu and some Un*x stuff) but it always seems to
rely on some struct (like the one defined in xbios.h (?) which isn't
included in the new sozo mint include stuff).

So, how does one set it up for 9600- 8,N,1 or whatever..? Is there a
struct in the new Sozo libs that I missed?

I'm sorry if this is a stupid question but I'm new to programming
and I don't really have much documention.

Also, are there docs for the mint dlibs or is it a case of 'use the
source'?

Many thanks,

Greg.
--
_-_|\ Greg Patten.
/ \
_.-.*/ <-- Melbourne, Australia.
v email: rasas@minyos.xx.rmit.oz.au

167. Re: Keyboard repeating keys

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 14:19:47 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan12.141947.1607@dcs.warwick.ac.uk>
Source record: 41223

In article <C0F8J1.CzF@ahwau.ahold.nl> leo@ahwau.ahold.nl (Leo Weppelman) writes:
>I am looking for a way to make the keyboard processor handling the key
>repeat instead of the main processor. Is there anybody on the net who
>has ever did such a thing. The problem with the keyboard is that there
>is (as far as I know) no documentation. Even the german 'Profibuch' has
>no detailed info.

The book Atari ST Internals gives information about the keyboard processor,
whether you would call it detailed is another matter, and the book is badly
written, translated and short on examples.
What do you mean exactly by making the keyboard processor handle autorepeat?
The way it normally works is to send a message to the main processor each time
a key is pressed, and again each time it is released. From what I remember
the codes are the same as the scan codes returned by Bconin and various other
functions, and the code has the top bit cleared to indicate the key as been
pressed, or set to indicate the key has been released.
As far as I know there is no way of configuring it to behave differently,
and there is no spare RAM on the chip to upload a routine of yours to do so.
What exactly are you trying to do that lead you to ask this question (I
guess you are trying to write a game that reads the keyboard processor
directly for keyboard control)? I might be able to suggest another way of
going about things.

- Leo

168. Re: DISK DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 14:58:28 UTC
From: bossoj@aix.rpi.edu
Message-ID: <+z-30#c@rpi.edu>
Source record: 41224

As far as I know, all PC 1.44 meg drives are ST (ST,STe,TT,etc.) compatible.
I am currently using a 1.44 meg drive in 720 mode. My floppy controller
can't handle the 1.44 mode. All that needs to be done is a simple swap.

Joe

169. What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 15:20:20 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <726852019.7184@minster.york.ac.uk>
Source record: 41228

Having posted my screen blanker to c.b.a.st and the Atari archive, I got some new feedback about it and screen blankers in general.

As well as pointing out bugs, the problem of detecting user activity was raised. My screen blanker detects user activity in two ways.

It hooks in an IKBD interrupt handler and hence detects key depression (and release) and mouse movements. It also has a hook into the BIOS trap, so that any output via the BIOS bcon*() routines is regarded as "activity" -- something is happening.

The problem comes with those programs that install their own IKBD handler and that also do not do any BIOS output. There aren't many of these programs around, but it would be nice to have a consistent way of detecting user activity that worked with everything.

Jwahar Bammi suggested watching for VDI blits (i.e. calls to vro_copyfm). I don't like this because an additional GEM/AES handler will make the already slow VDI and AES even slower. I also have a gut feeling that there may be programs out there that blit stuff around even when nothing's happening. There's also the problem of those programs that use their own blit code for speed (such as Tempus and That's Write).

So, what do people think are good ways of detecting user activity? What about multiple applications under MultiTOS? Is watching for blit operations a good idea?

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

170. Request for RSC file format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 16:11:42 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.726855102@oxygen.sys.uea.ac.uk>
Source record: 41225
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
This is my second request for this...

Has anyone got a description of the Atari RSC file (i.e. resource file)
format. I would prefer the new one but the old one (i.e. before the new
AES with colour icons etc) would be useful too.

Replies by EMAIL please...

Thanks,
Steve.

- Steve Sowerby, Postgraduate layabout (sms@sys.uea.ac.uk)
- School of Informations Systems, University of East Anglia, Norwich, England.
- # The above does not represent the University of East Anglia in any way,
- they wouldn't notice an ST unless it was disguised as an Apple Mac #
```

171. Possibly fatal bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 17:31:41 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1iuv9tINNad6@lynx.unm.edu>
Source record: 41226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just spent an unpleasant two days trying to fix my hard drive after it decided to go south. The story: playing with MiNT .95, running ICD 6.0.7 hard disk software. There's QuickST in the system, and that's it. I run Laser C (I use it as an editor), which hangs. No keyboard reset, the machine is gonzo down. I hit the reset switch, I get a BLACK SCREEN, then SuperBoot pops up, I continue, MiNT does not run and hangs the machine. And that's all she wrote, folks! My drive no longer boots. Can't recognize it when I run ICDBOOT from floppy. None of the utility programs I have even recognize that I had partitions on the thing.

Finally, I discover: the first 10 sectors of the drive are history. I get 6 bytes of 0a, then the rest is padded with 08. To abbreviate: only drive C was yonkered, I had to fill in partition information manually, and I had to recopy the 2nd fat on drive C to where the 1st should have been. CHKDSK tells me I have a few doubly-linked clusters now, and I recovered about 18 lost clusters, but I can live with that.

But I really really really don't want this to happen again. Does anyone have a CLUE why this might have happened? I'm not running MiNT until I can lay the blame at someone's feet. Thankx for your response.

cfaehl@polaris.unm.edu

172. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 20:19:48 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1iv954INN1geq@rs1.rrz.Uni-Koeln.DE>
Source record: 41227

In <1993Jan8.183133.12773@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:

>The answer is quite simple: use malloc() and free(). This has 3 advantages:

>(1) It will work in accessories, if your library is sensible (most are).
> The OS Malloc() function cannot be called from accessories at all.

I have a question about this. From what I understand, malloc()
manages memory that is in turn allocated by Malloc() from the OS.
The advantage is that memory is allocated in larger chunks from
the OS. In other words, a malloc() call will give rise to a
Malloc() call if the malloc() function cannot find a sufficiently
large chunk of memory within the memory already owned by the
process. I conclude from this that it may not be entirely safe to
use malloc() in accessories. Rather, it must somehow be ensured
that the amount of malloc()'ed memory in an accessory never
exceeds the amount of memory which is initially reserved by the
accessory and managed by the accessorie's malloc() function. Is
this line of reasoning correct?

Two comments on this: Firstly, I have never understood why TOS
won't let accessories Malloc() their own memory, but considers
memory Malloc()'ed by accessories to belong to the main process
running at the time the Malloc() occurs. Does anyone know a
sensible reason why that is? Secondly, this silly problem may
become increasingly irrelevant when MultiTOS finally becomes
available...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

173. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 21:36:21 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1ivdkIINN6q5@rs2.hrz.th-darmstadt.de>
Source record: 41229

```
[This maybe very much superflous, if the PURE-C lib has the binmode()
call, which I believe to know it hasn't]

As an alternative in PURE-C it is not very hard to patch the library, I
did it on the old TCSTDLIB this way:

Send a '\n' to stdout.

trace with the C-Debugger to the place, where approx. the following happends

library code:

cmp.b #$A,dx ;; somewhat like this (this has been a few years)
bne .....
move #$C,dy
bsr ....

remember the hexcode of and above these statements.

With a disceditor hunt for that hexcode, and change the bne
to bra. (better do this on a copy of the library)

This should work out for the PURE-C libs as well.

Nat!
P.S. If i remember correctly this might introduce some small problems,
when you use floating points, since there are apparently to printf
routines. The linker objects if the 'overloading' routine is
not from PCSTDLIB.LIB.

Disclaimer: This is from old memory.
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Artist of the month: STOPPOK VfL Bochum: "Unabsteigbar"
```

174. Thanks chaps , re Mercury

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-12 23:28:03 UTC
From: jonc@status.gen.nz
Message-ID: <gPH0wB2w165w@status.gen.nz>
Source record: 41222

A big round of thanks for all the email I received about the paths
file for Mercury.

We now have several sites polling here 100% and with outward news.

Thanks again for your help.

Jon Clarke Z*NET Pacific
-=-=-=

175. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 03:00:29 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan13.030029.1407@netcom.com>
Source record: 41230

In article <1iv954INN1geq@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <1993Jan8.183133.12773@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>
>>The answer is quite simple: use malloc() and free(). This has 3 advantages:
>
>>(1) It will work in accessories, if your library is sensible (most are).
>> The OS Malloc() function cannot be called from accessories at all.
>
>I have a question about this. From what I understand, malloc()
>manages memory that is in turn allocated by Malloc() from the OS.

This is generally true, but a clever library will detect whether the
program is running as an accessory or an application and adjust malloc()
to behave accordingly; for accessories, if the amount of memory requested
would exhaust the initial 'pool' of memory that the accessory allocated
when it was starting up, then the malloc() call will fail. For applications,
the library malloc can of course call the OS Malloc to obtain more
memory.

(So whether malloc() is safe to use in an accessory depends on which
library you're using. The GNU C and MiNT libraries certainly
give the correct behaviour for accessories; I can't vouch for
any others, but I'm sure some do.)

>Two comments on this: Firstly, I have never understood why TOS
>won't let accessories Malloc() their own memory, but considers
>memory Malloc()'ed by accessories to belong to the main process
>running at the time the Malloc() occurs. Does anyone know a
>sensible reason why that is? Secondly, this silly problem may
>become increasingly irrelevant when MultiTOS finally becomes
>available...

GEMDOS is a single tasking OS. That means that as far as GEMDOS is
concerned, only one application is active at a time. GEM does some
tricks to make it look to the user like accessories can also be
active; but GEMDOS doesn't know about these tricks, all it knows about
is its 1 main application. So every system call (including Malloc,
and also including Fopen and other file calls) made to GEMDOS occurs
in the context of the 1 GEMDOS program running, i.e. the "main"
application.

MultiTOS of course will change this. Actually, the whole concept of
an "accessory" becomes rather irrelevant with MultiTOS (since there's
no need for accessories, you can just write applications that stay
around as long as the user wants). Of course MultiTOS does load
accessories (for compatibility) and in fact every accessory becomes

a separate MiNT process (so they can Malloc if they want to; but
an accessory that takes advantage of this feature wouldn't work
under old TOS, and as I said there's really no reason to write
a MultiTOS-only accessory since they can't do anything normal
applications can't do. Applications can even make a menu_register
call to change the way their names appear in the "Desk" menu!)

Regards,
Eric

176. Help w/GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 04:04:09 UTC
From: goluska@egr.msu.edu
Message-ID: <1j04bpINNqd7@msuinfo.cl.msu.edu>
Source record: 41231

I'm having trouble getting GCC running on my ST. I have gotten all
the files:
gcc231b1a.zoo
gcc231b1b.zooa.zoo
gcc231b1c.zoo
incl85.zoo
libolb85.zoo
gmlibo23.zoo
utlbin33.zooa.zoo
What I get when trying to compile a hello there program is an error in
stdio.h: NULL value on line 107 and an error in compile.h that says
improper #-line on the line after the last line of the file.
I realize that with C the errors may not be in those files, but I
don't know what's wrong. Any help would be greatly appreciated.
==
* * * Che Goluska * * *
* * * goluska@frith.egr.msu.edu * * *
* * * * * *
* * * "Don't be so proud. You're not an intelligence * * *
* * * until you pass the turing test." * * *
* * * -Solomon Short * * *
==

--
==
* * * Che Goluska * * *
* * * goluska@frith.egr.msu.edu * * *
* * * * * *

177. 2 chip vs. 6 chip ROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 05:35:40 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93013.003540SML108@psuvm.psu.edu>
Source record: 41232

How are the TOS ROMs laid out on 2 chip versus 6 chip ROMs? Is it the the exact same data but with the first 3 chips on 1 ROM and the next three on the second or something more insidious?

Scott

178. Home-made sampler help? (FAQ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 09:37:23 UTC
From: alexk@essex.ac.uk
Message-ID: <7476@sersun1.essex.ac.uk>
Source record: 41233

I apologise if this is an FAQ but I would like to make my own sampler
and i'm sure that it has been discussed before, if it has and someone already
has some plans could they let me know, or where I can get some, it'll save me
some time.

However if not does anyone have some documentation on the cartridge
and DMA ports, ST Internals appears to be a bit lacking in detail. Thanks,

K.A.

Kevin Alexander. | Pretentious Quote: "Uzi Nine Millimetre" |
University of Essex. | (Shakespeare) |
alexk@essex.ac.uk. | Disclaimer: I never wear fluffy slippers. |

179. Extendo-Save

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 12:41:25 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Jan13.124125@cs.bham.ac.uk>
Source record: 41234

Over Christmas I got hold of Warp9 and i really like the thing, especially the screen saver, Extendo-Save. The only problem is I want to write my own modules but can't really cope with 68000 well enough and am unable to compile the C examples with my ancient version of Lattice C v3 (the manual was no help either).

So if anyone knows how to compile the modules under Lattice v3 could they let me know. Either this or I shall finally get round to learning 68000 assembler.

Also are there any FTP sites with Extendo modules on ??

Cheers, Ian

180. Re: Keyboard repeating keys

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 13:19:32 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C0snoK.MG4@cs.mcgill.ca>
Source record: 41235

In article <C0F8J1.CzF@ahwau.ahold.nl> leo@ahwau.ahold.nl (Leo Weppelman) writes:
>I am looking for a way to make the keyboard processor handling the key
>repeat instead of the main processor. Is there anybody on the net who
>has ever did such a thing. The problem with the keyboard is that there
>is (as far as I know) no documentation. Even the german 'Profibuch' has
>no detailed info.
>
>Thanks, Leo. (Email: leo@ahwau.ahold.nl)
>--
>Leo Weppelman @ Albert Heijn bv, UUCP: ....!hp4nl!leo@ahwau.ahold.nl
>Winkelautomatisering Internet: leo@ahwau.ahold.nl
>Ebbehout 31, 1507 EA Zaandam. Phone: +31 75 593938 Fax: 351240

I have, from a french magazine, explanations on the working of this chip,
up to, and including, it's assembler, with an example program. I can try
to dig it out. However, I do believe it *IS* the keyboard processor that
takes care of key repeat. (Since there is no interrupt at the time you hit
a key.)
Also, there is little room left in the processor's RAM (A few bytes only),
so you'll have to remove what is already there if you want to reprogram it.
The mag article gives a loader program that takes care of this.

Patrick.

181. Re: Home-made sampler help? (FAQ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 13:38:00 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan13.133800@cs.bham.ac.uk>
Source record: 41236

The easiest sampler to make is one you attach to the printer port. ST Format did one like this very early on (issue 5 ish) and got Microdeal to rewrite Replay 3 to work with it. If you could get a back issue then I bet that would make your life a lot easier.

A friend of mine has the STOS Maestro Plus sampler, and once apart proved to be pretty simple inside. A D-A converter, a buffer, a smoothing capacitor. Getting input is pretty simple - if you reply to any read request you get the information appears on all cartridge port lines ($FF0000 is it?). The source code to sample comes free with the various Replay cartidges, but I don't know whether it is copyrighted.

OK?

David.

< David Oakley, ASTRAsoft shareware producers. >
< Internet: dxo@cs.bham.ac.uk >
< RealMail: 6 Watlands Rd. Bignall End, Stoke, ST7 8QQ, England. >
< >
<It's a common mistake, made by all truly stupid people.' - Kryten>

182. Re: Home-made sampler help? (FAQ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 14:02:25 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Jan13.140225@cs.bham.ac.uk>
Source record: 41237

In article <1993Jan13.133800@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) writes:
|> The easiest sampler to make is one you attach to the printer port. ST Format did
|> one like this very early on (issue 5 ish) and got Microdeal to rewrite Replay 3
|> to work with it. If you could get a back issue then I bet that would make your
|> life a lot easier.
|>
|> A friend of mine has the STOS Maestro Plus sampler, and once apart proved to be
|> pretty simple inside. A D-A converter, a buffer, a smoothing capacitor. Getting
|> input is pretty simple - if you reply to any read request you get the information
|> appears on all cartridge port lines ($FF0000 is it?). The source code to sample
|> comes free with the various Replay cartidges, but I don't know whether it is
|> copyrighted.
|>
|> OK?
|>
|> David.
|>
|> < David Oakley, ASTRAsoft shareware producers. >
|> < Internet: dxo@cs.bham.ac.uk >
|> < RealMail: 6 Watlands Rd. Bignall End, Stoke, ST7 8QQ, England. >
|> < >
|> <It's a common mistake, made by all truly stupid people.' - Kryten>

Nice idea, but having payed for an STE with Analogue joystick ports (I'm sure
they exist though I actually have no proof having never seen an analogue joystick
) I would really like to put them to some use. SO... has anyone built a sampler
around the ADC's in the analogue joystick ports... ?

Cheers, Ian.

183. TT and 24 bombs followup..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 14:33:34 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Jan13.143334.27229@ucl.ac.uk>
Source record: 41238

It's obvious that no one knows enough about the TT's hardware to tell me if a dodgey SCC chip can cause the machine to crash if the {serial,modem}2 are accessed.

A reminder:-

Clean machine... TT030 4MB ST RAM, 4MB TT RAM.

Toggle CTS line on Serial2 port -> 24 bombs
Write data to either serial2 or modem2 -> 24 bombs
Both serial1 and modem1 ports are working normally.

Any ideas.. it used to work fine until Christmas when I was using serial2 as a login port with my 520STM as a terminal, all of a sudden I had a lock-up and the symptoms are those above.

Any ideas?

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

184. How can I install 1.4 Mb disk driver to ATARI 1040STf?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 19:35:40 UTC
From: kiae!lira!brill!brill.lira.lt.ee!qq@sovcom.UUCP
Message-ID: <199301132035.AA03865@newcom.kiae.su>
Source record: 41093

Hi!
I want to install 1.4 Mb disk driver instead of 700 kb on my ATARI
1040STf. It is old machine, TOS 1.02. Can I use any drive or must
it be special one for ATARI? Any information would be appreciated.
Thank You.

185. Re: AfterDark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 23:07:25 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.37ou@terapin.com>
Source record: 41091

I think there is an Atari Equivlent of Afterdark. It's the Screen Saver Modules found in the new WARP 9 for the ST! Someone else fill in the details!

ST MASTER

186. Atari Technical Support -- CYBERNET Node [1]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-13 23:09:51 UTC
From: mcarrico@terapin.com
Message-ID: <mcarrico.37ow@terapin.com>
Source record: 41092

```
CALL TODAY
(510)834-1707 1200 & 2400 Baud 8-N-1 LOCATED IN OAKLAND, CA EASTBAY 2
.....................................................................
.oooooooo...ooo..ooo...ooooo....ooooooo...ooooo....oo....o..ooooooo..ooooooo.
.oo......o...oo..oo....o....o...o.........o....o...oo....o..o..........o....
.oo..........oooo.....o....o...o.........o....o...oo....o..o..........o....
.oo............oo......oooooo...oooo......ooooo....o.o...o..oooo........o....
.oo............oo......o....o...o.........o....o...o..o..o..o..........o....
.oo......o.....oo......o....o...o.........o....o...o...o.o..o..........o....
..ooooooo......oo......ooooo....ooooooo...o....o...o....oo..ooooooo.....o....
.....................................................................
NODE [1]
%%%
```

187. Re: Help w/GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 00:07:57 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <93013.190757JJL101@psuvm.psu.edu>
Source record: 41239

In article <1j04bpINNqd7@msuinfo.cl.msu.edu>, goluska@egr.msu.edu (Che Goluska) says:
>
>I'm having trouble getting GCC running on my ST. I have gotten all
>the files:
> gcc231b1a.zoo
> gcc231b1b.zooa.zoo
> gcc231b1c.zoo
> incl85.zoo
> libolb85.zoo
> gmlibo23.zoo
> utlbin33.zooa.zoo
>What I get when trying to compile a hello there program is an error in
>stdio.h: NULL value on line 107 and an error in compile.h that says
>improper #-line on the line after the last line of the file.
>I realize that with C the errors may not be in those files, but I
>don't know what's wrong. Any help would be greatly appreciated.

I have found that NULL error always occurs if in your gulam.g file
(I assume you are using Gulam) any of your TEMP variables have a \ after
a direct drive name:, as in:
setenv TMP G: will work
setenv TMP G:\ will not work

I found that out after various trials and errors and has solved the
problem of the NULL errors for every person who has had them.

J.J. Lehett : Atari's, puzzles, games, MIDI, fractals, Kawai K4's...

- Work: JJL101@psuvm.psu.edu Penn State CAC
- Genie: J.LEHETT2
- Delphi: JLEHETT@delphi.com

188. Power supply switching

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 00:58:43 UTC
From: eggert@sun.lclark.edu
Message-ID: <1993Jan14.005843.25683@lclark.edu>
Source record: 41240

Is it possible to switch the power supply in a U.S. Atari 1040ST and/or
SC1224 monitor so that they work with the electrical system in Australia?
If so, could someone please send instructions to me and a price estimate
(if available) for the hardware that might be required?

Thanks.
Jon Eggert
eggert@lclark.edu

189. C compilers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 09:14:33 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1993Jan14.091433.17407@galileo.cc.rochester.edu>
Source record: 41094

I have Prospero C and Mark William C.
Can someone tell me which of this 2 and the GCC is a better
C package to work with? I have used the Prospero C but just
for very small program.
Also does the Prospero and Mark William C works with MiNT?

I am looking for an assembler also. Is there any public domain
assembler available?

Also, can someone please give me examplese of the case where
using assemmble language is better or necessary than using C
or other high level language?

Thanks

...
Ling Cherd

190. Re: TT and 24 bombs followup..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 09:45:10 UTC
From: elendir@inf.enst.fr
Message-ID: <1973@enst.enst.fr>
Source record: 41095

Stephen R Usher writes
]
] Toggle CTS line on Serial2 port -> 24 bombs
] Write data to either serial2 or modem2 -> 24 bombs
] Both serial1 and modem1 ports are working normally.

] Any ideas?

24 bombs is "Spurious interrupt", meaning that instead of receiving DTACK on
the vector inquiry cycle, the 030 receives BERR.
You might look at the SCC programming, it might be wrong. I guess the SCC
provides no vector, and a system watchdog runs out and drives BERR, resulting
in the crash.

Cannot be sure however.

Vince.

--

191. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 10:18:24 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.67.727006704@dhhalden.no>
Source record: 41096

In article <C0oLvD.Bsp@cck.coventry.ac.uk> jat@cch.coventry.ac.uk (STBW) writes:
>From: jat@cch.coventry.ac.uk (STBW)
>Subject: Falcon Monitors (?)
>Date: Mon, 11 Jan 1993 08:50:00 GMT
>
> HELP !!!
>
> Any monitor tec boffins out there that can answer some questions for
>me ? Concerning monitors and the Falcon.
>
> I plan to buy a Falcon later in the year, with 4Mb RAM, 88Mb HD (from
>a third party surplier, cos it works out cheaper then the 64Mb package deal :-)
>and a SVGA monitor.
>
> But at the moment I have enough for the monitor, so I'd like to buy it
>now and connect it up to my STe until I manage to get the Falcon.
>
> What I need to know is what sort of monitor will I need to buy, so that
>I can display all the Falcon modes upto the 768x480 'True colour'
>(Over-scanned) without interlace, and still be able to use it on my STe in
>Low, Med and High reses ?

The Commodore 1960 monitor will do fine on all of the Falcon modes.

>
>(I realise that I'll have to buy a multisync switch box for my STe.)
>
> What is the tec. defination for the above monitor, ie SVGA, XGA or
>what ??? What would a PC magazine advert call this type of monitor ?
>
> What is the differance between SVGA, Multisync, Alphasync, Panasync
>etc etc or are they the same sort of thing and just trying to confuse me :-)
>
> Any particular makes and models you can recomend would also be handy,
>I'm looking at 14" less then 280 pounds types.
>
> Many, many thanks in advance,
>
>
>--
> \ / "Me, the artist, has produced all this with my own imagination
> /\/\ and skill... Oi!! Yes, you at the back, stop laughing !" 8~}
> \/ -- \ <jat@uk.ac.cov.cch> is (Mirrir, Skippy, Jase, Slarts... Pick 1 :-)

192. Re: TT and 24 bombs followup..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 11:28:52 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1993Jan14.112852.9653@philce.ce.philips.nl>
Source record: 41098

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>It's obvious that no one knows enough about the TT's hardware to tell me if
>a dodgey SCC chip can cause the machine to crash if the {serial,modem}2 are
>accessed.

>A reminder:-

> Clean machine... TT030 4MB ST RAM, 4MB TT RAM.

> Toggle CTS line on Serial2 port -> 24 bombs
> Write data to either serial2 or modem2 -> 24 bombs
> Both serial1 and modem1 ports are working normally.

>Any ideas.. it used to work fine until Christmas when I was using serial2 as
>a login port with my 520STM as a terminal, all of a sudden I had a lock-up
>and the symptoms are those above.

24 bombs says that you got a spurious interrupt.
The manual I have here handy says:

Spurious interrupt.
If a device does not respond by asserting DTACK or AV during an intrrupt
acknowledge cycle, BERR should be asserted to terminate the vector
acquisition. The processor discriminates between this error and a bus
error by forming a short format exception stack and fetching the
spurious interrupt vector instead of the bus errro vector. The processor
then proceeds witht eh usual exception processing.

So IMHO your system doe sgenerate an interrupt on the interrupt line the
SCC is using, but the SCC does not respond with an interrupt vector
(followed by DTACK) or raise the AV (autovector) line.

The problem could be a broken scc, or some distortion on the interrupt
lines. Given the fact that it only happens when you access the scc, I
suspect the chip.

Good luck,
--
Frans Meulenbroeks Philips Research Laboratories
preferred email address: meulenbr@prl.philips.nl

193. FTL MODULA-2, Gem and flying dialogue boxes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 11:30:16 UTC
From: cmp0141@sys.uea.ac.uk
Message-ID: <cmp0141.727011016@radon.sys.uea.ac.uk>
Source record: 41097

I've been told that there is a collection of Gem libraries going under the name 'Gem Magic' written in FTL Modula-2. Apparantely they allow things like flying dialogue boxes and the such.

These sound like they'd make my presentation graphics system look 'rather good'. Does anybody know anything about them, like where they are< How can I get them? etc.

A couple of questions. How can you test for Gdos being present without 'vq_gdos'? Has anyone got 'vro_cpyfm' or 'vrt_cpyfm' working in FTL? I get the current graf_handle, pass this through v_opnvwk, set up the parameters, call the routine and Hissy Hissy Bomb Bomb.

Any help at all would be appreciated. Thanks, in advance.

cmp0141@uk.ac.uea.sys

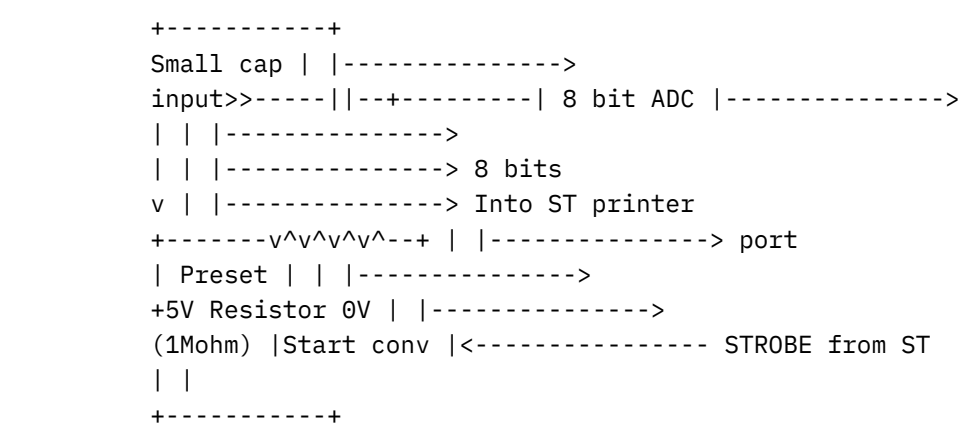
Ian B.

194. Re: Home-made sampler help? (FAQ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 14:43:47 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727022627.8899@minster.york.ac.uk>
Source record: 41103

In article <7476@sersun1.essex.ac.uk> alexk@essex.ac.uk writes:
> I apologise if this is an FAQ but I would like to make my own sampler
>and i'm sure that it has been discussed before, if it has and someone already
>has some plans could they let me know, or where I can get some, it'll save me
>some time.
>
> However if not does anyone have some documentation on the cartridge
>and DMA ports, ST Internals appears to be a bit lacking in detail. Thanks,

I built one that attached to the printer port. The basic circuit is shown
below: (this is from memory, folks)



The capacitor is there to remove any DC component from the input. The
variable resistor is then used to bias the input so that it always appears
above 0V (necessary for the ADC). The STROBE line is connected to the ADC's
"start conversion" input.

I think I used a 9V power supply (an old calculator "battery eliminator")
for the ADC, but you could use a battery or run a line from the ST's 12V
supply into a resistor bridge to drop the voltage to 9V.

Sampling is done by driving STROBE low, waiting the appropriate time (the
time it takes for the chip to do the conversion), putting STROBE high again,
and then reading the data from the centronics port. I wrote sample and
playback software myself, though I wish I'd known about ST Format and Replay3
-- it would have saved me some time!

The software provided an "oscilloscope" display -- this means you don't need
a real oscilloscope to calibrate the preset resistor to your audio input
source. Simply adjust the preset until the signal is not clipped at the high
or low levels. I found that the mono "headphone" output from a tape deck or
CD player worked well as a suitable input source.

I also added an 8-bit output, using a similar circuit and a DAC. (STROBE was also connected to the DAC's input latch). All the parts and the veroboard, box, connectors etc. I obtained from Maplin electronic supplies (I went to the Manchester shop, but they do mail order as well).

Hope this helps.

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

195. PC-ST DISK DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 14:50:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1232.724.uupcb@almac.co.uk>
Source record: 41101

Thanks to everyone who told me that it is possible to use PC Drives in an ST.

However I could do with the technical notes on the subject.

ie how do I install the damn thing.

I tried just swapping the drives manually by unplugging the ST drive and inserting the PC drive (Epson). But that didn't work. So what else do I need to do?

Feel free to insult my intelligence..

Thanks muchy in advance..

Craig

196. Re: HELP -- Weird harddisk-driver

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 17:38:14 UTC
From: ms@lehre23.informatik.Uni-Bremen.DE
Message-ID: <1993Jan14.173814.1886@informatik.uni-bremen.de>
Source record: 41099

In article <A52095@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writes:
|> L> - Are there any differences in the DMA-Chips in the 520 and the 1040?
|>
|> Nes. Yo. Perhaps :-)
|>
|> There are some versions of the ST DMA chip:
|>
|> The "very old" version that was able to deal with all combinations of RAM chip
|> sizes in bank 0 and 1, e.g. 512 KB in bank 0 and 2 MB in bank 1.
|>
|> A newer version, where the bigger chips had to be in bank 0.
|>
|> The most recent version, where all RAM chips have to be the same size.
|>
|> - Peter -

My Atari is quite old (1986), but how do these changes in the DMA-Chips affect
the harddisk transfer?

197. Atari 520.... spare parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 18:08:38 UTC
From: mageej@sage4e.its.rpi.edu
Message-ID: <64a3rrk@rpi.edu>
Source record: 41100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm thinking about picking up an old 520ST, but it's dead. I tried calling B&C computervisions last night, but they have gone out of business (or relocated or something... never thought that would happen) So here I am with a potential fixer-up on my hands, and no idea where I can get the parts.

It makes 8 bombs at powerup... I've never used an ST before, so I have no clue what that means... any help would be appreciated

-Jeff

--
I'm a *Sun-King* baby... (mageej@rpi.edu)
--

198. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 22:10:38 UTC
From: ken@isgtec.com
Message-ID: <3999@isgtec.isgtec.com>
Source record: 41102

In article <726852019.7184@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
> Having posted my screen blanker to c.b.a.st and the Atari archive, I got
> some new feedback about it and screen blankers in general.

BTW, I tried your stblank program on a 1040STe (TOS 1.6) and it didn't work *at all*. I even tried putting it on a blank floppy by itself and booting with that and it didn't work either. The AUTO prog gives 2 bombs when it runs during the boot, then a couple seconds later, 4 or 5 bombs and total lockup. This was a real pain to get off my hard disk, which unfortunately I tried first. I had no problem decompressing etc., all files looked fine. Your readme file implied it had been tested on an STe, so I don't know what the problem is. AUTO folder stuff has to be tested very thoroughly!

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

199. how can you use a color monitor with a vcr?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-14 23:54:29 UTC
From: mage@sandman.caltech.edu
Message-ID: <MAGE.93Jan14235429@sandman.caltech.edu>
Source record: 41105

I have an Atari 1040Ste with (I believe, might have the number wrong)
a SC1224 Color Monitor. At any rate, it's the standard color monitor from
atari. My question is, is it possible to use this as a way to view a
vcr, using the video out and audio out jacks on the vcr?
I looked at the pinouts for the monitor port on the computer, but
it left me in the dark as to whether the monitor accepted composite video
or seperate RGB inputs. And of course the "manual" that comes with the monitor
has pages of lovely directions on such difficult topics as turning it on
and adjusting the volume, and nothing on hardware specifics.
Also, if it does use RGB inputs, is there some piece of equipment
I could buy or make that would seperate the composite video from the vcr
into RGB?
Please reply via email, as I only read this group every couple of
weeks. I'll post a summary of any replies I get.

thanks,
michael hoskins
mage@cco.caltech.edu

200. 1040 Power Supply Boost

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 04:16:11 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93014.231611SML108@psuvm.psu.edu>
Source record: 41104

Hi, I have been told that the power supply may be causing my DMA woes with my 1040ST with a 4 Meg upgrade. I have also been told that a hack to upgrade my power supply was posted here at one time...

Could someone email this hack to me if they have it?

Scott

201. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 08:22:15 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <ZQS03JF@heaven7.in-berlin.de>
Source record: 41106

entropy@gnu.ai.mit.edu (maximum entropy) writes:
> In article <1993Jan11.165412.844@its.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:
> >Surely thats a bad as the first sin of using Unix specific modes in the
> >original fopen(). All you have done is introduced another restriction to
> >portability just because you cant't be bothered to look for all the fopen()
> >calls :-) :-) You may find you have to hunt them out anyway as to assume
> >all fopen()'s are binary is just ONE HELL OF AN ASSUMPTION.
>
> Under UNIX there is no "text mode" and "binary mode" (or maybe it's
> more accurate to say that both modes are equivalent). So, when
> porting UNIX code to the ST, in almost all cases it IS a valid
> assumption that all I/O should be done in binary mode.

This is, of course, utter nonsense. As you know, output from one program is
often input to another, and many ST programs don't get along with \n-
separated lines in input all THAT well. So if you try to run your oh so
favourite UNIX program and load the results in, say the Pure C editor,
you're in for a nasty surprise: it won't work. Another problem: your
favourite UNIX program may try to read some file that a "real" ST program
has written. Again, problems; it is very probably that it will choke on
the \r characters one way or another.

> Note that I didn't reccomend that people write code from scratch using
> _binmode(). Of course you should get it right the first time and use
> binary mode when you want it. But the fact remains that there are
> thousands of lines of code for UNIX that make assumptions about binary
> mode, and it's much easier to just switch to a compatibility mode than
> to waste time patching fopens() every time you want to port the latest
> version of your favorite UNIX program. You're right, I can't be
> bothered.

If you can't be bothered, you should not be porting code. Or using a computer,
really. Deciding which output or input files are text and which are binary
is one of the main tasks of porting UNIX programs to other platform.

Yes, I like the UNIX idea of "one size fits all" better, too.
--
######### Mail martini@{{{heaven7|zelator}.in-|cs.tu-}berlin.de|heaven7.sub.org}
(.)(.) Martin P. Ibert, Westendallee 100 d, D-1000 Berlin 19, Q+49-30-3056541
) (--
(\/) Sex verkauft 'ne Zeitung, Sex verkauft 'n Video, DIE FANTASTISCHEN
######### VIER mit Sex verkauft man alles, denn Sex verkauft sich sowieso!

202. Floptical Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 10:21:29 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Jan15112129@cubitus.laas.fr>
Source record: 41107
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

My Floptical drive has problems which I believe might be of a hardware origin. Mine is a Freedom Floptical Drive, and it's back panel gets hot as someone else posted in either ZNet or AEO. It is connected through an ICD AdSCSI card to my Mega 4 ST running TOS 1.2. I use ICDBoot 6.01. The particularity of my installation is that the AdSCSI card gets its 5V from the Floptical drive. Rather than use the 1.4 amp 9V power supply that came with it, I use a 2 amp 9V power supply.

When the drive is empty, ICDBoot sees the drive and says it's an INSITE drive. When I place a diskette in the drive, the light comes on as it tries to find out (my conjecture) what kind of diskette it has. With any diskettes, 720k formatted ones or 21m unformatted ones, this sensing operation loops and the drive makes a light clunking sound at 2 second intervals. During this state it must be sending a busy signal back to the AdSCSI adaptor since neither ICDBoot nor IDCheck sees the drive.

Any suggestions? Or do I have to mail it back to the dealer? By the way I verified that the AdSCSI adaptor functions satisfactorily with a Mac hard drive.

Thanks,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

203. MEMORY.SYS in FontGDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 10:23:51 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C0w4vs.Frt@cs.bham.ac.uk>
Source record: 41108

Folks, what is the memory.sys driver that came with FontGDOS 2.0?
How do I use it from C?

Apologies if this has been mentioned before!

My general impressions of FontGDOS are good, it's replaced G+PLUS on
my hard disk. Why do the CPXs have such an awkward interface though?
Setting the font caches (even using the docs) is really obscure.

--Chris

204. Re: Falcon Video Hardware Bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 10:59:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jan15.105949.18390@cs.hw.ac.uk>
Source record: 41109

```
In article <11650@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>neil@cs.hw.ac.uk (Neil Forsyth <- That's me! :-) writes:
>
>>The video hardware in the ST, STE, MegaSTE and TT will not implement a change
>>of video address (@ $FFFF8201,3 and D on the STE) until the vertical blank
>>occurs but before it generates the interrupt.
>
>>However the new video hardware on the Falcon will implement a new screen
>>address at any time that it is not accessing video RAM.
>
>If I only ever use XBIOS Setscreen() to change the physical (or logical)
>screen location, I should have no problems, right?

I'm afriad not. This is OK on the ST but fails big time on the Falcon
(which of course is how I discovered it). I regret to say that you have to hit
the hardware and do it differently on the ST, STE and Falcon.

What you want is a routine to set the video address on the n'th frame, lets
call it vsynx(n) where n is the frame rate. You'll also need a vertical blank
routine too.
Vsynx will already know from some initialistion what kind of machine we are
running on so will take appropriate action.
If it's the nth frame, vsynx will change the address immediately on the ST but
store it for use by the vbl routine on the Falcon. The vbl routine can just
look at a variable and if it's none-zero stuff it in the hardware then clear
the variable.

Do NOT use the system variable screenpt (@ $45E) to set a screen address at
VBL. That variable is never cleared by TOS (even after a warm boot) and can
result in some really screwy memory usage.

Avoid bus errors on the ST by not sending data to non-existant STE locations.
This is with respect to the low part of the video address at $FFFF820D.
Always use the Cookie Jar to find out what kind of machine you are on and
remember that if there is no Cookie Jar ($5A0==0) then you're on an ST or
some total arse in running an old RAM loadable TOS on a new machine.

+--------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+--------------------------------------------------------------------------+
```

205. Re: Keyboard repeating keys

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 11:06:15 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727095975.15347@minster.york.ac.uk>
Source record: 41110

In article <C0snoK.MG4@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>I have, from a french magazine, explanations on the working of this chip,
>up to, and including, it's assembler, with an example program. I can try
>to dig it out. However, I do believe it *IS* the keyboard processor that
>takes care of key repeat. (Since there is no interrupt at the time you hit
>a key.)

I don't think the IKBD processor handles keyboard repeat. There *is* an
interrupt when you hit a key -- it's the IKBD packet handler (oddly enough
:-))

If you want to see an example of catching the IKBD interrupt, please
download the source to my screen blanker, ST Blank, from atari.archive (it
was also posted to comp.sources.atari.st).

> Patrick.

Regards,
Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

206. ST & Falcon HD compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 11:08:20 UTC
From: andrew@minster.york.ac.uk
Message-ID: <727096099.15394@minster.york.ac.uk>
Source record: 41111

I have a SCSI hard drive connected to an ST via an ICD host adapter.
It is all nicely partitioned.

When I buy my Falcon, will I be able to plug the drive into the SCSI-2
port and read all the software on these partitions? I assume so.

-Andrew

Andrew Hague -- Researching Computer Aided Learning & On-Line Lectures
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

207. Re: Falcon Video Hardware Bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 15:11:36 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan15.151136.10478@email.tuwien.ac.at>
Source record: 41112

neil@cs.hw.ac.uk (Neil Forsyth) writes:
: In article <11650@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
: >neil@cs.hw.ac.uk (Neil Forsyth <- That's me! :-) writes:
: >
[...]
: >If I only ever use XBIOS Setscreen() to change the physical (or logical)
: >screen location, I should have no problems, right?
:
: I'm afriad not. This is OK on the ST but fails big time on the Falcon
: (which of course is how I discovered it). I regret to say that you have to hit
: the hardware and do it differently on the ST, STE and Falcon.

Hmmm... :) Sounds like a good reason for
1) a new TOS version,
or
2) a TOS patch (for Setscreen())

-MY

208. Best *PD* defraggers for BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 15:15:58 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C0wIEn.Inz@cs.bham.ac.uk>
Source record: 41113

What good (ie reliable!) defraggers are available for those big GEM (BGM) hard disk partitions? I used to use DLII, but with a bigger disk I don't want to risk it.

I'd prefer PD, but has anyone any comments on commercial products like ICD Cleanup, Diamond Edge, Atari Chkdsk?

Thanks in advance!

--Chris

209. MiNT Distribution kit - update.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 15:41:20 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan15.154120.13214@sol.ctr.columbia.edu>
Source record: 41114

--

The kit has now been updated (as of a few days ago) to include
gcc 2.3.1, the man4 suite, the patchlevel 25 libraries, a 'compress'
program etc.
All of this is available at a.a.u.e or mirrors.

The main reason for posting, though is to say that there are obvious
problems with the kit and certain TOS variants. I haven't heard from
anyone who has successfully installed on a TT or a mega-STe yet, (I
have heard from plenty of people who *haven't* managed to install on
those machines...). Also, there is apparently a problem with TOS 1.0
in that Pexec() and GFA don't mix very well. I am assured that this is
not specific to GFA, but is the fault of TOS.

For all the rest, I have heard from plenty of people who have now
installed on ST's, STe's etc. So, I judge that the kit is probably
robust enough now for those machines.

I am looking into the problems of newer TOS's not liking the programs
but I can't promise much, I'm afraid. I've written to GFA, and I'll
see what they say.

The main problem seems to be due to direct manipulation of the DTA.
MiNT don't like this, (according to the docs), but TOS should have
no problems. (I must say that I've not had any problems with MiNT
not liking the DTA on my ST or STe).

The reason for using the DTA is that GFA's EXIST() function ignores
directory entries. So the only way to find out if a directory exists
is to use FSFIRST/FSNEXT and the DTA, as far as I know.

Anyway, hopefully better news will be coming this way soon. Presumably
if GFA has no solution, I'll have to write in C. Ah well- shouldn't be
a problem, but I just wanted to use GFA-GUP - it makes life so much
easier...

Simon.
--
```
_____________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

210. Re: How can I install 1.4 Mb disk driver to ATARI 1040STf?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 16:17:47 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93015.111748EENG6826@RyeVm.Ryerson.Ca>
Source record: 41115

I just installed a Panasonic 1.44Mb on my 1040STf TOS 1.0. I had to twist the cable and change the setting from 1 to 0 on the drive. It works fine but only at 720Kb. I don't know how to make it work at 1.44Mb.

Carlos Varela

211. Re: PC-ST DISK DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 16:20:55 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93015.112055EENG6826@RyeVm.Ryerson.Ca>
Source record: 41116

Two things:

- You have to change the setting on the drive from drive 1 to drive 0
- The cable goes upside down. Make sure you are connecting it the right way.

The head of the drive that was on the ST came flying out one day and I had to replace it with a Panasonic 1.44Mb. This was about 2 weeks ago.

Carlos Varela

212. Re: VDI 'load fonts' question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 16:33:19 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <1j6p0fINNjtn@mailgzrz.TU-Berlin.DE>
Source record: 41117
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st,zer.z-netz.rechner.atari.programmieren

In article <A52792@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writes:

|> p>And, if it may be a virtual handle, do I need to load the fonts
|> p>for every new virtual workstation or is one time enough?
|>
|> You have to load them for every workstation, since resolutions will differ on
|> different devices.

As I can see, I have to load all the fonts for every (even if it is a virtual)
workstation. Thus I've tried to use FontGDOS with it's font cache. In spite of
a large cache a multiple started MultiList (uses GDOS fonts) caused GDOS to
load the fonts from disk every time ! :-(
Is there somebody having the same problems with FontGDOS?

My second problem has nothing to do with fonts but with VDI raster operations.
Can I use vr_trnfm() (transform form) to calculate a device specific raster
from a standard raster WHERE psrcMFDB.fd_addr == pdesMFDB.fd_addr ? As I know,
rasters in vro_cpyfm() may overlap. Or do I have to create a new raster of the
the same size as the source raster, then to transform it and then to delete the
source (becomes a problem with large rasters) ?

Which structure members in pdesMFDB do I have to set? Does VDI do this work?

Thanks in advance,

--
+---+
Andr'e Pareis	Techn. University of Berlin
e-mail: pareis@cs.tu-berlin.de
subiaagb@w350zrz.zrz.tu-berlin.de
NeXT-mail: subiaagb@w271zrz.zrz.tu-berlin.de
+---+

213. 8 bombs?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 18:05:03 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Jan15.110519.4251@arizona.edu>
Source record: 41118

A friend of mine has been having problems with his old 520 ST. First, on occation, the computer (with external SS-drive) started saying that all floppies where blank (0 files, 0 bytes used) whether they were or not. Then, red patches started flickering on the screen. He took the computer apart to look for loose connections but found none. But since he put it back together, whenever he boots up (with or without disk) he always gets 8 bombs.

Any suggestions?

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

214. Re: Floptical Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 19:22:05 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <1j72stINNkqd@usenet.INS.CWRU.Edu>
Source record: 41120
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Supra 10 meg floppy drive that probley works the same
as your Floptical drive or any removeable drive other than a
regulator floppy. You must have a disk in the drive when you
turn it on so the it can initialize then boot the computer.
Let me know if this helps.
--
Ron Field ce830@cleveland.freenet.edu (or) ron@mchome.santa-cruz.
ca.us 514 Margaret Av Aptos Ca 95003 (408)688-1508
Waiting for a Falcon

215. Re: 2 chip vs. 6 chip ROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 20:13:26 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.ea.ZKgYIS14nc6@keep.fantasy.sub.org>
Source record: 41119

<SML108@psuvm.psu.edu> writes:

>How are the TOS ROMs laid out on 2 chip versus 6 chip ROMs? Is it the the exact
>same data but with the first 3 chips on 1 ROM and the next three on the second
>or something more insidious?

This is some way of correct:
The 2 Chip ROM includes the normaly 6 ROMS, (actually I think the Capacity
of those 2 rom roms is 1 M. this is what the Mainboard says). The
selcting logic is external from the GLUE which generates the CS lines for
the normal (6) ROM Chips.

BUT there is no 1M eprom available which fits into the 1MB ROM socket.
At least not as far as I knowthose chips.
--
Use /dev/null with care, otherwise you have to rebiuld your files.
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

216. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-15 22:55:18 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan15175518@kropotkin.gnu.ai.mit.edu>
Source record: 41121

In article <ZQS03JF@heaven7.in-berlin.de> martini@heaven7.in-berlin.de (Martin P. Ibert) writes:

>This is, of course, utter nonsense. As you know, output from one program is
>often input to another, and many ST programs don't get along with \n-
>separated lines in input all THAT well. So if you try to run your oh so
>favourite UNIX program and load the results in, say the Pure C editor,
>you're in for a nasty surprise: it won't work. Another problem: your
>favourite UNIX program may try to read some file that a "real" ST program
>has written. Again, problems; it is very probably that it will choke on
>the \r characters one way or another.

Sorry, I consider this TOS's problem and not mine.

>If you can't be bothered, you should not be porting code. Or using a computer,
>really. Deciding which output or input files are text and which are binary
>is one of the main tasks of porting UNIX programs to other platform.

Bummer. Anyone want to buy a used Atari ST?

entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

217. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-16 02:04:35 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <73673@cup.portal.com>
Source record: 41122

In Article: <ZQS03JF@heaven7.in-berlin.de>
martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
>entropy@gnu.ai.mit.edu (maximum entropy) writes:
>> Under UNIX there is no "text mode" and "binary mode" (or maybe it's
>> more accurate to say that both modes are equivalent). So, when
>> porting UNIX code to the ST, in almost all cases it IS a valid
>> assumption that all I/O should be done in binary mode.
[deleted]
>
>Yes, I like the UNIX idea of "one size fits all" better, too.

Actually under both UNIX and TOS (or MSDOS) file system there is no
"text mode" and "binary mode" (unlike "typed" file systems like the
VAX VMS and UCSD p-System, which have several completely differently
formatted file types managed by the OS).

The problem isn't that UNIX is untyped and TOS is typed, the problem
is that the two systems decided to use different "end of line" delimiters
to seperate text lines in their single untyped "byte stream" file format
when writing "text" to the file.

Working under a true "typed" file system like VAX VMS or UCSD p-System
is considerably different than working under "untyped" file systems
like UNIX and TOS use... you have to be SURE to call the right library
routines appropriate for the file type and open the files in the right
mode, or they might never even work in the first place.

But how the "line delimiter" is converted when porting UNIX code to TOS
(or TOS code to UNIX, if someone was that "crazy" :-) is just one minor
problem that can be handled in a variety of different ways (and is nromally
not a problem for languages like Pascal and Modula-2, which already
recognize that different OSs might treat different files types differently
and provide WriteLn which writes whatever is appropriate for the OS and
file type. Note some OSs like VMS have SEVERAL different types of "text"
files using totally different line delimiting).

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
The world of computing isn't just UNIX, no matter how much
some people might want to believe it is :-)

218. Re: How do you write a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-16 08:37:52 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b57bbd4@Kralizec.fido.zeta.org.au>
Source record: 41123

Original to: uucp
In a message of <10 Jan 1993 14:25:2>, Uucp (3:713/602) writes:

>> 1. The best way to find out about CPXs is to buy DocSupport II. Not that
>> I've managed to write one... Anyone have CPX code for Lattice C?
U>
U> Do you require Pure C/Turbo C to write a CPX? I was under that
U> impression (the _only_ CPX sample code I've ever seen was Turbo C
U> code)...

No, Lattice 5.5 gives you, as one of the 'make program as' options, under
the linker options from memory, CPX. There's also a 'linkcpx' or similar
program for people not using the IDE.

U> If it's true, Atari is just plain _stupid_, since they use Lattice
U> inhouse, and tonnes of ST developers would rather use GNU C or Lattice
U> C.

Atari's stupidity is evident in their management and marketing activities,
but on the whole their technical work has always been excellent, if limited
for budgetary reasons...

U> --- Chris Herborth

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

219. Re: Best *PD* defraggers for BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-16 12:25:47 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.727187147@groucho.phil.ruu.nl>
Source record: 41124

cjr@cs.bham.ac.uk (Chris Ridd) writes:

>What good (ie reliable!) defraggers are available for those big GEM
>(BGM) hard disk partitions? I used to use DLII, but with a bigger disk
>I don't want to risk it.

>I'd prefer PD, but has anyone any comments on commercial products like
>ICD Cleanup, Diamond Edge, Atari Chkdsk?

After having ruined some of my HD partitions with a PD-defragger, I decided
to stick with ICD's Cleanup, which does a very good job. Recommended!

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

220. Re: VDI 'load fonts' question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-16 13:19:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A55249@K.maus.de>
Source record: 41125

s>Can I use vr_trnfm() (transform form) to calculate a device specific raster
s>from a standard raster WHERE psrcMFDB.fd_addr == pdesMFDB.fd_addr ? As I
s>know,

Yes. It will be much slower than it would be with two separate buffers, though.

s>Which structure members in pdesMFDB do I have to set? Does VDI do this work?

All of them.

221. Re: TT and 24 bombs followup..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-16 14:41:01 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727195261.13422@minster.york.ac.uk>
Source record: 41126

In article <1993Jan14.112852.9653@philce.ce.philips.nl> meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:
>ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>It's obvious that no one knows enough about the TT's hardware to tell me if
>>a dodgey SCC chip can cause the machine to crash if the {serial,modem}2 are
>>accessed.
>
>> Clean machine... TT030 4MB ST RAM, 4MB TT RAM.
>
>> Toggle CTS line on Serial2 port -> 24 bombs
>> Write data to either serial2 or modem2 -> 24 bombs
>> Both serial1 and modem1 ports are working normally.
>
>>Any ideas.. it used to work fine until Christmas when I was using serial2 as
>>a login port with my 520STM as a terminal, all of a sudden I had a lock-up
>>and the symptoms are those above.
>
>24 bombs says that you got a spurious interrupt.
>The manual I have here handy says:
[description deleted]

This is interesting -- I've seen it elsewhere. A colleague of a friend working on a TT product had serious problems with spurious interrupts from the serial communications controller. He called Atari and told them there was something wrong with the TT design (this was in the early days of the TT -- they had quite a few, and the problem occured on all of them). Atari said "there are never spurious interrupts under TOS" and refused to believe that there was anything wrong.

I think they eventually worked around the problem by putting lots of NOPs after any instruction that wrote to the SCC -- you might give this a try.

>Frans Meulenbroeks Philips Research Laboratories
>preferred email address: meulenbr@prl.philips.nl

Regards,
Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

222. MiNT distribution kit

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-16 16:39:55 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan16.163955.10102@sol.ctr.columbia.edu>
Source record: 41127

A note to all those struggling to get SETUP.PRG and INSTALL.PRG to work in the MDK. Apparently (blush) the programs do *not* work unless you're running in mono mode. I did try to make them resolution-independent, but apparently not hard enough.

If you haven't got a mono monitor, then in the short term I suggest using a mono emulator (sebra or equivalent). This bug will be fixed (hopefully) this weekend, assuming I get the time.

Simon.
--

```
_____________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

223. Disconnecting 1040 ST drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-16 19:31:50 UTC
From: SML108@psuvm.psu.edu
Message-ID: <93016.143150SML108@psuvm.psu.edu>
Source record: 41128

Hi, will a 1040 work with an external drive if the internal drive is disconnected? I want to test if my 1040 is having trouble with internal noise or the power supply and want to try it with the internal drive unpowered...

Scott

224. genlock, rgb

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-17 03:00:50 UTC
From: les dodman <les.dodman@canrem.com>
Message-ID: <199316.4019.9837@dosgate>
Source record: 41129

I have a couple of questions for all you people out there.

First does anyone have a schematic for a genlocking device for the Atari ST, or know where I might find one. I am also intereseted in finding a schematic for a R G B to ntsc decoder or a suggestion as to where I might find one. All answeres appreciated, thank you in advance.

I would also like to know if anyone knows how to build a video amplifier, one that would allow you to copy tape from one VCR to another wihtout loss of picture quality, improvement even. Thanks again...

Les Dodman
--
Canada Remote Systems - Toronto, Ontario
World's Largest PCBOARD System - 416-629-7000/629-7044

225. Parent-child processes where parent links to a vector

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-17 03:22:12 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <80438@hydra.gatech.EDU>
Source record: 41130

I've got a program that runs from the hard disk but requires the insertion of the original floppy to run. I hate to have to use a master copy of a floppy, so I'm trying to defeat the protection. I've tried copying the disk with ProCopy but it couldn't duplicate it. So I loaded the program into a monitor and stepped through it. The program reads data from side 0, track 0, sector 0 using the XBIOS and modifies itself with that data. The idea I had was to make a parent program that would link to TRAP #14 and contain the data of that magic sector. It would execute the protected program as a child process. Instead of executing the XBIOS floppy sector read routine, it would copy the sector data. After the child process terminated, the parent would delink itself using XBRA.

I wrote the parent program and tested it first without executing the child program. It cleanly linked into and out of the TRAP #14 vector and terminated with no errors. I did make sure to free all memory above the BSS. I also made some XBIOS calls in the parent program to test it out. I then added the code to load and go the child program. It did execute the child but my computer locked up after the child terminated. I also tried executing another program I wrote (one that I knew did nothing illegal and no vector linking) as the child and it locked up my computer upon termination also.

Is there anything illegal about what I'm attempting? Has anyone tried something like this and been successful? FYI, I have a Mega STE.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

226. Overscan modification?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-17 05:37:09 UTC
From: yonder@netcom.com
Message-ID: <1993Jan17.053709.8026@netcom.com>
Source record: 41131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy folks... Any overscan users out here? I just have a coupla questions.

Is it worth the trouble? Basically the answer to this is a function of the number of programs that will take advantage of it.

Would stalker, rufus, and/or connect take advantage of it? How about uniterm?

How about Spectre... would I get the extra Rez in Mac mode?

Basically I would like to be able to get more data on my screen at once.

There is lots of dead space on my SM124, so it would seem that this modification, would give me many more lines/columns of text.... is this true....

Note: I am a monochrome monitor user (SM124)....

Also I have an old 1040STf... I do not have the new TOS 1.4, will this be a problem..?

thanks..... .....Chris

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

227. MiNT distribution kit

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-17 13:37:35 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan17.133735.27588@sol.ctr.columbia.edu>
Source record: 41132

Well, I've found the major bug in the SETUP and INSTALL programs that
prevented them from working in resolution other than ST-high.

The problem lay in that GFA-GUP provides 'read-only' procedures that
the user is not supposed to touch; one of these procedures (init_gem)
has lines a little like...

```
if (xbios(2) <>2)
form_alert(ro_needhi, ...)
endif
```

... which is a little silly in my view. It's
the first time I've used this package, so I've not encountered it
before.

Anyway, I've fixed that, and checked that it works for me in ST-medium
resolution, so things ought to be a little better now. Note that it
is not designed to work in low res - the dialogs don't have enough
screen space.

I did bring it in today, but you're going to have to wait till
tomorrow because the STe's IBM-like disk format isn't good enough for
mtools on our SparcStation :-(

I'll be incorporating the new additions to init and make asap.

Simon.
--

```
_____________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

228. Re: Signum 2 Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-17 14:37:33 UTC
From: ma_blase@csd.uwe.ac.uk
Message-ID: <1993Jan17.143733.26569@csd.uwe.ac.uk>
Source record: 41133

Christof Stadler (Christof_Stadler@s.maus.de) wrote:
>
> There are hundreds of PD fonts available in german mailboxes. The other
> possibility is to write to ASH, the distributor of SIGNUM!2. They sell a lot of
> fonts in SIGNUM!2 format.
>

Now here's a toughy. I grabbed a load of Signum II fonts for use on the Uni's
Mega ST and found that they were configured for the German keyboard (Q and
W swapped and a few other charachters were juxtaposed too). Although the fonts
were very nice only laser printer fonts were included. On the
Signum source disks no laser font editor is supplied so I could not manually
swap them around to fit the British keyboard configuration. Any ideas
where I can get some software which would enable me to do this?

Mike
--
|_/| F 'Merlin, are you a dream?'
\O O/ O 'A dream to some, A NIGHTMARE TO OTHERS!'
\o/ X - Excalibur

229. STE sampler using analogue joystick ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-17 16:20:04 UTC
From: imr@cs.bham.ac.uk
Message-ID: <C10ApH.Dou@cs.bham.ac.uk>
Source record: 41134

The subject says most of it, so does anyone know if it is possible to make a sampler for an STE that connects to the analogue joystick ports and uses the internal ADC ?

Does anyone have any specs for these ports (particularly whether it is fast enough for a decent sound sampler , also voltage levels and stuff).

If anyone made one of these would you care to share it with everyone, it would certainly save me some money !

Cheers.

Ian Rae
Software Engineering
University of Birmingham

230. Re: PC-ST DISK DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-17 20:19:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A55800@MS.maus.de>
Source record: 41135

```
C>I tried just swapping the drives manually by unplugging the ST drive and
C>inserting the PC drive (Epson). But that didn't work. So what else do I
C>need to do?

Did you look at the jumper for the drive id? Should be set to 0.

Regards

Patrick

**************************
GIVE PEACE A CHANCE
Mr. Clinton, do it better!
```

231. Re: Best *PD* defraggers for BGM p

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-17 22:51:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A55820@MS.maus.de>
Source record: 41136

```
C>I'd prefer PD, but has anyone any comments on commercial products like ICD
C>Cleanup, Diamond Edge, Atari Chkdsk?

The last one works fine (IMHO).

Regards

Patrick

**************************
Abolish the death penalty!
```

232. Prism Paint picture format wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-17 23:08:43 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1jcotrINNpe6@shelley.u.washington.edu>
Source record: 41137

A friend of mine just ported his fractal program to my TT, and I would like to be able to save the fractal images as a Prism Paint TT medium res file so I can use Warp 9 to have it as a desktop. Does anyone know the picture format for TT medium .PNT files so he can add a feature to his program to save such a picture? Thanks in advance...

Dan Aylward
dud@u.washington.edu

233. Re: C compilers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 01:35:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11725@uqcspe.cs.uq.oz.au>
Source record: 41138

lchd_ss@uhura.cc.rochester.edu (Ho Ling Cherd) writes:

>I have Prospero C and Mark William C.
>Can someone tell me which of this 2 and the GCC is a better
>C package to work with?

I can't speak for Prospero C or Mark William C (do they still exist?),
but GCC is an EXCELLENT compiler. The pros/cons are:

1. GCC produces FAST code.
2. GCC is slower at generating code.
3. GCC is Free (ie. you get updates :-]).
4. GCC is more correct (ie. follows ANSI standard more closely).
5. GCC code is more portable.
6. GCC uses LOTS of memory. 2M minimumj for GCC, 4M for G++.

>I am looking for an assembler also. Is there any public domain
>assembler available?

GAS, the GNU assembler, is part of the GCC suite. You can also do
inline assembler with GCC (actually, this is the preferred technique
for me).

>Also, can someone please give me examplese of the case where
>using assemmble language is better or necessary than using C
>or other high level language?

Assembler is very rarely necessary. Only cases are for writing
interrupt routines, since you can't say "RTE" in C :-).

Assembler is useful when used sparingly, and then only when you've
already written the code in C. I write everything in C, then for
the parts that I find are too slow (find out by using gprof, the GNU
profiling tool), I convert to inline assembler, with the C code
conditionally excluded. ie.:

```
void add(int a, int b, int* c)
/* Not that anyone would really do this :-) */
{
#ifdef NOASM
*c=a+b;
#else
asm("
movel %0,%2@
addl %1,%2@
" : // No outputs
: "d" (a),
```

```
"d" (b),
"a" (c)
);
#endif
}

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
\_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /
```

234. Re: Falcon Video Hardware Bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 01:49:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11726@uqcspe.cs.uq.oz.au>
Source record: 41139

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>warwick@cs.uq.oz.au writes:

>>If I only ever use XBIOS Setscreen() to change the physical (or logical)
>>screen location, I should have no problems, right?

>I'm afriad not. This is OK on the ST but fails big time on the Falcon
>(which of course is how I discovered it). I regret to say that you have to hit
>the hardware and do it differently on the ST, STE and Falcon.

More info, please! Ignoring the fact that the program will run faster,
is this wrong:

```
Setscreen(-1,location,-1);
Vsync();
```

?

Okay, more care is needed if the frame rate is slower than 60Hz on an ST,
but that's a separate issue.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /Disclaimer:
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / C references are NULL && void*
v Brisbane, Australia. /

235. Re: GENERIC Synth Patch Editor Cod

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 05:42:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A55824@MS.maus.de>
Source record: 41140

Danny Graham (danny@nessie.mcc.ac.uk) wrote:
>I've been asked by a friend to post this to the net. This text file
>after being uudecoded and unarchived from it's zoo format, holds
>a demo for a rather powerfull Generic Synth Patch Editor.

Thank you for ~140 KByte of data that I didn't want and that cost
real money: storage, phone transmission (what about people with
2400 Baud modem) and so on.

DON'T DO THINKS LIKE THAT (I'm shouting because this was the second
time this week).

236. Re: TT video memory organisation...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 08:17:30 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b5a59af@Kralizec.fido.zeta.org.au>
Source record: 41141

Original to: warwick@cs.uq.oz.au
In a message of <12 Jan 93 05:23:41>, warwick@cs.uq.oz.au (3:713/602)
writes:

[...details...]

w> This scheme applies for STLow, STMedium, STHigh, TTLow, TTMedium,
TTHigh,
w> and all Falcon resolutions EXCEPT TrueColour, which is word-per-pixel.

w> Warwick

Thanks!
\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

237. Re: Resource file format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 10:56:46 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C11qEn.KpI@cs.bham.ac.uk>
Source record: 41146

```
Someone recently requested the RSC file format. This is the TOS 1.4
version (I hear there is a new one):
typedef struct
{
short rsh_vrsn; /* RCS version no. */
unsigned short rsh_object; /* offset to object[] */
unsigned short rsh_tedinfo; /* offset to tedinfo[] */
unsigned short rsh_iconblk; /* offset to iconblk[] */
unsigned short rsh_bitblk; /* offset to bitblk[] */
unsigned short rsh_frstr; /* offset to free
string index */
unsigned short rsh_string; /* offset to first string */
unsigned short rsh_imdata; /* offset to image data */
unsigned short rsh_frimg; /* offset to free
image index */
unsigned short rsh_trindex; /* offset to object tree index
*/
short rsh_nobs; /* number of objects */
short rsh_ntree; /* number of trees */
short rsh_nted; /* number of tedinfos */
short rsh_nib; /* number of icon blocks */
short rsh_nbb; /* number of blt blocks */
short rsh_nstring; /* number of free strings */
short rsh_nimages; /* number of free images */
unsigned short rsh_rssize; /* total bytes in resource */
} RSHDR;

You should be able to figure things out from here (and using a hex
dump of a RSC file). All values are Motorola format (big-endian).

--Chris (C.J.Ridd@uk.ac.bham.cs)
```

238. Sozobon C Problem - Flopfmt

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 11:43:11 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan18.114311.27851@unix.brighton.ac.uk>
Source record: 41151

I am investigating the xbios calls flopfmt, flopwr, protbt to format a disk. I am using the Heat n Serve Sozobon C compiler v1.33 I think it is.

I have #included the osbind.h and stdio.h headers as I guessed you would need and am using the macros Flopfmt, Flopwr, and Protbt to do this, firstly formatting the disk sides 0 and 1, tracks 0 to 79. Then I write 0's to tracks 0 and 1, prototype a non-exe boot block and then writing it.

The thing is, the compiler keeps giving me the same error:

undefined symbol _lonh in module d:\tmp\f where d:\tmp is my ramdisk temporary directory. Can anyone help.

Thanks

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

239. New files on ftp.uni-muenster.de

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 12:00:33 UTC
From: julian@math.uni-muenster.de
Message-ID: <1je651INNib2@obelix.uni-muenster.de>
Source record: 41147

```
New files on ftp.uni-muenster.de (128.176.120.210):

pub/atari/Docs/purejarg.zip: the GNU jargon file as PureC online help file
pub/atari/Docs/xhdi-101.zoo: version 1.01 of the XHDI ('eXtended hard disk interface')
specification
pub/atari/Docs/xbralist.zoo: a current list of officially registered XBRA id's

---
_________________ cut here ___________________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________
```

240. Inline assemly language in GCC (was C compilers)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 12:15:28 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Jan18.121528.26144@eng.cam.ac.uk>
Source record: 41148

warwick@cs.uq.oz.au (Warwick Allison) writes:

```
>void add(int a, int b, int* c)
>/* Not that anyone would really do this :-) */
>{
>#ifdef NOASM
> *c=a+b;
>#else
> asm("
> movel %0,%2@
> addl %1,%2@
> " : // No outputs
> : "d" (a),
> "d" (b),
> "a" (c)
> );
>#endif
>}
```

Can anyone point me to any documentation for doing this sort of thing - how to access function parameters, and pass back return values etc.

Thank you in advance

Christopher Hicks

```
--
================================================================================
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
================================================================================
```

241. Re: ST & Falcon HD compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 12:35:34 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C11uzA.3wB@hermes.hrz.uni-bielefeld.de>
Source record: 41149

In article <...>, andrew@minster.york.ac.uk writes:

|> I have a SCSI hard drive connected to an ST via an ICD host adapter.
|> It is all nicely partitioned.
|> When I buy my Falcon, will I be able to plug the drive into the SCSI-2
|> port and read all the software on these partitions? I assume so.

I've asked nearly the same question two weeks ago and from the answers I've
got I can tell that it should be possible. The SCSI-2 port is able to support
older SCSI-1 (so to say) units.

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de (sis onz nuu)
uteca066@unibi.hrz.uni-bielefeld.de (will fade away soon)
**(EOT)*

242. Re: TT and 24 bombs followup..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 12:37:27 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Jan18.123727.8993@ucl.ac.uk>
Source record: 41152

In article <1993Jan14.112852.9653@philce.ce.philips.nl> meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:
>ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>
>
>>It's obvious that no one knows enough about the TT's hardware to tell me if
>>a dodgey SCC chip can cause the machine to crash if the {serial,modem}2 are
>>accessed.
>
>>A reminder:-
>
>> Clean machine... TT030 4MB ST RAM, 4MB TT RAM.
>
>> Toggle CTS line on Serial2 port -> 24 bombs
>> Write data to either serial2 or modem2 -> 24 bombs
>> Both serial1 and modem1 ports are working normally.
>
>>Any ideas.. it used to work fine until Christmas when I was using serial2 as
>>a login port with my 520STM as a terminal, all of a sudden I had a lock-up
>>and the symptoms are those above.
>
>24 bombs says that you got a spurious interrupt.
>The manual I have here handy says:
>
>Spurious interrupt.
>If a device does not respond by asserting DTACK or AV during an intrrupt
>acknowledge cycle, BERR should be asserted to terminate the vector
>acquisition. The processor discriminates between this error and a bus
>error by forming a short format exception stack and fetching the
>spurious interrupt vector instead of the bus errro vector. The processor
>then proceeds witht eh usual exception processing.
>
>So IMHO your system doe sgenerate an interrupt on the interrupt line the
>SCC is using, but the SCC does not respond with an interrupt vector
>(followed by DTACK) or raise the AV (autovector) line.
>
>The problem could be a broken scc, or some distortion on the interrupt
>lines. Given the fact that it only happens when you access the scc, I
>suspect the chip.
>
>Good luck,
>--
>Frans Meulenbroeks Philips Research Laboratories
>preferred email address: meulenbr@prl.philips.nl

Thanks for your and other people's help. I've been told that there is a a chip compatable (both SW and pin) with the SCC (53C80) but which has larger I/O buffers, so decreasing the interrupt loading on the main processor when running at high speeds, is this the case?

If so I might get one of those as a replacement.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

243. MiNT distribution kit patches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 12:40:03 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan18.124003.17932@sol.ctr.columbia.edu>
Source record: 41150

--

Ok, the updated versions of SETUP and INSTALL (hopefully now
resolution independent) have been uploaded to the New directory at
a.a.u.e. They are also available immediately at phlim.ph.kcl.ac.uk
via anonymous ftp.

The file 0readme in the Updates directory has more details.

changes have been made to disk1.zoo Man4.zoo 0readme, and init1.zoo
(a new file).

Simon.

```
_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

244. Re: TT and 24 bombs followup..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 12:46:07 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Jan18.124607.9718@ucl.ac.uk>
Source record: 41153

In article <727195261.13422@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>In article <1993Jan14.112852.9653@philce.ce.philips.nl> meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:
>>ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>>It's obvious that no one knows enough about the TT's hardware to tell me if
>>>a dodgey SCC chip can cause the machine to crash if the {serial,modem}2 are
>>>accessed.
>>
>>> Clean machine... TT030 4MB ST RAM, 4MB TT RAM.
>>
>>> Toggle CTS line on Serial2 port -> 24 bombs
>>> Write data to either serial2 or modem2 -> 24 bombs
>>> Both serial1 and modem1 ports are working normally.
>>
>>>Any ideas.. it used to work fine until Christmas when I was using serial2 as
>>>a login port with my 520STM as a terminal, all of a sudden I had a lock-up
>>>and the symptoms are those above.
>>
>>24 bombs says that you got a spurious interrupt.
>>The manual I have here handy says:
>[description deleted]
>
>This is interesting -- I've seen it elsewhere. A colleague of a friend working
>on a TT product had serious problems with spurious interrupts from the
>serial communications controller. He called Atari and told them there was
>something wrong with the TT design (this was in the early days of the TT --
>they had quite a few, and the problem occured on all of them). Atari said
>"there are never spurious interrupts under TOS" and refused to believe that
>there was anything wrong.
>
>I think they eventually worked around the problem by putting lots of NOPs
>after any instruction that wrote to the SCC -- you might give this a try.

As I said, it was working, then it suddenly stopped working. As the desktop
also causes the same problem when you try to write to either of the SCC
ports it's obviously not something which could be fixed int software easily.

>
>>Frans Meulenbroeks Philips Research Laboratories
>>preferred email address: meulenbr@prl.philips.nl
>
>Regards,
>Mat
>

>| Mathew Lodge | "What think you, my lord, of... Love?" |
>| mjl-b@minster.york.ac.uk | "You mean rumpy-pumpy?" |
>| Langwith College, Uni of York, UK | -- Blackadder II |

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

245. Attention of Andre vd Vlies

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 13:46:43 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan18.134643.20041@sol.ctr.columbia.edu>
Source record: 41154

```
Sorry, Andre, I can't email you - the mailer says

htsa!sluis!andre: post: unexpected response;
[RPLY] 554 htsa!sluis!andre... Host htsa not connected to
phlim via uucp

but all I was going to say was there are new versions of SETUP and
INSTALL out now. You might like to try them.

Simon.

--
_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

246. ICDFORMAT question +

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 14:23:56 UTC
From: mbernar@erenj.com
Message-ID: <mbernar-180193092206@mbernarmac1.erenj.com>
Source record: 41155

I have a Tandon drive which I'm trying to format using ICDFMT. It has a sticker
on the mechanism that says TM262 and a label on the controller (I'm sure it's
MFM) that says TM362.

1) I would appreciate if someone could tell me the format paramaters since it's not included in my ICDFMT.DAT file. I've tried to guess
by just doubling the number of cylinders for the TM252, (306 to 612) but I keep getting a sense error.

2) An explanation of the jumper settings (w1,w2,w3,w4,w5) would be appreciated. I think w1 and w2 select units 0 and 1. Do I assume that w3, w4, and w5 just
sets it to units 2, 3, and 4? Do these jumpers mean the same thing for ST506/412 compatible drives?

3) Someone, please tell me the most recent version of AdSCSI software before I
try calling their BBS at 815-968-2229. I read here before that they are not
available via ftp.

Marcelino Bernardo
mbernar@erenj.com

247. Re: Best *PD* defraggers for BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 14:25:16 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.eg.Nr4vmL5fe7_@jonh.wimsey.bc.ca>
Source record: 41161

In <hjv.727187147@groucho.phil.ruu.nl> hjv@phil.ruu.nl
(Hendrik Jan Veenstra) writes:

>After having ruined some of my HD partitions with a PD-defragger, I decided
>to stick with ICD's Cleanup, which does a very good job. Recommended!

But Cleanup isn't a defragger. It's great at what it does, but
defragging isn't it. Reports are that Diamond Edge is quite good. In
pd/shareware (not sure which) Blitz is the only one I haven't heard
horror stories about.

--
John Henders
Vancouver,BC

248. Re: Overscan modification?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 14:56:24 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.7QVZT9vL&3_@nathan.do.open.de>
Source record: 41142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Jan17.053709.8026@netcom.com>, Christopher Russell writes:

Hi,
>Howdy folks... Any overscan users out here? I just have a coupla
>questions.
Sure, let's go :-)

>Is it worth the trouble? Basically the answer to this is a function
>of the number of programs that will take advantage of it.
It is worth the trouble. There are some dirty programs that won't work in
Overscan mode, but you'be got to swich back (manually and automatically)

>Would stalker, rufus, and/or connect take advantage of it? How about
>uniterm?
Stalker: Never used it. Rufus & Connect: Yes. Uniterm: NO

>How about Spectre... would I get the extra Rez in Mac mode?
Propably no. I never used Spectre...

>There is lots of dead space on my SM124, so it would seem that this
>modification, would give me many more lines/columns of text.... is
>this true....
Even with Overscan you'll still have some border left. I got 6 more
columns and 3 or 4 more lines. That's great for text processor etc
(full 80 columns even with a window!)....

>Note: I am a monochrome monitor user (SM124)....
Same here...

>Also I have an old 1040STf... I do not have the new TOS 1.4, will this
>be a problem..?
Well, TOS 1.4 (or, to be correct 1.04) is old. 2.06 is the current version
for all ST(E) models. Overscan will work with 1.02 but I would recommend a
newer TOS version for better HD performance and less crashes...
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

249. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 15:19:48 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727370388.17103@minster.york.ac.uk>
Source record: 41162

In article <3999@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <726852019.7184@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>> Having posted my screen blanker to c.b.a.st and the Atari archive, I got
>> some new feedback about it and screen blankers in general.
>
>BTW, I tried your stblank program on a 1040STe (TOS 1.6) and it didn't
>work *at all*. I even tried putting it on a blank floppy by itself and
>booting with that and it didn't work either. The AUTO prog gives 2 bombs
[regrettable behaviour deleted]

>Your readme file implied it had been tested on an STe,
>so I don't know what the problem is. AUTO folder stuff has to be tested
>very thoroughly!

It sounds as if the information file was missing from the root directory --
someone else reported this causing bombs. I had thought I'd handled that
situation, but obviously not. Such bad behaviour is embarrassing.

Make sure you have STBLPRG.PRG in \AUTO and STBLANK.INF in the root directory.
If this still doesn't work, please mail me with a full description of the
contents of your AUTO folder.

ST Blank _has_ been tested on an STE (and a TT, for that matter).

>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

250. Re: Best *PD* defraggers for BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 15:49:47 UTC
From: hohmuth@freia.sax.de
Message-ID: <EFW0Y2S@math.fu-berlin.de>
Source record: 41156

In article <hjv.727187147@groucho.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

|> After having ruined some of my HD partitions with a PD-defragger, I decided
|> to stick with ICD's Cleanup, which does a very good job. Recommended!

Please not that ICD Cleanup is not a defragger but a filesystem analyzer/
repair program. It cannot defragment files. (At least my version cannot.
Can your's?)

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

251. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 17:28:27 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <6HW07NU@heaven7.in-berlin.de>
Source record: 41158

entropy@gnu.ai.mit.edu (maximum entropy) writes:
> In article <ZQS03JF@heaven7.in-berlin.de> martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
> [...] Another problem: your
> >favourite UNIX program may try to read some file that a "real" ST program
> >has written. Again, problems; it is very probably that it will choke on
> >the \r characters one way or another.
> Sorry, I consider this TOS's problem and not mine.

Ha ha. But YOU are the one whose job doesn't get done because different programs battle over different end-of-line-delimiters. So maybe this IS your problem, after all. Okay, you can get your UNIX software to compile, and even sort of run, but it cannot be considered "working" as long as it doesn't coexist with already working ST software in a meaningful way.
--
Nur nicht an die eigene Nase, \ PE \ Martin P. Ibert, Westendallee 100d /
nur nicht vor der eigenen Tï¿½r, \ WERNER \ D-1000 Berlin 19, +4930-3056541 /
nur nicht aus der eigenen Tasche,_____\ martini@heaven7.in-berlin.de /
alles, was ihr wollt -- nur nicht von mir! \ martini@cs.tu-berlin.de /

252. Re: Best *PD* defraggers for BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 17:35:32 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.727378532@echo>
Source record: 41157

cjr@cs.bham.ac.uk (Chris Ridd) writes:

>What good (ie reliable!) defraggers are available for those big GEM
>(BGM) hard disk partitions? I used to use DLII, but with a bigger disk
>I don't want to risk it.

>I'd prefer PD, but has anyone any comments on commercial products like
>ICD Cleanup, Diamond Edge, Atari Chkdsk?

Hi,
as far as I know there are no _good_ defraggers for the Ataris.
I would recommend DISKUS by CCD or 'The Optimizer' by 'Projekt FPS'
they are fast and reliable.

Bye Wolfgang

253. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 17:43:49 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <KIW0TVU@heaven7.in-berlin.de>
Source record: 41159

R_Tim_Coslet@cup.portal.com writes:
> Actually under both UNIX and TOS (or MSDOS) file system there is no
> "text mode" and "binary mode" (unlike "typed" file systems like the
> VAX VMS and UCSD p-System, which have several completely differently
> formatted file types managed by the OS).

[stuff deleted]

Oh sure. You're right of course. There ARE those nasty "typed" file systems that are EVEN WORSE than what we are squabbling about here. I remember hacking away at a VMS system trying to find the mode to open a file that yields exactly as many bytes as the stat(2) emulation says the file has. I didn't found one, and I guess it simply can't be done. So maybe we should consider ourselves lucky, after all :-)

So let's rephrase. The problem is indeed not that UNIX doesn't have a typed file system while TOS has; this is rubbish. The problem is really with the C language, whose idea of a text file differs from TOS' idea of a text file. So in fact, the problem is neither TOS' nor UNIX' problem, but C's problem.

In C source code, you'll find lots of I/O function calls that explicitly or implicitly write or expect a single '\n' as a line delimiter. This is not really part of the language proper (which is totally oblivious to I/O anyway) but of run-time libraries and/or common usage. This usage coincides (not incidentially) with the way text files are usually handled on UNIX systems.

Companies selling C compilers and libraries for non-UNIX platforms have struggled to make that C usage and the usual text file delimiter used on the target platform compatible. This is where "file types" come into the picture. Under UNIX, there is no need to distinguish text form binary files because no translation is necessary in either case. Under TOS (or MSDOS, Mac OS, or VMS, for that matter) things are not so simple: You have to tell your I/O lib calls which files are text files (and as thus should be translated from '\n' inside to program to whatever is used outside) and which aren't (and should definitely NOT be subjected to any such treatment). Failure to do so usually results in fouled binary files (because translation is the default), or fouled text files (if you disable all translation).

Okay. So if you write/compile/whatever C programs that produce "text" files with '\n' delimited lines, TOS couldn't care less. Those files are perfectly legal TOS files. But they violate common TOS usage and are thus no legal text files in a TOS environment. So your program has to be considered malfunctioning, just like a program that writes files containing ISO-8859/1 coded 8bit letters.

> The world of computing isn't just UNIX, no matter how much
> some people might want to believe it is :-)

True, but the rest of it (or most of the rest) is violently struggling to
behave like UNIX, and failing :-)
--
Nur nicht an die eigene Nase, \ PE \ Martin P. Ibert, Westendallee 100d /
nur nicht vor der eigenen Tï¿½r, \ WERNER \ D-1000 Berlin 19, +4930-3056541 /
nur nicht aus der eigenen Tasche,_________\ martini@heaven7.in-berlin.de /
alles, was ihr wollt -- nur nicht von mir! \ martini@cs.tu-berlin.de /

254. Re: MiNT distribution kit

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 18:02:23 UTC
From: jbunch@myst.UUCP
Message-ID: <115@myst.UUCP>
Source record: 41143

In article <1993Jan16.163955.10102@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
> A note to all those struggling to get SETUP.PRG and INSTALL.PRG to
> work in the MDK. Apparently (blush) the programs do *not* work unless
> you're running in mono mode. I did try to make them resolution-
> independent, but apparently not hard enough.
>
> If you haven't got a mono monitor, then in the short term I suggest
> using a mono emulator (sebra or equivalent). This bug will be fixed
> (hopefully) this weekend, assuming I get the time.

It's true.. My father was able to install Mint on his machine from
the distribution kit when he was running under mymono. So all is
not lost for the people using color monitors. Have fun installing.
It is definately worth it. Well, I should grab some sleep now.

John

--
John B. Bunch * 771 Madison Ave. * JB's Mail and News
Atari * Apt 2E. * Owner And Operator
3b1 * Albany, NY 12208 * (518)436-3810
PLEASE MAIL TO: sixhub!myst!jbunch@crdgw1.ge.com

255. Re: MEMORY.SYS in FontGDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 18:17:52 UTC
From: hrs@aber.ac.uk
Message-ID: <1993Jan18.181752.2596@aber.ac.uk>
Source record: 41172

In article <C0w4vs.Frt@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>Folks, what is the memory.sys driver that came with FontGDOS 2.0?
>How do I use it from C?
>
>Apologies if this has been mentioned before!
>

Well it has been mentioned but I'm not sure if any firm conclusion
was drawn about the use of MEMORY.SYS. My theory is that MEMORY.SYS
could be used to VDI stuff to memory rather than say a screen
(log or phys) or hardware device.

It would be very useful if one could, say VDI a drawing to a memory
buffer and then blit it out to the screen via vro_cpyfm, this would
save having to mess about with the logical and physical screens (which
take up a lot of space). Unfortunately I havn't figured out how one is
is supposed to get the VDI output back from MEMORY.SYS?

>My general impressions of FontGDOS are good, it's replaced G+PLUS on
>my hard disk.

Agreed, I've noticed no slow down with having FontGDOS installed,
in fact I now have it installed all the time - lets hope SpeedoGDOS
(spelling?) will be the same.

>Why do the CPXs have such an awkward interface though?
>Setting the font caches (even using the docs) is really obscure.
>
Agreed again, those CPXs are quite difficult and non-intuitive to use.

>--Chris

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

256. Falcon Documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 18:30:58 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C12BFn.J02@newcastle.ac.uk>
Source record: 41160

Right, I've just put my name on one of the few on sale Falcons in the UK at the moment, can anyone point me to any documentation on how to program this beast.

Or do I have to disassemble the accessories that come with it ????

I'll post a few initial impressions when it arrives next week.....

FOR SALE :

By the way, does anyone want to buy a Protar 40DC Hard Drive ? I don't need it anymore......250 pounds or nearest offer takes it away. Contact me as detailled below:-

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

257. How can I install 1.4 Mb disk driver instead of 700 kb that in ATARI 1040STf?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 18:45:28 UTC
From: root@brill.lira.lt.su
Message-ID: <199301181945.AA00281@newcom.kiae.su>
Source record: 41164

Hi!
I want to install 1.4 Mb disk driver instead of 700 kb on my ATARI
1040STf. It is old machine, TOS 1.02. Can I use any drive or must
it be special one for ATARI? What about connections and setup?
Any information would be appretiated.
Thank You.

258. Re: HELP -- Weird harddisk-dri

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 21:22:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A56368@K.maus.de>
Source record: 41144

```
L>|> There are some versions of the ST DMA chip:
L>|>
L>|> The "very old" version that was able to deal with all combinations of RAM
L>chip
L>|> sizes in bank 0 and 1, e.g. 512 KB in bank 0 and 2 MB in bank 1.
L>|>
L>|> A newer version, where the bigger chips had to be in bank 0.
L>|>
L>|> The most recent version, where all RAM chips have to be the same size.
L>|>
L>|> - Peter -
L>
L>My Atari is quite old (1986), but how do these changes in the DMA-Chips
L>affect
L>the harddisk transfer?
```

Not at all, assumed that the RAMs used in upgrades are fast enogh. It just affects how you can upgrade your machine.

259. Re: ST & Falcon HD compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 21:24:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A56369@K.maus.de>
Source record: 41145

```
a>I have a SCSI hard drive connected to an ST via an ICD host adapter.
a>It is all nicely partitioned.
a>
a>When I buy my Falcon, will I be able to plug the drive into the SCSI-2
a>port and read all the software on these partitions? I assume so.

Yes. Follow the steps below:

- Remove the auto-booting ICD driver from the drive.
- Throw out the host adapter
- Enable parity checking on the drive
- Set up SCSI cable and termination as necessary.

That's all.
```

260. Overscan Modification

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-18 23:22:46 UTC
From: yonder@netcom.com
Message-ID: <1993Jan18.232246.780@netcom.com>
Source record: 41163

Does anybody have anything good or bad to say about this modification?

Does it work with Spectre GCR?

Does it work with Uniterm?

Does it work with Stalker?

I could really use a bigger screen, especially in the above applications.

Please... let me know what your experiences are...
BTW, I'm using an old 1040STf with 2Meg and an SM124 (mono) monitor.

.....thanks...
--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

261. Re: Best *PD* defraggers for BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 08:11:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1jgd3mlNNcu9@golem.wcc.govt.nz>
Source record: 41165

In article <wz.727378532@echo>, wz@echo.chem.tu-berlin.de (Wolfgang Zweygart) writes:
>cjr@cs.bham.ac.uk (Chris Ridd) writes:
>Hi,
>as far as I know there are no _good_ defraggers for the Ataris.
>I would recommend DISKUS by CCD or 'The Optimizer' by 'Projekt FPS'
>they are fast and reliable.
>
>Bye Wolfgang

One should never Defrag a disk, unless its been cleaned up, even Ataries
CHKDSK3 warns you of that...!!!

Check Disk 3 can do both, clean up and defrag...

Wolfgang how about posting about ware we can get these programs,
I have seen The Optimizer, has some nice options, but its a pity
that these good programs are all in German, and mono..??...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

262. TOS 2.06/2.07

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 09:45:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1jgijmINNdhd@golem.wcc.govt.nz>
Source record: 41166

Does any one know the difference with TOS 2.06 - 2.07..

In the days before TOS 2.06 came out there was some talk about
TOS 2.07 comming out instead of TOS 2.06..

But then Bob Brodie stated that TOS 2.07 was not ready
and the public would be getting TOS 2.06..

But the early Falcons has TOS 2.07 fitted..

So can some one put some light on TOS 2.07...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

263. Re: Best *PD* defraggers for BGM p

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 09:48:23 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C13Hwo.97E@cs.bham.ac.uk>
Source record: 41167

In article <A55820@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>C>I'd prefer PD, but has anyone any comments on commercial products like ICD
>C>Cleanup, Diamond Edge, Atari Chkdsk?
>
>
>The last one works fine (IMHO).

Ah, but mere mortals cannot obtain it!

A further question, if I may...

What defraggers will work on MultiTOS filesystems (how different are
they from TOS filesystems?)

At the moment, it is a toss-up between Cleanup (cheaper!) and Diamond
Edge.

Thanks!

264. Re: Best *PD* defraggers for BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 10:21:17 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.727438877@echo>
Source record: 41168

sheppard_r@kosmos.wcc.govt.nz writes:

>One should never Defrag a disk, unless its been cleaned up, even Ataries
>CHKDSK3 warns you of that...!!!

>Wolfgang how about posting about ware we can get these programs,
>I have seen The Optimizer, has some nice options, but its a pity
>that these good programs are all in German, and mono..??...

well, both 'The Optimizer' and Diskus can check and clean up a Disk.
I don't know if there is a english version of Diskus, but there is a english
version of 'The Optimizer' available.
Both programs can run under any resolution (not ST low rez).
For Diskus write emial to: seimet@rhrk.uni-kl.de
for 'The Optimizer' contact Peter Speemann, Weilimdorferstr. 73,
DW 7000 Stuttgart, Germany.

Bye Wolfgang

265. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 10:49:33 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan19.104933.4746@dcs.warwick.ac.uk>
Source record: 41169

In article <726852019.7184@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>Having posted my screen blanker to c.b.a.st and the Atari archive, I got
>some new feedback about it and screen blankers in general.
>
>As well as pointing out bugs, the problem of detecting user activity was
>raised. My screen blanker detects user activity in two ways.
>
>It hooks in an IKBD interrupt handler and hence detects key depression (and
>release) and mouse movements. It also has a hook into the BIOS trap, so that
>any output via the BIOS bcon*() routines is regarded as "activity" --
>something is happening.
>
>The problem comes with those programs that install their own IKBD handler
>and that also do not do any BIOS output. There aren't many of these programs
>around, but it would be nice to have a consistent way of detecting user
>activity that worked with everything.

I have been looking into the way the IKBD communicates with the main processor
recently, and as you probably know it communicates via a serial line going to
one of two identical serial chips, the other of which handles the MIDI port
(The RS232 port is handled by the MFP). Both of these serial chips generate
an interrupt when a byte is received, in fact the interrupt request lines are
ORed together and go to the MFP at the same interrupt level, generating an
interrupt through the same vector.
In the code pointed to by this vector, all versions of the operating system
that I have seen (well, both versions!) JSR (ikbdsys) then JSR (midisys)
repeatedly until no bytes are incoming from either source.
This means that (assuming you use the ikbdsys vector to detect mouse
movement and keyboard presses in your screen saver):
(1) In your ikbdsys routine you must check whether there really is a byte
from the IKBD, otherwise the screen saver will not work with MIDI activity is
taking place.
(2) You can patch TOS at the MFP interrupt vector level to avoid problems
with people stealing the ikbdsys vector.

I will post a disassembly of what TOS does at the moment (pointing out the
bugs!) and further details (ie. The address of the MFP auto-vector involved)
when I get around to it.

- Leo

266. Searching Harald Siegmund NKCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 11:49:17 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-190193124918@128.141.55.206>
Source record: 41170

Does anyone knows where I can find the library NKCC (from Harald Siegmund)
on FTP.
It an Assembler and C library for a better use of the keyboard in programs.

267. Gem programming

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 12:19:33 UTC
From: baumer@cs.utwente.nl
Message-ID: <1993Jan19.121933.23575@cs.utwente.nl>
Source record: 41175

I am in the process of writing a TIFF-viewer for the Atari. However I have some problems I do not seem to be able to solve. Always if I start the program an irritating cursor is flickering in the corner. How is it possible to remove it? And why is it there?

I also have a problem with the dialogues. When I remove the dialogue, it leaves a rectangle on the screen in a different color than it should be. This is the procedure I use to handle a dialogue:

```
> int hndl_dial(tree, def, x, y, w, h)
> OBJECT tree[];
> int def;
> int x,y,w,h;
> {
> int xdial, ydial,wdial,hdial;
> int exit_obj;
>
>
> form_dial(FMD_START,x,y,w,h,xdial,ydial,wdial,hdial);
> form_dial(FMD_GROW,x,y,w,h,xdial,ydial,wdial,hdial);
> objc_draw(tree,ROOT,MAX_DEPTH,xdial,ydial,wdial,hdial);
> exit_obj = form_do(tree,def) & 0x7FFF;
> form_dial(FMD_SHRINK,x,y,w,h,xdial,ydial,wdial,hdial);
> form_dial(FMD_FINISH,x,y,w,h,xdial,ydial,wdial,hdial);
> undo_state(tree,exit_obj,SELECTED);
> return(exit_obj);
> }

> #define undo_state(tree,index,flag) (tree)[(index)].ob_state &= ~(flag)
```

The same happens with some accessories (for example the CPX-accesory).

Another problem I have is that I want my program to be completely GEM. However, the code I received from someone to put an image on the screen, is not GEM. Can I solve this by using vro_cpfm and vro_trnfm? And is there enyone out there who knows what the function vro_trnfm is supposed to do? I cannot find a satisfactory description in "Das Profibuch".

Greetings,

Han Baumer.

--
___ Han Baumer <baumer@cs.utwente.nl>
___/ ________
| ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group

| ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
| | | / \ (_ | tel: +31 53 89 3742
| | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
|_____________|

268. Re: Inline assemly language in GCC (was C compilers)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 12:29:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1jgs80INNcb4@elroy.jpl.nasa.gov>
Source record: 41173

In article <1993Jan18.121528.26144@eng.cam.ac.uk> cmh@eng.cam.ac.uk (C.M. Hicks) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:

```
>>void add(int a, int b, int* c)
>>/* Not that anyone would really do this :-) */
>>{
>>#ifdef NOASM
>> *c=a+b;
>>#else
>> asm("
>> movel %0,%2@
>> addl %1,%2@
>> " : // No outputs
>> : "d" (a),
>> "d" (b),
>> "a" (c)
>> );
>>#endif
>>}
```

>Can anyone point me to any documentation for doing this sort of thing - how
>to access function parameters, and pass back return values etc.

You need two sets of documents, both of which are found in the GCC source code distributions. The first is simply the GCC manual, which is written in the FSF's Texinfo formatting system. You can process this with TeX to produce a nicely formatted hardcopy, or run makeinfo on it to produce an online readable document. (Use emacs or the standalone info browser to read it.)

The next thing you'll need is the Motorola 68000 machine description in the GCC sources. Specifically, you need to read m68k.h, which documents the constraint letter codes used to describe the characteristics of the operands you'll be using.

Looking at the example above, you can see the basic structure of a GCC asm statement.
asm("opcodes" : outputs : inputs : clobbers);

The opcodes are specified using the MIT assembler syntax, and may be separated by newlines or semicolons. You can specify a particular operand using the "%X" notation, where X is a digit from 0-9 (don't remember, I think 9 is actually too high). The outputs, inputs, and clobbers are all optional, but must be specified in order. If, as in the example above, you only want to specify inputs, you need a colon as a placeholder for the (empty) output list.

(Oh yeah, stepping back a sec - inputs and outputs are C variables, specified by name. Whether they are local or global doesn't really matter, the compiler will handle them appropriately, based on the constraint codes you specify. An input variable is one that provides a value to the assembly code, an output variable is one that gets written to by the assembly code. The "clobbers" is a list of register names that will get overwritten by the assembly code. The compiler will emit code to save and restore these registers if necessary, before and after the assembly segment you write.)

The variables are specified with a constraint in quotes, and the variable name in parentheses. The constraints used above ("d" and "a") specify data and address registers, respectively. For a data register constraint, the compiler will load the specified variable into a data register prior to emitting the given assembly code (or leave it if it's already in a data reg). Likewise for the "a" constraint. The %0 in the code specifies the first operand, which is the variable 'a' in the above example. You should read the m68k.h file and the GCC manual to see what other constraints are available.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

269. Re: Overscan Modification

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 12:41:55 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1jgsujlNNclp@elroy.jpl.nasa.gov>
Source record: 41174

In article <1993Jan18.232246.780@netcom.com> yonder@netcom.com (Christopher Russell) writes:
>Does anybody have anything good or bad to say about this modification?
>
>Does it work with Spectre GCR?

Probably does not, never tried.
>
>Does it work with Uniterm?

Does not work with regular versions; I have a patched version of 2.0e002 that I use. I patched it myself, it's somewhat buggy.
>
>Does it work with Stalker?

Don't know, probably will work fine.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

270. Re: After Dark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 13:00:03 UTC
From: minidis@urz.unibas.ch
Message-ID: <1993Jan19.130003.42667@urz.unibas.ch>
Source record: 41179

I know for sure that there is a commercial After Dark version on the Atari.
You can write your own modules if you can program in C.
A company in Germany sells it for 99.- ! :-(DM (Deutsch Mark).
The german magazin ST-Computer tested it in their 1/93 issue if I remember
correctly.

--
Alexander <minidis@urz.unibas.ch>
---

271. Re: Best *PD* defraggers for BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 13:50:07 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1993Jan19.135007.22613@ugle.unit.no>
Source record: 41177

In article <C0wIEn.Inz@cs.bham.ac.uk>, cjr@cs.bham.ac.uk (Chris Ridd) writes:
> What good (ie reliable!) defraggers are available for those big GEM
> (BGM) hard disk partitions? I used to use DLII, but with a bigger disk
> I don't want to risk it.
>
> I'd prefer PD, but has anyone any comments on commercial products like
> ICD Cleanup, Diamond Edge, Atari Chkdsk?
>
> Thanks in advance!
>
> --Chris

Chkdsk move files cluster by cluster and is very slow, but I haven't had any other problems with it. Anyway it moves the head back and fort so much that I am afraid it is going to wear out my disk. My opinion is that defraggers should not be used to often.

Stig Vidar Hovland - stigvi@lise.unit.no

272. Re: Signum 2 Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 15:16:18 UTC
From: johan.nordlander.@eng.emu.se
Message-ID: <johan.nordlander.-190193172558@nod.eng.umu.se>
Source record: 41181

In article <1993Jan17.143733.26569@csd.uwe.ac.uk>, ma_blase@csd.uwe.ac.uk (Fox) wrote:

> Christof Stadler (Christof_Stadler@s.maus.de) wrote:
> > There are hundreds of PD fonts available in german mailboxes. The other
> > possibility is to write to ASH, the distributor of SIGNUM!2. They sell a lot of
> > fonts in SIGNUM!2 format.
>
> Now here's a toughy. I grabbed a load of Signum II fonts for use on the Uni's
> Mega ST and found that they were configured for the German keyboard (Q and
> W swapped and a few other charachters were juxtaposed too). Although the fonts
> were very nice only laser printer fonts were included. On the
> Signum source disks no laser font editor is supplied so I could not manually
> swap them around to fit the British keyboard configuration. Any ideas
> where I can get some software which would enable me to do this?
>
> Mike
> --
> |_/| F 'Merlin, are you a dream?'
> \O O/ O 'A dream to some, A NIGHTMARE TO OTHERS!'
> \o/ X - Excalibur

You should be able to use Jeremy Hughes' FONTKIT PLUS 4 to edit and reconfigure Signum fonts. It's available from the ST Club, 2 Broadway, Nottingham, NG1 1PS, UK.

Johan Nordlander
Dept.of English
University of Ume&#65533;
Sweden
johan.nordlander@engelska.umu.se

273. un*x-like mail/uucp/etc for MiNT (was: Re: Mail utility ...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 16:16:34 UTC
From: d09c@alf.zfn.uni-bremen.de
Message-ID: <1993Jan19.161634.13241@informatik.uni-bremen.de>
Source record: 41182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[followups redirected to .tech because this is still mostly hacker's stuff...]

In article <C11ut3.3uo@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <...>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>
>|> (...)
>|> I too would like to hear from anyone with a mail utility ported to MiNT
>|> so that I can put it into the distribution.
>
> I too was thinking about such a program, and I was also thinking about
>writing a small one. BUT: When I say small one, I really mean small. ...

ok, before people start re-inventing the wheel... these are `on their way':

1. hacked version of smail 2.5 (mail transfer, handles local and uucp mail. btw don't confuse with smail 3.x, 2.5 is more `small is beautiful'. :-) origins from the days before MiNT so it still needs a few fixes when it comes to locking etc. (soon)
2. elm 2.3.something (mail reader). nice but a little big (ps says ~450K), so if you still want to write a simpler one like `mail'... but note it would only need the mail reader part because smail is already there.
3. taylor-uucp 1.03 (does the actual file transfer and spool managing etc between systems; not needed of course for just local mail.) this seems to run quite well already, although i had to hack my own maybe-not-100%-kosher read() and write() replacements to get decent performance on fast connections. (i'm talking big packets and 1800s cps here... :-)

now what we still need:

1. a decent news system and news reader for MiNT... the nn port to TOS mostly works so thats maybe not too important (source is lost :-( ) news system i currently use a still-beta binary version of mnews for TOS and it looks like that will be the last one.
2. someone to write all the docs so that also non-unix types can get all the things installed. (especially if it really should go onto distribution disks :-)

now if you want to help or just look at the stuff: current versions of smail and taylor-uucp are on wowbagger.pc-labor.uni-bremen.de [134.102.228.9]...

```
ftp> ls "-l incoming/atari/mint"
...
-rw-rwx--- 1 ftp src 116143 Oct 23 13:42 sbin0610.zoo
(smail binaries)
-rw-rwx--- 1 ftp src 87923 Oct 23 13:42 smai0610.zoo
(sources and docs, sorry atari-specific docs in german...)
...
-rw-r----- 1 ftp others 588029 Jan 08 10:03 tuu103_3.zoo
(diffs etc + binaries; you also need the original (un*x) distribution)
-rw-r----- 1 ftp others 52554 Jan 08 10:03 tuu103d3.zoo
(ditto without binaries)
```

the original taylor distribution should be on any good GNU archive,
the TOS-nn is on atari.archive(?), the other things (elm, mnews...)
are not yet publicly available (i think).

>TeSche
happy hacking
Juergen

274. Re: GENERIC Synth Patch Editor Code (1/2)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 16:31:23 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Jan19.163123.22084@aston.ac.uk>
Source record: 41184

Okay, I pulled this down and had a play with it (I've got a
Yamaha TX 81z) and here are my first thoughts.
1 - It's very pretty, nicely programmed... reminds me in a way
of the Midi Manager page from Cubase but with a few more
dedicated features like envelope displays.
2 - The price is listed in the docs as 29 uk pounds, or quite
a bit more in the states... I think 50 dollars plus about
20 dollars airmail as it's a UK company. This means this
is more a demo than PD (Quite a lot is disabled) but the
actual software is pretty cheap (other generic editors go
for 1-200 uk pounds, from what I've seen... anyone know
better?)
3 - It _doesn't_ say whwther you could program your own editor
modules if you bought the software, or if you'd need to buy
them as well... Does the original poster know?
4 - The load up time stinks. I'm running TOS 1.4 off a Sysquest
Hard drive and this thing took _one_and_a_quarter_minutes_
to load (I timed it...) which is way slower than anything
else I've seen. If the DA version (included in the full
package) takes this long to load, I'd never use it... this
(to my mind) is the biggest problem.

Anyone else got any thoughts?

--
Tim Wright. \ Real Life sucks
wrighttj@cs.aston.ac.uk \ losers dry.

275. Unix tool to unpack .zoo files?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 16:59:35 UTC
From: jrt@hardy.u.washington.edu
Message-ID: <1jhc1nINN9j4@shelley.u.washington.edu>
Source record: 41185

Is there a utility to unpack .zoo files in Unix/Ultrix?

Thanks in advance.

J.R. Thomspon

jrt@u.washington.edu

276. Re: Gem programming

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 17:48:03 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan19.174803@cs.bham.ac.uk>
Source record: 41178

In article <1993Jan19.121933.23575@cs.utwente.nl>, baumer@cs.utwente.nl (Han Baumer) writes:
|>
|> I am in the process of writing a TIFF-viewer for the Atari. However I
|> have some problems I do not seem to be able to solve. Always if I
|> start the program an irritating cursor is flickering in the corner.
|> How is it possible to remove it? And why is it there?
|>
|>
|> Han Baumer.
|>

The TOS cursor should only appear if you have the file as a .TOS filename, or in DevPac if running without GEM (menu item).
To get rid of the cursor, look at XBIOS cursconf().

When a dialog is removed, GEM redraws the desktop in what it considers to be the correct colours. I think that unless you redefine the backdrop (don't ask me how) then you'll just have to comply with GEM's preferences. Anyone?

Hope that makes sense...

David.

.___ .
//_ //|
< David Oakley, ASTRAsoft shareware producers for the ST > || || |
< dxo@cs.bham.ac.uk; 6 Watlands Rd, Audley, S.O.T ST78QQ UK. > || || /_
< It's a common mistake, made by all truely stupid people > _/|| ||_/ |
< - Kryten > |_/ |_| _|/

277. Re: Overscan modification?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 17:56:57 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan19.175657@cs.bham.ac.uk>
Source record: 41180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone used the Overscan TT as advertised by System Solutions in the UK? Most things they do come from Germany...

And would it work on a Mega STe? (I doubt it...)

David.


```
.___ .
//_ //|
< David Oakley, ASTRAsoft shareware producers for the ST > || || |
< dxo@cs.bham.ac.uk; 6 Watlands Rd, Audley, S.O.T ST78QQ UK. > || || /\_
< It's a common mistake, made by all truely stupid people > _/|| ||\_/ |
< - Kryten > |_/ |_| \_|/
```

278. Re: Signum 2 Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 18:25:12 UTC
From: wabe@ukc.ac.uk
Message-ID: <2763@eagle.ukc.ac.uk>
Source record: 41188

In article <johan.nordlander.-190193172558@nod.eng.umu.se> johan.nordlander.@eng.emu.se (Johan Nordlander) writes:
>In article <1993Jan17.143733.26569@csd.uwe.ac.uk>, ma_blase@csd.uwe.ac.uk
>(Fox) wrote:
>>
>>
>> Now here's a toughy. I grabbed a load of Signum II fonts for use on the Uni's
>> Mega ST and found that they were configured for the German keyboard (Q and
>> W swapped and a few other charachters were juxtaposed too). Although the fonts
>> were very nice only laser printer fonts were included. On the
>> Signum source disks no laser font editor is supplied so I could not manually
>> swap them around to fit the British keyboard configuration. Any ideas
>> where I can get some software which would enable me to do this?

Really!! Then why is it that when I bought my Signum2 with Laser Fonts
I DID get a Laser Font Editor supplied with them. Go back to your vendor and
demand this editor - it is called DCS30L.PRG and has an accompanying resource
file.

By the way, any good ANONYMOUS FTP sites (presumably in Germany) where
I can supplement my current set of Fonts? The ones supplied with early Signum2
were not particularly good - and I don't appear to have much skill at Font
Designing - which is a tedious task anyway. I would really like to get
MAC-like quality from Signum using my SLM-605 Laser.

And finally, what of Signum3 ? We were promised it would be on the
market long ago (I even have a (German) demo disk) - but, of late, I've
heard NOTHING. Are they holding it back for the Falcon?

And really finally! I have a friend who wishes to purchase Signum2.
The UK dealers Signa Ltd. have long ceased to trade and, to my knowledge,
Signum2 is now unobtainable here in the UK. Does this mean that no-one cares
any more and that it would be legal to give copies of Signum2 to others?

In my humble opinion someone SHOULD care - it is by far the best
word processor for Mathematics that I've experienced on ANY machine.

Sincerely, W. Alan B. Evans
[wabe@ukc.ac.uk]

279. 68040 board for the TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 18:54:51 UTC
From: PSPRENG@CIPVAX.BIOLAN.UNI-KOELN.DE
Message-ID: <1jhiprINN174r@rs1.rrz.Uni-Koeln.DE>
Source record: 41045

Hi! Has anyone got a notion of an 040-board for the TT?
At least I know of an board for the ST: the german magazine 'ST-Magazin'
currently publishes articles about a 040 self-made-board for the ST, which
they want to sell in the near future.
But, I've heard of none for the TT yet, just some 50-Mhz 030 boards for immense
prizes. If anyone has ever heard about such a board, please tell me!

Regards, Joe

Joerg.Hessdoerfer@europa.rs.kp.dlr.de

280. Re: ST & Falcon HD compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 19:03:57 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1jhjatINNnse@elroy.jpl.nasa.gov>
Source record: 41187

In article <C11uzA.3wB@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <...>, andrew@minster.york.ac.uk writes:
>|> I have a SCSI hard drive connected to an ST via an ICD host adapter.
>|> It is all nicely partitioned.
>|> When I buy my Falcon, will I be able to plug the drive into the SCSI-2
>|> port and read all the software on these partitions? I assume so.

>I've asked nearly the same question two weeks ago and from the answers I've
>got I can tell that it should be possible. The SCSI-2 port is able to support
>_older_ SCSI-1 (so to say) units.

I am currently using my old Quantum 80 and Syquest drives on the Falcon with no trouble. Unfortunately, the Falcon refuses to see the drives if my Mega with ICD host adapter is also attached, so I can no longer share the drives between multiple systems. (Major bummer! Haven't had time to try and figure it out. Probably the fault of AHDI...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

281. Re: After Dark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 19:07:48 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Jan19.190748@cs.bham.ac.uk>
Source record: 41186

In article <1993Jan19.130003.42667@urz.unibas.ch>, minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
|> I know for sure that there is a commercial After Dark version on the Atari.
|> You can write your own modules if you can program in C.
|> A company in Germany sells it for 99.- ! :-(DM (Deutsch Mark).
|> The german magazin ST-Computer tested it in their 1/93 issue if I remember
|> correctly.
|>
|>
|> --
|> Alexander <minidis@urz.unibas.ch>
|> --

For that sort of price you could get the Warp 9 screen accelarator which has much more besides an After Dark-a-like screen saver. I've mangaed to write a few things for it and overall they are relatively easy (courtesy of good examples...). I use this all the time and it has improved the quality of life under TOS 2.06 no end!

282. Using Atari ST SC1224 on Mac Powerbook 160

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 19:15:32 UTC
From: jason@ab20.larc.nasa.gov
Message-ID: <JASON.93Jan19111532@ab20.larc.nasa.gov>
Source record: 41183
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac.hardware

I'm buying a Mac powerbook 160 which has the ability to hook
up an external color monitor, and I would like to use my Atari SC1224
instead of buying a new one. Does anyone have a chart of the pinouts
for the SC1224 side or the Mac powerbook side? Is a female Atari
monitor plug difficult to find? Has anyone done this?
--
Jason C. Austin
j.c.austin@larc.nasa.gov

283. Re: Overscan modification?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 19:43:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jhlkcINNgma@golem.wcc.govt.nz>
Source record: 41176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Well, TOS 1.4 (or, to be correct 1.04) is old. 2.06 is the current version
> for all ST(E) models. Overscan will work with 1.02 but I would recommend a
> newer TOS version for better HD performance and less crashes...

Careful! Atari refer to those versions as 1.4, and 1.2 not 1.04 and 1.02!

(As long as you are understood it's not a problem however 8-)

Don't use a TOS version lower than 1.4/1.04 with a Hard-Drive, or it
will be *slow*!

(Without any patches, it takes all day 8-(

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

284. Re: A Tail of 24 Bombs and a TT.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 19:55:53 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Jan19.125555.4257@arizona.edu>
Source record: 41189

Has anyone besides me tried Schoolyard Slaughter (I know--tacky, but it's good for a few laughs now and then) on a TT? I think it only runs with a 24-bit emulator, but then, maybe quick or maybe after a few minutes, the screen fills with bombs. This is ST-low, so you only see 20 bombs, but I suppose there could be 24 total.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

285. Making a Sparc GCC cross compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 20:30:56 UTC
From: adp@csg.cs.reading.ac.uk
Message-ID: <adp.727475456@reading>
Source record: 41190

Hello world,
I've just got the sources for GCC 2.3.1 off atari.archive and tried compiling a cross compiler on our Sparc1 at work (SunOS 4.1.1). It gets most of the way through, i.e. makes gcc, cc1, cpp, and a number of other executable files, but make crashes out with the error

make: Fatal error: Don't know how to make target `objc-parse.y'

Any ideas.....?

Also got the gnuutils off (ld, nm, etc) and I seem to be missing a file "st-out.h". What am I doing stupidly!

Any help will be appreciated, i.e. probably telling me exactly what files I should need :-)

Thanks in advance,
Andrew Pollard

--
Andrew Pollard, Dept. of	JANET adp@uk.ac.rdg.cs.csg
Comp. Science, Reading	INTERNET adp%csg.cs.rdg.uk.ac@nsfnet-relay.ac.uk
Univ., Reading, RG6 2AX,	
England. [0734 751822]	"You lie,and yo breath stank!"-Infectious Grooves

286. Re: Gem programming

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 20:31:34 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C14BoM.2Cx@cs.mcgill.ca>
Source record: 41041

```
In article <1993Jan19.121933.23575@cs.utwente.nl> baumer@cs.utwente.nl (Han Baumer)
writes:
>
>I am in the process of writing a TIFF-viewer for the Atari. However I
>have some problems I do not seem to be able to solve. Always if I
>start the program an irritating cursor is flickering in the corner.
>How is it possible to remove it? And why is it there?
>

Seems to me like you named your program as .TOS and not .PRG

>I also have a problem with the dialogues. When I remove the dialogue,
>it leaves a rectangle on the screen in a different color than it
>should be. This is the procedure I use to handle a dialogue:
>
>> int hndl_dial(tree, def, x, y, w, h)
>> OBJECT tree[];
>> int def;
>> int x,y,w,h;
>> {
>> int xdial, ydial,wdial,hdial;
>> int exit_obj;
>>
>>
>> form_dial(FMD_START,x,y,w,h,xdial,ydial,wdial,hdial);
>> form_dial(FMD_GROW,x,y,w,h,xdial,ydial,wdial,hdial);
>> objc_draw(tree,ROOT,MAX_DEPTH,xdial,ydial,wdial,hdial);
>> exit_obj = form_do(tree,def) & 0x7FFF;
>> form_dial(FMD_SHRINK,x,y,w,h,xdial,ydial,wdial,hdial);
>> form_dial(FMD_FINISH,x,y,w,h,xdial,ydial,wdial,hdial);
>> undo_state(tree,exit_obj,SELECTED);
>> return(exit_obj);
>> }
>
>> #define undo_state(tree,index,flag) (tree)[(index)].ob_state &= ~(flag)
>
>The same happens with some accessories (for example the CPX-accesory).
>

Could be just cause you named it .TOS, and thus window 0 (The green
background) is no longer there to redraw the screen. Otherwise, the first
and last form_dial being present, it should work.

>
>Another problem I have is that I want my program to be completely GEM.
```

>However, the code I received from someone to put an image on the
>screen, is not GEM. Can I solve this by using vro_cpfm and vro_trnfm?
>And is there enyone out there who knows what the function vro_trnfm is
>supposed to do? I cannot find a satisfactory description in "Das
>Profibuch".
>

vro_trnfm() changes the image between two modes. One places the planes
one after the other, and the other mode interleaves them (This is the normal
ST mode of doing things.

As for the code, either it uses Line-A, and then you can call VDI functions
to do the same thing (No need to change image format, they both use the same)
or it writes directly on screen (Bad practice, and very hard to figure out
what it's doing if he tried to optimize it)

>
>Greetings,
>
>
>Han Baumer.

Patrick.

287. Re: STE sampler using analogue joystick ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-19 23:26:13 UTC
From: ivarh@Lise.Unit.NO
Message-ID: <1993Jan19.232613.5129@ugle.unit.no>
Source record: 41042

In article <C10ApH.Dou@cs.bham.ac.uk>, imr@cs.bham.ac.uk (Ian M Rae) writes:

> ...does anyone know if it is possible to make a sampler for an STE that
> connects to the analogue joystick ports and uses the internal ADC ?

When I got my STE, I wanted to do what you are sugesting, but after having
experimented a bit, I found that what was meassured vas not voltage (V) but
ressistance (Ohm's) to 0V.

(0 - 2 Mohm gave values from 0 - 255 in the registers)

So I belive there's no internal ADC, but just a counter meassuring the time
it takes a capasitor (F) to unload througth the resistor connected to the port.

This, in my opinion, makes is impossible to make sutch a sampler.

> Does anyone have any specs for these ports ?

I have the pinouts and the register addresses,if you are still interested.

Sorry for beeing so negative.

Ivar Haugen
ivarh@lise.unit.no

288. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 00:42:52 UTC
From: valdez_a@kosmos.wcc.govt.nz
Message-ID: <1993Jan20.004252.1@kosmos.wcc.govt.nz>
Source record: 41171

```
Could an application call menu_register twice to get two names in the "Desk"
menu, just as the old control panel accessory does?
```

289. ISO, Atari Corporate History material

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 00:50:40 UTC
From: gmg@unify.com
Message-ID: <5lmal83@Unify.Com>
Source record: 41044
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

```
--

Hello,
Can anyone out there point me in the right direction for some information on Atari
corporate history?

Thanks.
-GMG-
> > Surf's Up!,
> > > Gary M. Gealy - Premium Support - Unify Corp.
> > >> voice: 916-928-6433 fax: 916-928-6403
> > >
> internet: gmg@unify.com
> uucp : uunet!unify!gmg
>
```

290. Re: Harddisk experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 01:29:25 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1ji9tlINN2q1@elroy.jpl.nasa.gov>
Source record: 41043

In article <3_800_842_fidonet2b4ea053@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Ok people : I'm wondering if anyone out there has ever connected a Maxtor
>7680S to their system, and if they can comment on it.
>
>I'm in a position to pick one up for a 'bargain' price, although 'bargain'
>for a 680M SCSI drive still means a lot of money, hence my asking...

You will most likely need a recent host adapter (say, produced within the last 2-3 years) as older ICD and Supras probably won't cope with the drive's transfer rate. You will also need recent software that allows you to create BGM (Big GEM) disk partitions, to give you the most convenient access to all that space. I don't think you can cope with this drive if you only have TOS 1.0, but 1.2 and up should be OK.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

291. Signum!3 (was: Signum 2 Fonts)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 01:44:06 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1jiap6INN1013@rs1.rrz.Uni-Koeln.DE>
Source record: 41046

In <2763@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:

> And finally, what of Signum3 ? We were promised it would be on the
>market long ago (I even have a (German) demo disk) - but, of late, I've
>heard NOTHING. Are they holding it back for the Falcon?

No, Signum!3 is available, at least here in Germany, since April
last year or so. A friend of mine wrote his diploma thesis with
it, and he is very satisfied. It seems that Signum has been
completely re-designed, my friend actually said it was a whole
new system that has inherited some features from Signum!2,
including the capability of loading Signum!2 files. The major
drawback about Signum!3 is that it cannot be used without a hard
disk, and it requires at least 2 MB of memory.
If Signum is not available in the UK, I think one could still
order it from German dealers. I don't know if they sell English
versions and docs, though.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

292. Atari ST RS-232 port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 02:23:34 UTC
From: frost@janus.enet.dec.com
Message-ID: <1993Jan20.022942.11382@engage.pko.dec.com>
Source record: 41050

Hello,

I have a question regarding the STs RS-232 port. I have a fairly old
(circa 1988) 520 STFM, and am aware of a problem with the handling of the
CTS line (it needs wiggling up and down by the device connected to it instead
of just detecting a valid low level)

Is there any way I can get around this (either by a software patch, or
a bit of soldering ??)

Hope somebody can help

Warren

PS Sorry if this has come up before, but I'm new to this group, and haven't
the time to wade through 20000 replies !

293. Re: MEMORY.SYS in FontGDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 03:24:16 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <73929@cup.portal.com>
Source record: 41047

In Article: <1993Jan18.181752.2596@aber.ac.uk>
hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>In article <C0w4vs.Frt@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>>Folks, what is the memory.sys driver that came with FontGDOS 2.0?
>>How do I use it from C?
>>
>>Apologies if this has been mentioned before!
>>
>
>Well it has been mentioned but I'm not sure if any firm conclusion
>was drawn about the use of MEMORY.SYS. My theory is that MEMORY.SYS
>could be used to VDI stuff to memory rather than say a screen
>(log or phys) or hardware device.
>
>It would be very useful if one could, say VDI a drawing to a memory
>buffer and then blit it out to the screen via vro_cpyfm, this would
>save having to mess about with the logical and physical screens (which
>take up a lot of space). Unfortunately I havn't figured out how one is
>is supposed to get the VDI output back from MEMORY.SYS?

Couldn't you just blit it out of the "memory" device using a
vro_cpyfm() giving the handle of that device and a fd_addr of 0 in
the srcMFDB, just like you would to blit from the screen with the
handle of the screen device?

Or doesn't Atari's VDI work that way? That seems the logical method to me.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

294. Perl 4.035 Port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 04:00:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan20.040010.16912@csi.uottawa.ca>
Source record: 41048

Many thanks to Frank Ridderbusch for making the latest edition of Perl available on the Atari; I've been quite happily using 4.019 thus far, but gather that 4.035 is rather safer.

At one point, I attempted to compile it myself; it was a little too big for my machine to handle.

Question: Was it compiled with the GDBM libraries? I gather that it needs to be if one wishes to use dbm files with Perl. (I think THAT was the main reason that I attempted to compile it here at home.)

There's a copy of the library source (which probably needs to be compiled with -mbaserel and GCC2.3.3) on Atari.archive; I could never get any of the demo programs to actually work under either TOS or MiNT. Too bad... It looks like a nice little database system.

And one of these days I'm going to have to take another look at MetalBase; a C-based database system.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

295. Re: Malloc (Was: Sending objc_draw to a buffer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 04:32:12 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan20.043212.270@netcom.com>
Source record: 41049

In article <1993Jan20.004252.1@kosmos.wcc.govt.nz> valdez_a@kosmos.wcc.govt.nz writes:
>Could an application call menu_register twice to get two names in the "Desk"
>menu, just as the old control panel accessory does?

No. Only 1 menu slot is allocated for each application.

Eric

296. Re: Harddisk experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 06:16:44 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <73954@cup.portal.com>
Source record: 41051

In article: <1ji9tlINN2q1@elroy.jpl.nasa.gov>
hyc@hanauma.jpl.nasa.gov (Howard Chu) wrote:
>that space. I don't think you can cope with this drive if you only have TOS
>1.0, but 1.2 and up should be OK.

Sorry, the only difference between TOS 1.0 and 1.2 was the blitter support
and fix for the "_" crash... both have the same hard disk bugs.

Perhaps you meant TOS 1.4, it is fixed in there.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

297. ST-PC DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 09:12:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1306.724.uupcb@almac.co.uk>
Source record: 41061

Thanks to everyone who gave me the required information on fitting a PC drive to my ST. I eventually got it working last night and am more than happy with it.

But I have another query...<groans from the audience>...when I try and format a HD disk in the drive to 1.44Meg the drive won't let me.. Is this the fault of my Atari? Or is it that maybe I picked up a Double Density drive.?

I tried using various third party formatters like FCopy3, DiamondFormat etc. etc. but still no joy.

Any explanation would be welcome..

Thanks in advance..

Craig

298. Re: Gem programming

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 12:31:13 UTC
From: chevalet@imag.fr
Message-ID: <C15K41.L7M@imag.fr>
Source record: 41062

In article <1993Jan19.121933.23575@cs.utwente.nl>, baumer@cs.utwente.nl (Han Baumer) writes:

|>
|> I am in the process of writing a TIFF-viewer for the Atari. However I
|> have some problems I do not seem to be able to solve. Always if I
|> start the program an irritating cursor is flickering in the corner.
|> How is it possible to remove it? And why is it there?
|>
|> I also have a problem with the dialogues. When I remove the dialogue,
|> it leaves a rectangle on the screen in a different color than it
|> should be. This is the procedure I use to handle a dialogue:

What should on your screen ? Is it on the desk or in your application window ?
The desk redraw is done by GEM after form_dial(FMD_FINISH .., but
YOU have to redraw your windows.
Is it your problem ?

____|

--
CHEVALLET Jean-Pierre chevalet@imag.imag.fr
LGI IMAG Bureau B305 chevalet@imag.UUCP
"Faire, et en faisant, se faire"

299. Re: Using Atari ST SC1224 on Mac Powerbook 160

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 13:11:11 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jan20.131111.5541@cs.ruu.nl>
Source record: 41055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac.hardware

In <JASON.93Jan19111532@ab20.larc.nasa.gov> jason@ab20.larc.nasa.gov (Jason Austin) writes:

> I'm buying a Mac powerbook 160 which has the ability to hook
>up an external color monitor, and I would like to use my Atari SC1224
>instead of buying a new one. Does anyone have a chart of the pinouts
>for the SC1224 side or the Mac powerbook side? Is a female Atari
>monitor plug difficult to find? Has anyone done this?

I'd be *very* surprised if you'd get the powerbook to lower itself to a broadcast monitor with 200 scan lines! Don't forget Macs don't have the pathetic resolutions where pixels aren't square, so you would have 320x200! I think the original classic Mac screens were even bigger than that.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

300. Barcode reader for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 13:59:22 UTC
From: evilandi@vnet.ibm.com
Message-ID: <19930120.061509.120@almaden.ibm.com>
Source record: 41053

In <L8VNXB1w165w@status.gen.nz>,ursulus@status.gen.nz (malcolm fletcher) wrote:

:HELP! I'm thinking of writing a point of sale package on the ST but want
:to use a barcode reader, so does anybody know;
:A) Of a Barcode reader that will read Book/Mag barcodes and is low priced
:b) Some way of interfacing the Barcode reader and the ST
:C) Even better would be a Point Of Sale software package I could use!

:Any help would be greatly appreciated

I have never heard of a barcode reader for the ST, but I presume you
could hook up virtually any device through some port or another, if you've
got enough experience. Unless someone can come up with a dedicated POS
package, or you are a hardware wizzard, I'd try another method...

My suggestion is to try using a handheld scanner. These are quite cheap
(UKP70ish) and usually come with complete support, often including info on
how to handle it from within your own programs. As I understand it (please
correct me if I am wrong), handheld scanners are uncannily similar to
barcode readers, and could easily input a bar code in just one swipe.

This would give you a mono picture of the bar code. You would then have
to write a routine to turn the bit patterns into the code number.
Alternatively, you could train/adapt an optical character recognition program
(often supplied with scanners) to read barcodes instead of writing.

Andrew Oakley <evilandi@vnet.ibm.com> (JANET: <evilandi@com.ibm.vnet>)
IBM Warwick, UK (I speak FROM IBM, not FOR IBM) UK Tel. 0926 464830

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
Flamewars are just hot air.

301. Re: Making a Sparc GCC cross compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 14:02:50 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C15oCs.6so@dcs.glasgow.ac.uk>
Source record: 41054

adp@csg.cs.reading.ac.uk (Andrew Pollard) writes:

>Hello world,
> I've just got the sources for GCC 2.3.1 off atari.archive and tried compiling
>a cross compiler on our Sparc1 at work (SunOS 4.1.1). It gets most of the way
>through, i.e. makes gcc, cc1, cpp, and a number of other executable files, but
>make crashes out with the error

>make: Fatal error: Don't know how to make target `objc-parse.y'

>Any ideas.....?

i was considering doing exactly the same thing my self but for
sozobon C. GCC will do fine though (In fact better since I want
to compile gofer).

To create a .y file you need to use yacc (Should be on your sun)
Any chance of posting a copy when you've got it working.
(Unix uncompress please) In fact what you got to now will do if you post the sources as
well.

Thanks

Darren J Moffat

@@
@ moffatd ~ "Maybe One Day the computer will reprogram me !"@
@@
--

Darren J Moffat

302. GNU C++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 14:05:30 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C15oH6.1MH@newcastle.ac.uk>
Source record: 41056

I've got GCC 2.3 installed on my system, but am unable to get it to compile C++ programs, inspite of having gcc-cc1plus.ttp installed as well. All goes as it should, but when gcc-ld tries to link the program, the errors like this appear

symbol ___main undefined (or something like this)

I already have the old version of g++ (1.3, based on gcc1.4) running, but this doesn't output .o files, it will only produce executables, and will not work with gnu make.

Help.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

303. Tcsh problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 15:41:14 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1jjrqqINN5od@shelley.u.washington.edu>
Source record: 41057

I just reinstalled my MiNT/MultiTOS/GCC/TCSH with the MiNT distribution kit (courtesy Simon Gornall :) and after fiddling around with my MINT.CNF and TCSH.RC, I got it to work great again... except for a couple little things. Every time I hit escape (for filename completion), TCSH locks the system up. It worked fine before... does anyone know what might cause this? It's really a pain.

Thanks,

Dan Aylward
dud@u.washington.edu

304. Re: Barcode reader for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 17:05:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan20.170508.15279@csi.uottawa.ca>
Source record: 41058

In article <19930120.061509.120@almaden.ibm.com> evilandi@vnet.ibm.com (Andrew Oakley) writes:
>In <L8VNXB1w165w@status.gen.nz>,ursulus@status.gen.nz (malcolm fletcher) wrote:
>
>:HELP! I'm thinking of writing a point of sale package on the ST but want
>:to use a barcode reader, so does anybody know;
>:A) Of a Barcode reader that will read Book/Mag barcodes and is low priced

I'm not sure exactly where you'd look for barcode readers - perhaps check the classified pages in something like Byte/PC Magazine/Dr. Dobbs? Or one of the Electronics magazines?

>:b) Some way of interfacing the Barcode reader and the ST

Look for something that interfaces via RS-232, and it should be quite easy to interface it to an Atari ST. RS-422 might be acceptable - you'd need some hardware to translate to RS-232, though.

>:C) Even better would be a Point Of Sale software package I could use!
>:Any help would be greatly appreciated
>
> I have never heard of a barcode reader for the ST, but I presume you
>could hook up virtually any device through some port or another, if you've
>got enough experience. Unless someone can come up with a dedicated POS
>package, or you are a hardware wizzard, I'd try another method...

RS-232 would be by FAR the best way to connect.

The only major alternatives that are likely would be RS-422, or perhaps ACCESS.bus. I doubt that there are many "direct bus" connected scanners, because you don't need THAT kind of speed for a mere scanner.

I don't think there's any really EASY ways of hooking either RS-422 or ACCESS.bus to the Atari.

At the risk of getting flamed, I am not sure that the Atari would be the best platform for implementation of a POS system. It's FAR easier to get support for POS on other platforms.

A POS probably ought to use a single board computers/industrial controllers. Alternatively, there ARE manufacturers that make cash-drawers that are I*M compatible. That's probably a more effective platform for POS than the Atari.

--
Christopher Browne | PGP 2.0 key available

cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

305. Barcode reader for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 18:07:44 UTC
From: ursulus@status.gen.nz
Message-ID: <L8VNXB1w165w@status.gen.nz>
Source record: 41052

```
HELP! I'm thinking of writing a point of sale package on the ST but want
to use a barcode reader, so does anybody know;
A) Of a Barcode reader that will read Book/Mag barcodes and is low priced
b) Some way of interfacing the Barcode reader and the ST
C) Even better would be a Point Of Sale software package I could use!

Any help would be greatly appreciated

Ursulus

----
ursulus@status.gen.nz
Malcolm Fletcher, in Auckland Central.... None of this WLT Junk!
```

306. Re: Making a Sparc GCC cross compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 18:54:20 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1jk74sINNcjq@usenet.INS.CWRU.Edu>
Source record: 41059

In a previous article, adp@csg.cs.reading.ac.uk (Andrew Pollard) says:

>Hello world,
> I've just got the sources for GCC 2.3.1 off atari.archive and tried compiling
>a cross compiler on our Sparc1 at work (SunOS 4.1.1). It gets most of the way
>through, i.e. makes gcc, cc1, cpp, and a number of other executable files, but
>make crashes out with the error

I tried e-mail on this, but it bounced. Anyway, it sounds like you have
all you need to compile C programs.

>
>make: Fatal error: Don't know how to make target `objc-parse.y'

That means it's choking on trying to compile Objective C support. Has
anyone actually tried to compile/run an Objective C program on the Atari?
I sure haven't heard of any.

>
>Any ideas.....?

Another approach, if you really want 'everything', is to get the base GCC
2.3.3 distribution, apply the diffs in update27 and then compile. This
would be a good way to go, since objc-parse.y should be included in your
source distribution, but apparently isn't and you would get a more recent
version of GCC (with lots of bug fixes, especially in the C++ area).

By the way, you would run 'yacc' or 'bison' on objc-parse.y to generate a C
version of this file which can then be compiled by whatever C compiler
you're using to build GCC. So, if objc-parse.y is missing, something is
wrong and you need to either get it or at least get the Bison/YACC output
for this file.

>
>Also got the gnuutils off (ld, nm, etc) and I seem to be missing a file
>"st-out.h". What am I doing stupidly!

If you have instead a file called 'st_out.h', then just rename it to
'st-out.h' and keep going. Come to think of it, do you have a file called
'objc_parse.y'? :-) In this case, 'zoo' renamed the file for you.
Otherwise, it sounds like another missing file.

--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rbixler@nyx.cs.du.edu
"Annoyed? Swat a buzz-word today ..."

307. Re: How do you write a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 19:35:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan20.193509.2873@csi.uottawa.ca>
Source record: 41060

Has anybody out there been able to write a CPX using either Sozobon or GCC? Or is there a succinct explanation as to why one can NOT do so?

As a related issue: I haven't seen particular information on how one would compile an accessory using GCC. I've seen a couple of examples, and probably have some source code kicking around. Is there any "quick" explanation as to what special things are involved in GCC?

--

Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

308. Re: Barcode reader for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 19:46:34 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jan20.194634.7166@beaver.cs.washington.edu>
Source record: 41063

In article <L8VNXB1w165w@status.gen.nz> ursulus@status.gen.nz (malcolm fletcher) writes:
>HELP! I'm thinking of writing a point of sale package on the ST but want
>to use a barcode reader, so does anybody know;
>A) Of a Barcode reader that will read Book/Mag barcodes and is low priced
>b) Some way of interfacing the Barcode reader and the ST
>C) Even better would be a Point Of Sale software package I could use!
>
>Any help would be greatly appreciated
>

Contrary to what some people have been saying, there _is_ a POS program with
bar code reader and cash drawer for the Atari ST. It's called Cricit, I
believe, and has been available for several years (I remember always seeing
the ads for it in Atari magazines). If anyone wants more details, I can
track down a price/address/phone number.

>Ursulus
>
>----
>ursulus@status.gen.nz
>Malcolm Fletcher, in Auckland Central.... None of this WLT Junk!

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

309. My new email address

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 21:11:17 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan20.211117.7746@mnemosyne.cs.du.edu>
Source record: 41064

Hello everyone, long time no see. I no longer have easy access to usenet news, because this Nyx system is down more than it's up.

This message is just to inform everyone of my new internet mail address, which is ianl@bix.com. Please address any HSC/GemFast support questions to me at that address. I've set up an auto-forward from this address to BIX, but I'm not sure how reliable it will be.

Thanks,
- Ian Lepore
ianl@bix.com

x

310. DMA chip and ACSI/SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-20 22:34:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.881374@cix.compulink.co.uk>
Source record: 41065

Can someone point me toward some decent documentation on ACSI and also
exhaustive details on the dma chip ?
What i am doing is working on Alan Hourihane's Tapebios software. Mostly
things are going well. i have superb documents on SCSI but very little on the
ACSI protocol. There is one very old text file on umich.edu that is quite
impressive considering the little the guy had to go on, but still leaves me
with a lot of questions and few answers.
If someone could mail me good documentation i would be extremely grateful.

Regards,
Adam. apelled@cix.compulink.co.uk

311. MODPAS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 00:36:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jkr65INNt1p@golem.wcc.govt.nz>
Source record: 41067

Does anyone know where I can FTP a copy of 'Mod-PAS' (A SW/PD version
of the PASCAL language). As I can neither afford, nor locate a full
fledged commercial version!

(I probably could afford one, but finding one is a different matter!)

```
================================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ=============================
```

312. Re: GNU C++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 01:21:36 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1jktr0INNg9q@elroy.jpl.nasa.gov>
Source record: 41066

In article <C15oH6.1MH@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>I've got GCC 2.3 installed on my system, but am unable to get it to compile
>C++ programs, inspite of having gcc-cc1plus.ttp installed as well. All goes as
>it should, but when gcc-ld tries to link the program, the errors like this appear
>
> symbol ___main undefined (or something like this)

I think you're missing the libg++ files.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

313. Falcon-=>IBM Mini-network?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 02:17:05 UTC
From: ST32373@VM.CC.LATECH.EDU
Message-ID: <16B5C11D41.ST32373@VM.CC.LATECH.EDU>
Source record: 41068

I have an IBM Compat 386/33Dx. I would like to network it to the ST since I am soon to purchase a 212 Meg HD. Will the Falcon network to it and if so how much will it cost? It would be REALLY nice if the Falcon would boot from floppy so I wouldnt have to use a HD. (Buy). I used to have a 520ST and like the price/perf ratio, if not the company pracrtices/shortage of software...

314. Re: un*x-like mail/uucp/etc for MiNT (was: Re: Mail utili

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 03:12:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.XEfDwyJb3AY@semprini.tdkcs.waterloo.on.ca>
Source record: 40993

```
In <1993Jan19.161634.13241@informatik.uni-bremen.de>, Juergen Lock writes:
> 2. elm 2.3.something (mail reader). nice but a little big (ps says
> ~450K), so if you still want to write a simpler one like `mail'...
> but note it would only need the mail reader part because smail is
> already there.

Could someone _please_ send an ST binary of elm to atari.archive.umich.edu
or some other archive site? Please?

Has anyone tried porting rn to the ST w/UUCP?
--
------------------==========================================------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca
```

315. SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 05:33:24 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1993Jan21.053324.18188@trl.oz.au>
Source record: 41069

I know it is possible to increase the miserable size of the active display on SM 124 monitors. Does anybody know the trick? I have tried the internal horizontal and vertical size adjustments, and while there is no problem with vertical size, I cannot get the horizontal size more than about 2/3 of the screen using the inductor slug. Does anybody know why the active display area is set so small at the factory? Were they just trying to be as bad as the MAC?
Thanks for any help.

316. Re: Harddisk experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 07:30:37 UTC
From: rh0083b@medtronic.COM
Message-ID: <1993Jan21.073037.25380@medtron.medtronic.com>
Source record: 41073

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
> >Ok people : I'm wondering if anyone out there has ever connected a Maxtor
> >7680S to their system, and if they can comment on it.
> >
> >I'm in a position to pick one up for a 'bargain' price, although 'bargain'
> >for a 680M SCSI drive still means a lot of money, hence my asking...
>
> You will most likely need a recent host adapter (say, produced within the
> last 2-3 years) as older ICD and Supras probably won't cope with the drive's
> transfer rate. You will also need recent software that allows you to create
> BGM (Big GEM) disk partitions, to give you the most convenient access to all
> that space. I don't think you can cope with this drive if you only have TOS
> 1.0, but 1.2 and up should be OK.

I think that the older host adapters will work, but that they only won't be
able to deliver the performance that the drive offers you. Since SCSI uses
an interlocked handshake scheme, the asynchronous transfer rate will be
dictated by the slower side of the transfer. With an ICD Advantage Plus ST
my Quantum hard drive does no better than 550 kB/sec, while newer adapters
can certainly double that (though this does not necessarily double system
performance for disk bound applications; seek time and latency dominate
data access time for random disk access).

Some SCSI devices (eg. a Wangtek 5150ES) have problems with the very narrow
(60-70 nsec with my 5150ES) ACK pulses provided by the ICD Advantage Plus ST
adapter, but this can be easily corrected by a small modification to the host
adapter.

Regards,
-Roger
(I speak for myself)

317. OLD DRIVES...AGAIN!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 09:31:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1348.724.uupcb@almac.co.uk>
Source record: 41087

Hello again from the man who knows virtually nothing about anything and everything about nothing.

Todays question....?

Having now installed a PC HD drive internally on my ST - with your help I might add - I am now left with this old, useless and lonely ex-internal ST drive, which has since sued me for not getting job satisfaction.

The question is...Is this drive now doomed to lead a solitary and neglected existence or is it's pitiful state to be relieved by using it as a second drive - externally.

Can this be done?

Answers on a postcard to...
Craig.

318. Re: Unix tool to unpack .zoo files?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 10:04:24 UTC
From: jrt@hardy.u.washington.edu
Message-ID: <1jlsf8INNdp@shelley.u.washington.edu>
Source record: 41070

I would like to thank everyone for their response in directing me
to sources for zoo.

For anyone else who may be interested it is located in the archives,
atari.archive.umich.edu in Archivers/Unix ---or on one of its mirrors.

Thank you.

et :) ---installed on hardy (much chagrin)

319. Re: GENERIC Synth Patch Editor Code (1/2)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 10:10:05 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1993Jan21.101005.26233@nessie.mcc.ac.uk>
Source record: 41071

wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>Okay, I pulled this down and had a play with it (I've got a
>Yamaha TX 81z) and here are my first thoughts.
>1 - It's very pretty, nicely programmed... reminds me in a way
> of the Midi Manager page from Cubase but with a few more
> dedicated features like envelope displays.
>2 - The price is listed in the docs as 29 uk pounds, or quite
> a bit more in the states... I think 50 dollars plus about
> 20 dollars airmail as it's a UK company. This means this
> is more a demo than PD (Quite a lot is disabled) but the
> actual software is pretty cheap (other generic editors go
> for 1-200 uk pounds, from what I've seen... anyone know
> better?)
>3 - It _doesn't_ say whether you could program your own editor
> modules if you bought the software, or if you'd need to buy
> them as well... Does the original poster know?

No you can't at the moment. This is a VERY non-trivial task. Coupled with this, the programmer involved has been working on it for over a year now. He needs to make a living, so this is how he intends to recoup his time.

>4 - The load up time stinks. I'm running TOS 1.4 off a Sysquest
> Hard drive and this thing took _one_and_a_quarter_minutes_
> to load (I timed it...) which is way slower than anything
> else I've seen. If the DA version (included in the full
> package) takes this long to load, I'd never use it... this
> (to my mind) is the biggest problem.

It takes roughly that time off a floppy drive as well. I didn't realise it took that time off a hard drive as well. I'll ask the author about it. I don't know how long the DA version takes to load on boot up, but certainly when I used it on subsequent runs, it pops up instantaneously, ready to go !

Any further feedback, gratefully received.

Additionally, apologies to everyone who has to use modems to download news, or who has to pay for it. This was a long posting and I was unaware of the existance of the binaries group. Sorry for the time wasted.

Cheers,

Danny

320. Re: MODPAS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 10:21:01 UTC
From: jhh@cwi.nl
Message-ID: <8694@charon.cwi.nl>
Source record: 41079

For your information,

I was rather pleased to hear that even someone not living in the Netherlands had heard of ModPas. It is a dialect resembling Pascal, but may be closer to Modula-2 (I don't really know Module-2, so...). It is a language based on seperately compilable modules, that can access things declared in other modules if they are in that objects interface. It has been developed at the Twente University of Technology and the University of Groningen, both in the Netherlands.

I have used this language almost exclusively for my own programming tasks, for it allows VERY structured programming. Besides that, the compiler has been ported to different platforms (I know there are DOS-versions, and SUN-Unix versions too). The compiler itself compiles to intermediate abstract code first. They also developed a code-generator-generator that will generate the code-generator for a specific hardware platform, giving a machine description of the hardware. This code-generator tries to do a lot of optimizing.

Because of the code-generator-generator, porting is really easy (I did a port from a SUN version to a HP-UX version in less than two weeks, without prior knowledge of the internal workings of the compiler). It's a clean program.

Now for the bad part: the last version I obtained was 1.0, some three years ago. I registered as a user, and was supposed to hear of any new releases or other news, but no, nothing happened. I suppose there is no new version. I believe the program is PD, but I'd better check this at home.

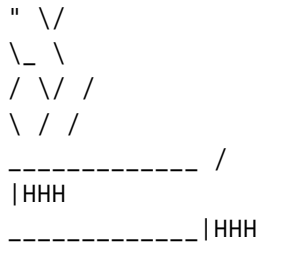
To warn you in advance, the compiler is VERY slow (it's a FIVE pass compiler). Also the actual code generated is not that fast either, because for some reason they have implemented a kind of shared module principle. This gives very small executables if you use a lot of standard modules that are already linked in the ModPas environment Shell (from which they then have to be called), but also incurs a huge overhead in calling functions from another module:
- first the base address of the module has to be fetched
- this module starts with a jumptable to all functions declared in it
- calling a function just does a jsr to the associated entry in the jumptable
- from the jumptable you jump to the code of the function

This seems to be unavoidable if you want to use shared modules, and do not want to resort to code modification (after one call to an external function, the actual code-address is substituted). But the optimizing code-generator somehow is able to balance the odds in most cases.

Also, there is not really much support for calling Atari-specific operating system functions. There are some modules that interface to the O.S., but they are incomplete. I have a few modules interfacing to the AES/VDI, but they are not really stable (not part of the 'official' release, you know).

If you're interested, I may be able to supply you with a copy (if it's PD of course). I tried Archie to locate it, but it doesn't seem to be on any archive.

--



Jaap-Henk Hoepman
jhh@cwi.nl

"Yes, we've eaten up the silver when even food was against us" Nick Cave

321. Re: Falcon Documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 10:34:53 UTC
From: runehy@dhhalden.no
Message-ID: <runehy.31.727612493@dhhalden.no>
Source record: 41072

In article <C12BFn.J02@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
>From: Craig.Graham@newcastle.ac.uk (Craig Graham)
>Subject: Falcon Documentation
>Keywords: Falcon
>Date: 18 Jan 93 18:30:58 GMT
>
>Right, I've just put my name on one of the few on sale Falcons in the UK at the
>moment, can anyone point me to any documentation on how to program this beast.
>
>Or do I have to disassemble the accessories that come with it ????
>
>I'll post a few initial impressions when it arrives next week.....
>
>FOR SALE :
>
>By the way, does anyone want to buy a Protar 40DC Hard Drive ? I don't need it
>anymore......250 pounds or nearest offer takes it away. Contact me as detailled
>below:-
>
>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>BAe Space Systems || Phone : (UK) 091 2737650
>Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
>-----------------/__\---
> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

Databecker has a book out in German called Falcon 030 or somthing, and it
will soon be ready in English if it isn t already finished. Databecker books
are usually sold under the ABACUS label when they are in English.

Greetings from

Rune Hyldmo

322. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 10:46:55 UTC
From: marc@targon.UUCP
Message-ID: <2914@targon.UUCP>
Source record: 41081

In article <1993Jan21.053324.18188@trl.oz.au> tpearson@titan.trl.OZ.AU (Trevor Pearson) writes:
>I know it is possible to increase the miserable size of the active
>display on SM 124 monitors. Does anybody know the trick? I have tried
>the internal horizontal and vertical size adjustments, and while there
>is no problem with vertical size, I cannot get the horizontal size more
>than about 2/3 of the screen using the inductor slug. Does anybody know
>why the active display area is set so small at the factory? Were they
>just trying to be as bad as the MAC?
>Thanks for any help.

Better be careful in adjusting the horizontal size. Increasing
the horizontal size requires increasing the ~14kV voltage. Your
monitor may not like that.

---------- EARTH
Marc Dierikx smog | bricks
marc@targon.UUCP AIR -- mud -- FIRE
dierikx.via@sni.de soda water | tequila
dierikx.via@sni-usa.com WATER

323. Re: Best *PD* defraggers for BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 10:53:36 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.727613616@groucho.phil.ruu.nl>
Source record: 41080

hohmuth@freia.sax.de (Michael Hohmuth) writes:

>In article <hjv.727187147@groucho.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>|> After having ruined some of my HD partitions with a PD-defragger, I decided
>|> to stick with ICD's Cleanup, which does a very good job. Recommended!

>Please not that ICD Cleanup is not a defragger but a filesystem analyzer/
>repair program. It cannot defragment files. (At least my version cannot.
>Can your's?)

Uuhmm.. y're right. Sorry about the confusion - must have been a slip of the mind. Indeed, Cleanup only cleans up HDs and doesn't defragment them, and the PD-utility I mentioned did both, but ruined my HD while cleaning up (and not while defragging). I now defrag my partitions manually (move an entire partition to another, and move the files back again...). The advantage of this is that you have control over the _order_ in which files are stored on your HD. I always put .prg's first, followed by .rsc's, etc. Works rather well -- although I must admit that I wasn't able to use this method in the 30Meg-area. But now, with a 210Meg drive, this has proven to be a rather effective and safe method.
For cleaning up your HD I still recommend ICDs Cleanup though :-)

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

324. Re: ST & Falcon HD compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 11:38:24 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan21.113824.5094@dcs.warwick.ac.uk>
Source record: 41074

In article <A56369@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>a>I have a SCSI hard drive connected to an ST via an ICD host adapter.
>a>It is all nicely partitioned.
>a>
>a>When I buy my Falcon, will I be able to plug the drive into the SCSI-2
>a>port and read all the software on these partitions? I assume so.
>
>Yes. Follow the steps below:
>
>- Remove the auto-booting ICD driver from the drive.

So hard-boot software is built in to TOS on the Falcon?
I assume it is Atari's own, in which case, doesn't it handle partitions
past the 4th one differently than the ICD software (Atari's original software
only supported 4 partitions, but 3rd parties brought out software that
supported more. When Atari brought out their new software, instead of adding
details of the extra partitions after the first 4, the bunged them at the
beggining of the 4th partition, making them incompatable).
Also, does Atari's software support full caching, removable media, etc. like
the ICD software? If not, have ICD updated their software to support the
SCSI-2 port?

>- Throw out the host adapter

Probably better to try to sell it.

>- Enable parity checking on the drive

So the SCSI-2 port does parity checking and all host adaptors don't. Are
there some hard-drives that use parity checking with no way of switching it
off (In which case, can it be disabled on the SCSI-2 port)? Otherwise,
does this mean you can now use ANY SCSI hard-drive?

>- Set up SCSI cable and termination as necessary.

Can you be more specific (although people could ask what to do in a PC
newsgroup I suppose).

>That's all.

Do you know whether the SCSI-2 port supports clock speed doubling (I know
it doesn't support 16-bit width).
It was initially suggested that the old DMA port was available as part of
the SCSI-2 port - do you know whether this is true? There don't seem to be
enough wires, so perhaps it is software switchable (or emulatable).

- Leo

325. Re: STE sampler using analogue joystick ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 11:55:52 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Jan21.115552@cs.bham.ac.uk>
Source record: 41075

In article <1993Jan19.232613.5129@ugle.unit.no>, ivarh@Lise.Unit.NO (Ivar Haugen) writes:
|> In article <C10ApH.Dou@cs.bham.ac.uk>, imr@cs.bham.ac.uk (Ian M Rae) writes:
|>
|> > ...does anyone know if it is possible to make a sampler for an STE that
|> > connects to the analogue joystick ports and uses the internal ADC ?
|>
|> When I got my STE, I wanted to do what you are sugesting, but after having
|> experimented a bit, I found that what was meassured vas not voltage (V) but
|> ressistance (Ohm's) to 0V.
|>
|> (0 - 2 Mohm gave values from 0 - 255 in the registers)
|>
|> So I belive there's no internal ADC, but just a counter meassuring the time
|> it takes a capasitor (F) to unload througth the resistor connected to the port.
|>
|> This, in my opinion, makes is impossible to make sutch a sampler.
|>
|> Ivar Haugen
|> ivarh@lise.unit.no

Other people have mailed me saying that it is just an variable oscillator using the resistor in a joystick etc. as the variable part. The pulses from this are then just counted. Still it was a nice idea while it lasted :). Still, I can now try and connect my old Atari Touch Tablet up... should be good for a laugh !

Thanks for the help

+--------------------------+---+
Ian Rae	"Baldrick, this is the stickiest situation
Software Engineer	since Sticky the stick insect got stuck on
University of Birmingham	a sticky bun." - Blackadder goes Forth
+--------------------------+---+

326. Problems with Sun-3 Shoebox Hard Disk Project

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 11:58:56 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Jan21125856@cubitus.laas.fr>
Source record: 41076
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.sun.misc,alt.sys.sun,comp.sys.misc

I am trying to interface the shoebox from a Sun-3 workstation to my Mega 4 ST. Unfortunately, I do *not* have any docs on the Sun-3 shoebox.

I am using an AdSCSI host adaptor and I have both ICDBOOT 6.0.2 and 6.0.3. ICD sees the controller and reports:

0 EMULEX MD21/52 ESDI

The drive is a Micropolis 1325. When I power up the shoebox LED 3 of the Emulex controller blinks. What's the significance? The drive sounds like it comes up fine. When I call ICDFMT is sends out a sensing signal for SCSI devices, and the diode light on the front of the drive flashs but ICDFMT does not get an answer.

Has anybody done this before? Any suggestions? Do I have to play with the jumpers and what do they all mean? Is the shoebox SCSI connector terminated with a resistor pack?

Thanks to all! Of course, I'll post a summary for any e-mail replies I might get.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

327. Coexisting hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 12:47:18 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan21074718@kropotkin.gnu.ai.mit.edu>
Source record: 41077

OK, I finally bit the bullet and ordered a Toadfile '91 Magnum removable HD system. I've got a few questions so I know what to expect when it arrives.

I've currently got a Megafile 30 with a Seagate 60 meg mechanism in it.

I'd like to hook up my system so that it continues to boot off the Megafile as drive C, since I will be using several different carts in the Toadfile (source code, apps, backups, will be on separate carts).

The Megafile currently boots with AHDI 3.01. I'd like to run it with the ICD software instead, so I plan to boot with the Toadfile, copy the contents of the Megafile onto a cartridge, format the Megafile with ICD software, copy everything back to the Megafile, and then reconnect the Megafile as the boot device. (Am I correct that the first device in the DMA daisy chain is the boot hard disk?) The question is, will my AHDI-formatted Megafile be accessible while I'm running the ICD boot software, or will I have to do a backup/restore to floppy to get everything copied over?

Also, will I have to diddle any switches to hook up both drives at the same time, or does the DMA bus automagically figure things out from the order in which they are cabled to the machine? Will I still be able to access the ICD adapter's internal clock if the ICD adapter is second in the chain?

Thanks,
entropy

p.s. mail or news replies equally OK with me

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

328. Re: TT and 24 bombs followup..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 13:00:06 UTC
From: czekall@uni-muenster.de
Message-ID: <1jm6omlNNkmc@obelix.uni-muenster.de>
Source record: 41078

In article <1993Jan18.123727.8993@ucl.ac.uk>, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
||>
|>
|> Thanks for your and other people's help. I've been told that there is a
|> a chip compatable (both SW and pin) with the SCC (53C80) but which has
|> larger I/O buffers, so decreasing the interrupt loading on the main
|> processor when running at high speeds, is this the case?
|>
|> If so I might get one of those as a replacement.

Hello Steve,

perhaps ou understood something wrong, but the normal 53C80 is the SCSI-chip without 8530 in
the TT but you are right, that there are circutes, which have implemented the 8530.

But there's a much easier solution. Someone in our MausNet pointed out, that there is
a newer 85230 which is also pin- and soft-compatable and have more buffer than the normal
one. As I can remember it was something above 6 bytes.
And now AMD, too, offeres a even newer version of the 8530 which will have even more buffer,
but I've no more informations about this chip.

Tschau Ralf

InterNet: MausNet: (private, no binaries/UUEs)
<czekall@uni-muenster.de> <Ralf_Czekalla@ST.maus.de>
[For binaries and long Mails (>16k) please use the InterNet-Account]

329. Blitter s/w problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 14:12:57 UTC
From: alexk@essex.ac.uk
Message-ID: <7634@sersun1.essex.ac.uk>
Source record: 41082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a problem using the blitter chip. The blitter appears to be drawing to what it thinks is a med-rez screen when it is in fact a low-rez screen. Ihave used XBIOS call 5 to set the rez, and screen addresses, and is called every time I page flip. Does XBIOS 5 tell the blitter the number of planes to use? I booted the machine in low-rez and ran my bit of code straight away but it still thinks it's in med-rez.

I used ST Internals for my source of info, and it doesn't tell you to set _v_planes (first byte of bitblock), should I? My machine is an 'early' 1040 STe.

Thanks,

K.A.

Kevin Alexander. | Pretentious Quote: "Uzi Nine Millimetre" |
University of Essex. | (Shakespeare) |
alexk@essex.ac.uk. | Disclaimer: I never wear fluffy slippers. |

330. Re: GENERIC Synth Patch Editor Code (1/2)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 14:32:26 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <1993Jan21.143226.11221@cs.nott.ac.uk>
Source record: 41083

In article <1993Jan19.163123.22084@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:
>Okay, I pulled this down and had a play with it....

Me too, and it is a nice looking bit of software though I couldn't play too deeply as I have a Kawai K4 and when I phoned Waterfall Digital re availability of a K4 module the phone went unanswered..
The price is good too and compares very well as it's a once only product for all the synths you have modules for, perhaps they supply the module of your choice for the basic price and then a fee for extra modules as I'm sure we don't ALL have TX81z or U110 as supplied with the demo.

>4 - The load up time stinks. I'm running TOS 1.4 off a Sysquest

Im running TOS 1.6 and a floppy and it took about as long, I thought the program had hung ! There's no need for a 1.5 minute advert for Waterfall Digital every time you run the thing !! A BIG no-no.

Other niggles.. there are some annoying inconsistencies in that some sliders diplay the numeric values while other sliders / dials don't, this could be a pain where guesswork just isn't quite good enough. How about some calibration instead of those great big arrows, or even a pop up value display whenever a slider / dial is adjusted.

I didn't much like those enormous horizontal selection buttons. Functional, but for a graphical editor hardly elegant. A lot of this stuff would be much better accessed from a menu bar IMHO.

However, I really liked the mouse driven control of sliders and dials and editing of velocity/keyscale/filter curves and also setting of keyboard zones etc instead of just using it to increment decrement values, much more like real "control panel".

The authors make no reference to testing alongside popular sequencers, CUBASE springs immediately to my mind :-> Im going to keep trying the phone no. and hit them with all the above before I invest.

DeeVeeH

331. Re: Coexisting hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 15:28:18 UTC
From: hohmuth@freia.sax.de
Message-ID: <TQZ0HDL@math.fu-berlin.de>
Source record: 41084

In article <ENTROPY.93Jan21074718@kropotkin.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu (maximum entropy) writes:

> The Megafile currently boots with AHDI 3.01. I'd like to run it with
> the ICD software instead, so I plan to boot with the Toadfile, copy
> the contents of the Megafile onto a cartridge, format the Megafile
> with ICD software, copy everything back to the Megafile, and then
> reconnect the Megafile as the boot device. (Am I correct that the
> first device in the DMA daisy chain is the boot hard disk?) The
> question is, will my AHDI-formatted Megafile be accessible while I'm
> running the ICD boot software, or will I have to do a backup/restore
> to floppy to get everything copied over?
>
> Also, will I have to diddle any switches to hook up both drives at the
> same time, or does the DMA bus automagically figure things out from
> the order in which they are cabled to the machine?

The device which it boots off is always device number 0, no matter where the device is in the chain. So be sure you give your Toadfile a device address different from 0. (To be more correct: It boot from the first DMA device it can read and execute a boot sector from.)

The ICD software is compatible to AHDI, so you will be able to access your AHDI-formatted partitions while running the ICD driver.

I think it's not nessecary to boot from your Toadfile. You could install the ICD booter on your Megadrive and then boot from it. In this case, you would not have to change your Megafile's device number (which, as I heard, is even impossible with some older Megafiles).

> [...] Will I still be
> able to access the ICD adapter's internal clock if the ICD adapter is
> second in the chain?

Yes, you will. The ICD host adapter's clock is device number 6 and can always be accessed, no matter where it is in the chain.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

332. Re: TT and 24 bombs followup..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 17:08:46 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.727636126@vega>
Source record: 41086

mjl-b@minster.york.ac.uk writes:

>In article <1993Jan14.112852.9653@philce.ce.philips.nl> meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:
>>24 bombs says that you got a spurious interrupt.
>>The manual I have here handy says:
>[description deleted]

I seem to recall that somewhere was said or written that ST does not
puts bombs for exceptions higher than 5 or 6. So if you see more bombs
that means that the whole chain of exceptions occured and you will
have to decode what happened by some other means.

Is that different on TT? Is my memory faulty? I am totally out to
luch? Does anybody know for sure?

Michal
ntomczak@vega.math.ualberta.ca

333. Re: 2 chip vs. 6 chip ROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 17:09:56 UTC
From: atf1000@cl.cam.ac.uk
Message-ID: <1993Jan21.170956.26956@infodev.cam.ac.uk>
Source record: 41088

In <93013.003540SML108@psuvm.psu.edu>, SML108@psuvm.psu.edu says:
>How are the TOS ROMs laid out on 2 chip versus 6 chip ROMs?

The two ROMs are the high and low bytes of the 16-bit data. If the TOS version is the same, then they should hold the same data, in the same order, but with the last 1/4 of each chip empty.

334. Re: Problems with Sun-3 Shoebox Hard Disk Project

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 17:15:11 UTC
From: bjork@telebit.com
Message-ID: <C17rxC.3zv@telebit.com>
Source record: 41085

In article <RALPH.93Jan21125856@cubitus.laas.fr> Ralph.Sobek@cerfacs.fr writes:
>I am trying to interface the shoebox from a Sun-3 workstation to my
>Mega 4 ST. Unfortunately, I do *not* have any docs on the Sun-3
>shoebox.
>
>I am using an AdSCSI host adaptor and I have both ICDBOOT 6.0.2 and
>6.0.3. ICD sees the controller and reports:
>
> 0 EMULEX MD21/52 ESDI
>
>The drive is a Micropolis 1325. When I power up the shoebox LED 3 of

The 1325 is an MFM drive, not an ESDI. You could use an Adaptec
ACB4000 to run the 1325.

If you had a 1355 drive, that drive *is* an ESDI drive, and would
work with the MD21.

../Steven

335. Offline news reader

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 18:42:23 UTC
From: bossoj@aix.rpi.edu
Message-ID: <#5j33bh@rpi.edu>
Source record: 41089

This has probably been discussed before but...

And, I thought I would get a quicker response here because of all the flaming going on in the other group...

Anyway, I am looking for a program to read usenet news offline for my ST. What I want to do is download the messages from my school's system and view them with something similar to trn.

To simplify even more: I will copy the posts to disk @ school and then bring the disk home to read the posts.

Any help would be greatly appreciated.

Thanks
Joe (bossoj@rpi.edu)

336. Re: Problems with Sun-3 Shoebox Hard Disk Proj

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 18:52:25 UTC
From: hans@castlerock.East.Sun.COM
Message-ID: <1jmrd9INN531@seven-up.East.Sun.COM>
Source record: 41090

In article 93Jan21125856@cubitus.laas.fr, ralph@laas.fr (Ralph P. Sobek) writes:
>I am trying to interface the shoebox from a Sun-3 workstation to my
>Mega 4 ST. Unfortunately, I do *not* have any docs on the Sun-3
>shoebox.
>
>I am using an AdSCSI host adaptor and I have both ICDBOOT 6.0.2 and
>6.0.3. ICD sees the controller and reports:
>
> 0 EMULEX MD21/52 ESDI
>
>The drive is a Micropolis 1325. When I power up the shoebox LED 3 of
>the Emulex controller blinks. What's the significance?

Well... the 1325 is an ST506 drive, not ESDI. You would need an Adaptec

ACB4000 SCSI -> ST506 controller. The green LED on the MD21 blinks when

operations are normal and it is connected to an active SCSI port. So,

either get a ST506 controller or an ESDI drive and you'll be all set!

-Hans

337. Re: After Dark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 20:38:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jn1kpINN87b@golem.wcc.govt.nz>
Source record: 40992

Warp-9!? How much does this cost for the most recent version, and
where could I purchase a copy!?

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

338. Re: Home-made sampler help? (FAQ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-21 20:43:46 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b5efd8e@Kralizec.fido.zeta.org.au>
Source record: 40991

Original to: alexk@essex.ac.uk
In a message of <13 Jan 93 09:37:23>, alexk@essex.ac.uk (3:713/602) writes:

a> I apologise if this is an FAQ but I would like to make my own
a> sampler and i'm sure that it has been discussed before, if it has and
a> someone already has some plans could they let me know, or where I can
get
a> some, it'll save me some time.

I have circuits and a PCB layout for an 8-bit stereo sampler that a friend
and I designed - it's a bit of a cut above normal, in that you can sample at
50KHz in stereo, and it has an input filter with a 20HKz corner frequency
and (if I remember correctly) a 12dB/octave roloff.

I've prototyped it, but never got around to writing the software 8)

If you're interested, email me and we'll see if we can arrange to get the
info to you.

a> K.A.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

339. Re: GNU C++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 00:54:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11810@uqcspe.cs.uq.oz.au>
Source record: 40996

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>I already have the old version of g++ (1.3, based on gcc1.4) running, but this
>doesn't output .o files, it will only produce executables, and will not work with
>gnu make.

Oh, and I used make all that time too.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

340. DESPERATE!!! *** NEED Prizm Paint Picture Format (.PNT)!! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 01:30:50 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1jnioaINN86u@shelley.u.washington.edu>
Source record: 40994

I Need the file format for conversion and creation of prizm pain pictures.
Can anyone send me specs on this?

Thanks a lot!

Stuart Denman
stusoft@u.washington.edu

341. Atari MEGA STE 330Meg Maxtor SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 02:24:13 UTC
From: carter@cae.wisc.edu
Message-ID: <1993Jan21.202414.1224@doug.cae.wisc.edu>
Source record: 40995

Hello all, long time no see....

Well I finally have my BBS software written and now am contemplating
some serious disk space.

I would like to know, if anyone has hooked up a BIG 200meg plus scsi
drive to thier MEGA STE system, specifically:

1) Can the measily 80Watt power supply handle the startup sequence?

2) Did you have to put the drive and mother board in a seperate case?

3) What software do you find best to use on it? (IE Supra? Atari? ICD?)

And, what kind of performance do you get with the ONBOARD SCSI in your
MEGA STE?

I am looking at MAXTOR's 330MEG SCSI for my MEGA STE. I would hate to blow
that size of a wad and then find it won't work.

-Greg

PS: Oh yeah, BBS number almost forgot: 608-238-7231...call and play games
send mail...no file base yet, haven't gotten that far...I don't even
have the drive yet!

The board software is called ACICS. Node is: acics.uucp.

342. Re: ST-PC DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 08:51:11 UTC
From: johan.nordlander.@eng.emu.se
Message-ID: <johan.nordlander.-220193093006@nod.eng.umu.se>
Source record: 40997

In article <1306.724.uupcb@almac.co.uk>, craig.dunn@almac.co.uk (Craig Dunn) wrote:
>
> Thanks to everyone who gave me the required information on fitting a PC
> drive to my ST. I eventually got it working last night and am more than
> happy with it.
>
> But I have another query...<groans from the audience>...when I try and
> format a HD disk in the drive to 1.44Meg the drive won't let me.. Is
> this the fault of my Atari? Or is it that maybe I picked up a Double
> Density drive.?
>
> I tried using various third party formatters like FCopy3, DiamondFormat
> etc. etc. but still no joy.
>
> Any explanation would be welcome..
>
> Thanks in advance..
>
> Craig
>

The normal floppy controller fitted to the ST cannot cope with High Density disks. The solution is to get either a HD-interface (I think System Solutions in the UK sells it), or the new Atari floppy controller - AJAX - but I'm not sure if it will work with a standard ST.

However, the HD-interface I have fitted to my MEGA ST1 required a fair bit of soldering.

FCopy Professional from the ST Club and Harlekin 3 are two programs that can format High Density disks. The new TOS 2.06 would also be of use but it's not a requirement.

I hope this info will be of use.

Johan Nordlander
Dept.of English
University of Ume&#65533;
Sweden
johan.nordlander@engelska.umu.se

343. Re: Coexisting hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 09:55:20 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan22045520@kropotkin.gnu.ai.mit.edu>
Source record: 40998

In article <TQZ0HDL@math.fu-berlin.de> hohmuth@freia.sax.de (Michael Hohmuth) writes:
>The device which it boots off is always device number 0, no matter where
>the device is in the chain. So be sure you give your Toadfile a device address
>different from 0. (To be more correct: It boot from the first DMA device it
>can read and execute a boot sector from.)

Will it be obvious how to change the device address of the Toadfile?

>The ICD software is compatible to AHDI, so you will be able to access your
>AHDI-formatted partitions while running the ICD driver.
>
>I think it's not nessecary to boot from your Toadfile. You could install
>the ICD booter on your Megadrive and then boot from it. In this case, you
>would not have to change your Megafile's device number (which, as I heard,
>is even impossible with some older Megafiles).

Will ICD Cleanup be able to cope with the AHDI partitions? If my
Megafile's address can be changed, where are the appropriate switches
or jumpers to do it?

Thanks muchly,
entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

344. Re: Atari ST RS-232 port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 10:02:34 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1993Jan22.100234.10391@rzu-news.unizh.ch>
Source record: 40999

Warren J. Frost (frost@janus.enet.dec.com) wrote:
:
: Hello,
:
: I have a question regarding the STs RS-232 port. I have a fairly old
: (circa 1988) 520 STFM, and am aware of a problem with the handling of the
: CTS line (it needs wiggling up and down by the device connected to it instead
: of just detecting a valid low level)
:
: Is there any way I can get around this (either by a software patch, or
: a bit of soldering ??)

Yes, I think there is a patch for that problem.
The RTS/CTS flow control doesn't work with this TOS version.
The patch can be found on the following ftp server:
ftp.tu-clausthal.de
There is a dircectory with several patches:
/pub/atari/systools/tosfix
Your patch (if you don't have TOS1.4; I think so) is
hs_fix.lzh
If you have more questions or you have no ftp-access mail to me.

Beat
--

Beat Meier
Computer Center, Systemgroup Phone: +41 1 257 45 25
University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch
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345. Re: Atari MEGA STE 330Meg Maxtor SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 10:40:34 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.28.727699234@dhhalden.no>
Source record: 41000

In article <1993Jan21.202414.1224@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>From: carter@cae.wisc.edu (Carter Gregory)
>Subject: Atari MEGA STE 330Meg Maxtor SCSI
>Date: 21 Jan 93 20:24:13 CST
>Hello all, long time no see....
>
>Well I finally have my BBS software written and now am contemplating
>some serious disk space.
>
>I would like to know, if anyone has hooked up a BIG 200meg plus scsi
>drive to thier MEGA STE system, specifically:
>
>1) Can the measily 80Watt power supply handle the startup sequence?
>
>2) Did you have to put the drive and mother board in a seperate case?
>
>3) What software do you find best to use on it? (IE Supra? Atari? ICD?)
>
>And, what kind of performance do you get with the ONBOARD SCSI in your
>MEGA STE?
>
>I am looking at MAXTOR's 330MEG SCSI for my MEGA STE. I would hate to blow
>that size of a wad and then find it won't work.
>
>-Greg
>
>PS: Oh yeah, BBS number almost forgot: 608-238-7231...call and play games
> send mail...no file base yet, haven't gotten that far...I don't even
> have the drive yet!
>
>The board software is called ACICS. Node is: acics.uucp.

It should not be a problem to use that disk with your Mega STE. If the Atari software does not find the disk, try using GE-Soft from Germany. The ICD will not work if you do not have the pro version.

You will have the same speed as connecting it to an ext. case. The controller in the STE is not true SCSI, but ACSI to SCSI converter, as all other SCSI controllers from 3rd party. The controller actually comes from the Stacy. AND it is not possible to hook up 2 or more drives to the controller as it is possible on true SCSI or controllers from other 3rd party companies.

R.A.W

346. Is there a GCC 2.3.3 binary around?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 11:33:08 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <C196r9.DH@news.chalmers.se>
Source record: 41003

Has anyone compiled GCC 2.3.3 using the diffs in update27 on atari.archive?
I don't have the time (or hard drive space) to do it myself, so I would
appreciate if someone could upload a compiled version to atari.archive.

By the way, what changes to the code optimization were done in 2.3.1? The
results I get are not up to the 2.1 standard, espescially not with -mbaserel.

Johan

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

347. GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 12:31:36 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Jan22.123136.20017@cs.nott.ac.uk>
Source record: 41002

I know this is probably something in most manuals, but it isn't in mine.
Can anyone tell me how to find out what directory GDOS is looking for it's
fonts in? - i.e. the path set at the top of the ASSIGN.SYS file.

I know there is a vdi or aes call that returns about 110 or so bytes
of info, but I don't have a description of what they are - is there a
pointer in here somwhere?

Thanks in advance,
Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

348. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 12:33:25 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727706004.2969@minster.york.ac.uk>
Source record: 41001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jan20.203516.18565@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>Does anybody know how to generate random numbers on a computer? I know
>of the GEMDOS/BIOS/XBIOS call that does that, but I wonder if it could
>be done faster?

The XBIOS call uses the "linear congruential" method of generating pseudo-random numbers, which works as follows:

R(n+1) := [R(n) * a] mod b

(Where R(n) is the n'th random number, R(n+1) the n+1'th number, etc)

The idea is to choose values of a and b such that long sequences of non-repeating pseudo-random numbers are obtained. From a computational viewpoint, it makes sense to make b a power of 2 since the modulo function then reduces to a simple AND instruction. There are also rules for choosing good values for a.

The XBIOS call is pretty quick -- it's an assembler implementation of the above, and you're not going to write one that's much quicker! The thing that takes the time (on a 68000 at least) is the multiplication. There are other methods that use shift-then-XOR (see the book references below).

I remember (it's a long time since I disassembled the code) that when the XBIOS routine is first called, the generator is seeded with a new number -- but I forget where that number comes from.

>I'm supposed to do a program that has to do with
>probability and such things, and I'd like a fast and flexible random
>routine in assembler.. so if anybody has ideas, they're welcome!

If you want *truly* random numbers (as opposed to pseudo-random numbers), then you're going to have to build some hardware. Commercial random number hardware works by amplifying the quantum noise in a resistor and thresholding it to generate a stream of random bits.

There is quite a lot of literature about random number generation. You might look at the "Numerical Recipes" book by Press, Flannery et al. (but it has some mistakes in the section on random numbers). Any good numerical algorithms book should cover random numbers -- Sedgewick's "Algorithms" has a small section on it (and it covers the shift-XOR method).

>| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

349. Re: GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 14:02:48 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1jouq8INNe2o@info2.rus.uni-stuttgart.de>
Source record: 41004

In <1993Jan22.123136.20017@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk writes:

> I know this is probably something in most manuals, but it isn't in mine.
> Can anyone tell me how to find out what directory GDOS is looking for it's
> fonts in? - i.e. the path set at the top of the ASSIGN.SYS file.
>
> I know there is a vdi or aes call that returns about 110 or so bytes
> of info, but I don't have a description of what they are - is there a
> pointer in here somwhere?
The only way is to read ASSIGN.SYS.
You'll find it on your boot partition.
There is a global variable whitch says what's your NEXT boot partition,
but that's equal to the last boot partition in most cases.

>
> Thanks in advance,
> Keith.
> ~~~~~~
> "Mummy was an asteroid, Daddy was | Keith Marshall
> a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk

Gerd

##
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3

350. Re: MODPAS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 14:31:50 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C19F12.GJ0@dcs.ed.ac.uk>
Source record: 41005

In article <1jkr65INNt1p@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> Does anyone know where I can FTP a copy of 'Mod-PAS' (A SW/PD version
> of the PASCAL language). As I can neither afford, nor locate a full

You don't want MODPAS: when I treid to use it it seemed very sub-standard (as opposed to Turbo's super-standard) and all the docs will need translating. Unless there is a new version I ain't heard about.

> fledged commercial version!
>
> (I probably could afford one, but finding one is a different matter!)
Prospero do a pascal don't they? As do Hisoft.

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
--

351. FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 15:35:52 UTC
From: pieterf@wsinfo01.win.tue.nl
Message-ID: <5059@svin09.info.win.tue.nl>
Source record: 41013
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi people,

Now here's a bloody simple yet personally rather irritating problem:

Shortly I ran into the Freeze Dried Terminal Program.
Lotsa features included, quite impressive I'd say,
(though some call it a dirty hack or complain about it's coop with Mtos)

and it cooperates just fine with nn and elm.
IRC though is a problem: The first screen after running irc
is printed okay, as well as the inverted status line,
yet ALL THE CONSEQUENTIAL data get's printed at one and the same line;
the one jright above the status line.

WANTED: * Settings from a fellow-fzds & IRC user !!

Hope to hear from you soon,
Please only mail to: at073@cleveland.freenet.edu
, for postings dont last long on our system ..

Thanks in advance!
Rowdy Blokland.

352. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 15:58:24 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan22.155824.12105@email.tuwien.ac.at>
Source record: 41006
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mjl-b@minster.york.ac.uk writes:
: [...]
: The XBIOS call is pretty quick -- it's an assembler implementation of the
: above, and you're not going to write one that's much quicker! The thing that
: takes the time (on a 68000 at least) is the multiplication. There are other
: methods that use shift-then-XOR (see the book references below).

What takes a lot of time too, is the exception (trap #14) processing.
The original poster should better disassemble the Xbios routine and
use it in his program directly if he can, and if the numbers are
'random' enough!

: I remember (it's a long time since I disassembled the code) that when the
: XBIOS routine is first called, the generator is seeded with a new number --
: but I forget where that number comes from.

I'm quite sure they come from the 200HZ timer (from the system variable),
but I'm not 100% sure...

-MY

353. MiNT incompatabilities & TCSH problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 16:20:48 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1jp6t0INNdoi@shelley.u.washington.edu>
Source record: 41007

I've been having compatability problems with MiNT... My first sign
of the problems was lack of filename completion in TCshell. The
machine always locked up. Then I noticed whenever I did a "Find" in
STeno, it would lock up when it couldn't find anymore strings. I was
getting phantom lockups all the time. Then it clicked... it was the
bell! I turned off the bell in the control panel, and that fixed it.
But I was curious to see what caused it. At first I thought it was
TCSH, so I closed it in TOSwin and saved TOSwin's configuration.
Then I began rebooting with different configurations...

These are the things I found out.

The following refer to the bell problem, which I tested after each reboot
by bringing up an alert box and clicking off the edge (so as to make the
bell sound) and seeing if it locked up:

1) TCSH is not the problem

2) TOSWIN is a problem. Everything works great when I don't have it
running as an accessory. It's OK when it's running as a program though.

3) Warp 9 control panel accessory is a problem. Everything works great
(including TOSwin accessory) when Warp9 cp is gone.

4) STeno accessory and UIS3 program are problems when Warp9 cp is
installed. Works fine with Warp9 cp unless either of these is running.

5) Of course, everything except TOSwin works without MiNT.

The filename completion problem is totally separate; when the bell doesn't
lock the system up, it still doesn't work. It just dings the bell &
accesses the hard drive.

Man, I've never had this complex of a problem! It'll be a nightmare to
sort everything out. I'm sure MultiTOS will fix it, because a) I can run
toswin as a program, b) it will have a new version of MiNT, and c) it will
replace most of TOS, possibly changing the way the bell rings. I sure
hope they get it out quick!!!!

Has anyone had similar experiences? Probably the worst problem is
the lack of filename completion in TCSH; the incompatabilities can be
worked around. Is there an entry in tcsh.rc that affects how TCSH
uses filename completion? Filename completion worked fine before I
reinstalled everything with the MiNT distribution kit...

Dan Aylward
dud@u.washington.edu

354. Re: Inline assemly language in GCC (was C compilers)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 16:58:49 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.727721929@vega>
Source record: 41012

cmh@eng.cam.ac.uk (C.M. Hicks) writes:

>Can anyone point me to any documentation for doing this sort of thing - how
>to access function parameters, and pass back return values etc.

```
@titlepage
@center @titlefont{Using and Porting GNU CC}
@sp 2
@center Richard M. Stallman
@sp 3
@center last updated 16 Dec 1992
@sp 1
@center for version 2.3
@center (preliminary draft, which will change)
@page
@vskip 0pt plus 1filll
Copyright @copyright{} 1988, 1989, 1992 Free Software Foundation, Inc.

Distributed with a standard gcc package. Better get TeX or/and
Texinfo if you would like to format this.
```

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

355. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 17:01:02 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1jp98eINNgs4@shelley.u.washington.edu>
Source record: 41008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
mjl-b@minster.york.ac.uk writes:
[about random numbers...]

>The XBIOS call uses the "linear congruential" method of generating pseudo-
>random numbers, which works as follows:
>
>R(n+1) := [R(n) * a] mod b
^^^
The "linear congruential" method typically involves an addition as well as
a multiplication (using modular arithmetic).
My docs say that R(n+1) = [R(n) * a] + b using fixed-length (presumably
long) operations to make everything mod 2^32 or whatever. FYI, a = 3141592621
and b = 1. In addition, the OS call returns R(n+1)>>8, which gives a
24-bit pseudorandom number.

--m
```

356. Re: Assembler routine that generates random numbers?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 17:02:57 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1jp9c1INNh7b@shelley.u.washington.edu>
Source record: 41011
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

>: I remember (it's a long time since I disassembled the code) that when the
>: XBIOS routine is first called, the generator is seeded with a new number --
>: but I forget where that number comes from.

>I'm quite sure they come from the 200HZ timer (from the system variable),
>but I'm not 100% sure...

The initial seed comes from _frclock, according to the docs I have.

--m

357. Re: Coexisting hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 17:19:11 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <WX10GME@math.fu-berlin.de>
Source record: 41010

In article <ENTROPY.93Jan22045520@kropotkin.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu (maximum entropy) writes:

> In article <TQZ0HDL@math.fu-berlin.de> hohmuth@freia.sax.de (Michael Hohmuth) writes:
> >The device which it boots off is always device number 0, no matter where
> >the device is in the chain. So be sure you give your Toadfile a device address
> >different from 0. (To be more correct: It boot from the first DMA device it
> >can read and execute a boot sector from.)
>
> Will it be obvious how to change the device address of the Toadfile?

In most cases, it's a switch on the backside of the harddisk's case. (My external drive, for instance, has an id selector which shows the current id and has a `+' and a `-' button.)

> Will ICD Cleanup be able to cope with the AHDI partitions?

Yes, it will.

> [...] If my
> Megafile's address can be changed, where are the appropriate switches
> or jumpers to do it?

Dunno..

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

358. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 17:25:37 UTC
From: ken@isgtec.com
Message-ID: <4054@isgtec.isgtec.com>
Source record: 41009

In article <1993Jan19.104933.4746@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
> This means that (assuming you use the ikbdsys vector to detect mouse
> movement and keyboard presses in your screen saver):
> (1) In your ikbdsys routine you must check whether there really is a byte
> from the IKBD, otherwise the screen saver will not work with MIDI activity is
> taking place.

This is definitely true, all screen savers I've used (even Atari's MACCEL3) do not work properly with a MIDI device turned on. It thinks the MIDI clock info or whatever is coming in is keypresses or mouse movements, and the screen never blanks. This is annoying.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

359. ST POS exists was Re: Barcode reader for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-22 22:16:15 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1993Jan22.221615.8152@uvm.edu>
Source record: 41014

From article <1993Jan20.170508.15279@csi.uottawa.ca>, by cbbrowne@csi.uottawa.ca (Christopher Browne):
> In article <19930120.061509.120@almaden.ibm.com> evilandi@vnet.ibm.com (Andrew Oakley) writes:
>>In <L8VNXB1w165w@status.gen.nz>,ursulus@status.gen.nz (malcolm fletcher) wrote:
Edited down:

>>
>>:HELP! I'm thinking of writing a point of sale package on the ST but want
>>:to use a barcode reader, so does anybody know;
>>:A) Of a Barcode reader that will read Book/Mag barcodes and is low priced
>
> Look for something that interfaces via RS-232, and it should be quite
> easy to interface it to an Atari ST. RS-422 might be acceptable -
> you'd need some hardware to translate to RS-232, though.
>
>>:C) Even better would be a Point Of Sale software package I could use!
>>:Any help would be greatly appreciated
>
> A POS probably ought to use a single board computers/industrial
> controllers. Alternatively, there ARE manufacturers that make
> cash-drawers that are I*M compatible. That's probably a more
> effective platform for POS than the Atari.
>
> --
> Christopher Browne | PGP 2.0 key available
> cbbrowne@csi.uottawa.ca |====================================
> University of Ottawa | Genius may have its limitations, but
> Master of System Science Program | stupidity is not thus handicapped.

A friend recently went into a regional chain store (toys? pets? I forget) and it was running a midi networked ST POS. Also there is at least one company that does POS for both the PC and the ST. If you need more info, I could contact my friend and raid the archives for the names of 1) the chain with the system and 2) the company that sells the ST POS s/w.

Bob Pegram
--
pegram@emba.uvm.edu
or
..!uvm-gen!pegram

360. Re: MODPAS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 01:00:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jq5aplNNkem@golem.wcc.govt.nz>
Source record: 41015

> Prospero do a pascal don't they? As do Hisoft.

The nearest Atari Dealer is over 100miles from where I live! And they only sell a couple of games, and that's it!

Atari in this country is (annoyingly) about 90% dead! So, unless I can get a Shareware/PD PASCAL (of which MODPAS is the only one I've been told of), I would have MAJOR difficult getting one!

If I did, the cost would almost double due to postage costs!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

361. Re: Coexisting hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 01:03:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jq5hfINNkem@golem.wcc.govt.nz>
Source record: 41016

Switches for HD's can be inside the casing. Or outside. They can
be DIP switches, or jumpers. (Usually consisting of a metal clip,
encased in plastic, which plugs onto the protruding pins.)

If you can't see them, there's a pretty good chance you'll have to
get out the Screw-driver & look at the drive unit itself!

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
==========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

362. Re: Overscan Modification

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 02:23:13 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1jqa6hINNd4f@msuinfo.cl.msu.edu>
Source record: 41017

yonder@netcom.com (Christopher Russell) writes:

>Does anybody have anything good or bad to say about this modification?
>Does it work with Spectre GCR?
>Does it work with Uniterm?
>Does it work with Stalker?

I'm still hoping to hear someone say it works well with PageStream...
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

363. Using PC-relative addressing with TSRs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 04:47:45 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1993Jan23.044745.11579@debug.cuc.ab.ca>
Source record: 41019

I was writing a TSR and couldn't figure out exactly why it was bombing.
Is it okay to use the PC in a VBL?
--
Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

364. cron for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 06:19:01 UTC
From: rosenkra@convex.com
Message-ID: <1993Jan23.061901.26840@convex.com>
Source record: 41018

some months ago, someone mentioned they were finishing a port of
paul vixie's cron package for use under MiNT. as a result, i stopped
my own port. is this available somewhere (and where) and if not, will
it be sometime soon (ie a month or so)?

thanx

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

365. 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 12:47:20 UTC
From: yonder@netcom.com
Message-ID: <1993Jan23.124720.4450@netcom.com>
Source record: 41020
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello, I just got my new high speed modem. It works great, but occasionally will loose text on long screen dumps, etc. I have tried XON/XOFF and hardware handshake, but neither seems to help. I have this same problem in both Spectre and Mac (Spectre GCR) modes.

How do you folks with Fast modems have your comm. programs setup?

I am using Uniterm with a 1040stf (old) and Digicom Scout Plus modem.

(I have same problem in all programs that I use in both Spectre and Mac mode.)

thanks......

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

366. Implementation details of Cookie Jar wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 14:05:31 UTC
From: ngs@ukc.ac.uk
Message-ID: <2806@eagle.ukc.ac.uk>
Source record: 41022

As long as Atari are not producing good documentation at a realistic
price I hope that their user-base will be able to help me.

Is there a complete specification of the cookie jar mechanism available
on the net anywhere? I am particularly interested in the details of
installing and maintaining a cookie jar on a machine where the jar is
not supported by TOS.

Please note that I am not looking for a program to do this for me, I want
the details of how the jar is initialised, operates and is removed.
A complete and up to date list of the cookies that one could expect
to find in a jar would also be really good.

Thanks ever so much,

Neil Smith.

367. Re: Perl 4.035 Port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 14:29:04 UTC
From: ridderbusch.pad@sni.de
Message-ID: <RIDDERBUSCH.PAD.93Jan23142904@nordpol.sni.de>
Source record: 41021

In article <1993Jan20.040010.16912@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

Newsgroups: comp.sys.atari.st.tech
Path: nanette!nixpbe!aquila.sni-usa.com!linus!agate!spool.mu.edu!torn!nott!uotcsi2!news
From: cbbrowne@csi.uottawa.ca (Christopher Browne)
Sender: news@csi.uottawa.ca
Nntp-Posting-Host: prgf
Organization: Dept. of Computer Science, University of Ottawa
Date: Wed, 20 Jan 93 04:00:10 GMT
Lines: 24

...
Question: Was it compiled with the GDBM libraries? I gather that it
needs to be if one wishes to use dbm files with Perl. (I think THAT
was the main reason that I attempted to compile it here at home.)
...
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

Yeah, this perl 4.035 was compiled with GDBM 1.5, also ported by
J.R.Bammi (should be available on a.a.u.e). I don't know, if you
already know GDBM, but don't expect anything heavy in term of database
functionality. There is essential nothing more, than the associative
arrays in perl, which can be bound to a DBM file. Metalbase offers
much more functionality, compared to real database management systems
(what I've gathered from the README).
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

368. Re: Atari ST RS-232 port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 16:54:18 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1993Jan23.165418.10099@zeus.franklin.edu>
Source record: 41023

I'd like to know if the newer ST/TT's support odd baudrates on the
serial ports. A friend of mines been mucking about in his 520 (OLD) and sayz
it cant do 14k because of timing...
--
||| ...Your future hasn't been written yet.
/ | \ No one's has. Your future is what
=Mysh+Krysa= you make it...
-Emmet L. Brown-

369. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 20:07:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1js8i9INN5kh@golem.wcc.govt.nz>
Source record: 41025

FZDSTerm does not have VT100, therefore, don't use it!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

370. Re: Overscan Modification

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 20:12:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1js8rsINN5kh@golem.wcc.govt.nz>
Source record: 41024

> I'm still hoping to hear someone say it works well with PageStream...

It does!

It also works with STalker, and 90% of all those other window-based
programs (you can stretch the window over the extra space).

FZDSTerm supports it, gives you more columns/lines on the screen.

Spectre-GCR, unlikely, but perfectly possible!

Uniterm/Flash, no!

Basically, anything that will run on the TT in one of the TT res's, will
work under Over-scan. (And most will use the extra space). Not a very

good reason there, but one that will work in many cases! 8-)

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

371. Wanted: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-23 21:59:06 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <1jsf3a$gvb@agate.berkeley.edu>
Source record: 41026

Does anyone have TOS 1.4 in 6 ROMS they'd be willing to sell? Someone
who's recently upgraded, perhaps? E-mail responses, of course.

Repeal prohibition. History repeats itself. Repeal prohibition. History r
John Hauser---jhauser@cs.berkeley.edu---Boy of DESTINY o o o o o o o o o o o

372. Re: 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-24 01:11:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jsqc8INN79v@golem.wcc.govt.nz>
Source record: 41027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Using 9600bps or higher, on Atari's, requires the program 'SERFX'
(or whatever it is). 'Serial Fix' just adjusts the Handshaking,
so it's a bit more stable!

(It works - if you don't have that, or Turbo-CTS, then get it!)

Should be available at all good FTP sites!

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ============================
```

373. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-24 02:21:33 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C1C6Jx.Kow@gpu.utcs.utoronto.ca>
Source record: 41028

In article <2914@targon.UUCP> marc@targon.UUCP (Marc Dierikx) writes:
>In article <1993Jan21.053324.18188@trl.oz.au> tpearson@titan.trl.OZ.AU (Trevor Pearson) writes:
>>I know it is possible to increase the miserable size of the active
>>display on SM 124 monitors. Does anybody know the trick? I have tried
>>the internal horizontal and vertical size adjustments, and while there
>>is no problem with vertical size, I cannot get the horizontal size more
>>than about 2/3 of the screen using the inductor slug. Does anybody know
>>why the active display area is set so small at the factory? Were they
>>just trying to be as bad as the MAC?
>>Thanks for any help.
>
>Better be careful in adjusting the horizontal size. Increasing
>the horizontal size requires increasing the ~14kV voltage. Your
>monitor may not like that.
>
>------------ EARTH
>Marc Dierikx smog | bricks
>marc@targon.UUCP AIR -- mud -- FIRE
>dierikx.via@sni.de soda water | tequila
>dierikx.via@sni-usa.com WATER

I got the size of the visible area on my SM124 up to the edges of the screen almost. I got directions from an old ST Report (ZNet?), Ican't remember. Anyway, there are vertical and horizontal controls inside the case that can be turned with a screwdriver (be careful, HIGH voltage).

Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca

--
** George Brown College, Toronto ** Due to economic restraints, there **
** gbcusg@gpu.utcs.utoronto.ca ** will be no light at the end of the **
** ** tunnel. -> I. Barnett. **

374. Spectre with 14.4 modem -- Handshaking?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-24 02:59:50 UTC
From: yonder@netcom.com
Message-ID: <1993Jan24.025950.25281@netcom.com>
Source record: 41029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

thanks to the folks who suggested that I use Serfix on my St.. it worked great to solve my handshaking problems with my new faster modem.

My next question is how can I get this same clean handshaking when I am using my Spectre GCR. Handshaking does not seem to work under Spectre either.

Can anybody suggest anything? Does anybody else have this problem?

.......thanks......
.....chris

P.S. I use Z-term primarily, but I tried others and had the same handshaking problems. My modem is a 14.4 baud Digicomm Scout Plus modem. My ST is an old 1040STf with old ROMs. My Spectre is version 3.0.

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

375. Re: Problems with Sun-3 Shoebox Hard Disk Project

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-24 04:51:01 UTC
From: bob@snuffy.penfield.ny.us
Message-ID: <1993Jan24.045101.4451@snuffy.penfield.ny.us>
Source record: 41030

ralph@laas.fr (Ralph P. Sobek) writes:

> The drive is a Micropolis 1325. When I power up the shoebox LED 3 of
> the Emulex controller blinks. What's the significance? The drive
> sounds like it comes up fine. When I call ICDFMT is sends out a
> sensing signal for SCSI devices, and the diode light on the front of
> the drive flashs but ICDFMT does not get an answer.

I think the problem may be that the Micropolis 1325 is an ST506 device,
and the MD21 is intended for controlling ESDI devices like the
Micropolis 1355 or 1558... The controller you need for the 1325 is an
Adaptec ACB4000 or equivalent...

--
+ Bob Smith \ mx: bob@snuffy.penfield.ny.us /
+ 838 Harmon Rd. \ uucp: ...{ur-valhalla|wang}!snuffy!bob /
+ Penfield, NY 14526 \ office|voice mail: +1 716 724-6186 /

376. Re: Using PC-relative addressing with TSRs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-24 07:14:30 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b62425e@p15.f202.n281.z2.fidonet>
Source record: 41034

In a message of <Sat 23 Jan 93 05:47>, Conan Ford (2:281/202.0) writes:

CF> I was writing a TSR and couldn't figure out exactly why it was
CF> bombing. Is it okay to use the PC in a VBL?

Of course. PC-relative addressing ALWAYS works, but if those BVL routines
are just started from within a normal program that gets relocated, not from
the bootsector or something, you don't HAVE to use PC-relative addressing.

But you cannot use any system calls from within the VBL and you should save
all registers that you use before your routine and restore them afterwards.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: For full duplex transfers, use Jekyll (2:281/202.15)

377. A summary of the new stuff in MiNT/gcc please?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-24 10:17:04 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b625f3a@Kralizec.fido.zeta.org.au>
Source record: 41031

Hi guys...

It looks like I can't get onto the MiNT mailing list (partly coz I don't know what the address is, and partly because, well, I'm probably nobody 8) ... so I as wondering if someone could give a summary of the interesting things since 0.95?

-mbaserel and -mpcrel would be interesting to know, along with some info on how the shared text/shared data works...

thanks,
\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

378. Re: Is there a GCC 2.3.3 binary around?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-24 13:30:55 UTC
From: ts@uni-paderborn.de
Message-ID: <1ju5mfINNbmm@news.uni-paderborn.de>
Source record: 41032

```
Yes, there is. I just uploaded the archiv bmgcc233p1.zoo
to a.a. It contains gcc.ttp, gcc-cc1.ttp and gcc-cpp.ttp,
version 2.3.3, atari patchlevel 1. The binaries were
generated with the help of my cross-compilation setup,
used flags were -mbaserel and -mpcrel and the used lib
is MiNTLib PL26.

Expect it to pop up in Mint/gcc in a few days.

Cheers, Thomas.
--
_____________________________________________________
Thomas Schulze, [TfS] "355/113 -- Not the famous
ts@uni-paderborn.de irrational number PI, but an
incredible simulation!"
~
```

379. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-24 15:07:04 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Jan24.150704.9792@ncsu.edu>
Source record: 41033

In article <C1C6Jx.Kow@gpu.utcs.utoronto.ca>, gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
|>
|>I got the size of the visible area on my SM124 up to the edges of the screen
|>almost. I got directions from an old ST Report (ZNet?), Ican't remember.
|>Anyway, there are vertical and horizontal controls inside the case that
|>can be turned with a screwdriver (be careful, HIGH voltage).
|>
|>Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca
|>
|>--
|>** George Brown College, Toronto ** Due to economic restraints, there **
|>** gbcusg@gpu.utcs.utoronto.ca ** will be no light at the end of the **
|>** ** tunnel. -> I. Barnett. **
|>
|>

NOOOOOOOOOOO!!!!!!!!!!!!!!!!!!!!!!!!!!!!

If you must risk death by messing around inside a CRT, at least go to Radio Shack (or similar shop) and buy yourself a <$2 set of non-conductive TV tools!

(Screwdrivers are meant for driving nails ;-)

--

```
++++++++++++++++++++++++++++++++++++++++@++++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@======---'-----\| Yo, save the humans. +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

380. Devpac 3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-24 21:55:04 UTC
From: gbcusg@gpu.utcs.utoronto.ca
Message-ID: <C1Dovt.688@gpu.utcs.utoronto.ca>
Source record: 41035

I recently purchased Devpac 3 for my ST. Upon installation, I ran into a problem, however. Every time I try to assemble from inside the editor I get a message saying 'Invalid Command Line - see manual'. I consulted the manual and of course, that error isn't even listed in the appendix that explains all error messages. I can run the assembler itself from a command line, however (tcsh) but this is not what I want. I would appreciate any input, or alternatively an e-mail address for Hisoft.

Darren King, GBC

--
** George Brown College, Toronto ** Due to economic restraints, there **
** gbcusg@gpu.utcs.utoronto.ca ** will be no light at the end of the **
** ** tunnel. -> I. Barnett. **

381. Need PC DITTO II technical info

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 00:06:39 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1993Jan25.000639.29334@fcom.cc.utah.edu>
Source record: 41036

When Avant-Garde went belly-up, they orphaned a product that worked. I have had some success disassembling the binaries and patching them to do a little customization, but it would really help to have some of the technical spec on the PC Ditto II hardware and/or software. Does anyone have information on either on these, either from the original company or through reverse engineering? What is the legal status of a product after its originator abandons it? One of the things promised when we bought PC Ditto II was that there would be software upgrades. Obviously, we can't get blood from a stone, but if the technical info were released to the public domain, it would be nice. Or am I the only one left who still uses an emulator instead of a cheap PC?

--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

382. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 00:22:26 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.ea.gH_Ho21Bvg2@yonder.equinox.gen.nz>
Source record: 41038

In <5059@svin09.info.win.tue.nl>, Pieter C Filius writes:

> is printed okay, as well as the inverted status line,
> yet ALL THE CONSEQUENTIAL data get's printed at one and the same line;
> the one jright above the status line.
>
> WANTED: * Settings from a fellow-fzds & IRC user !!

I don't think it's VT100 emulation (does it exist? or is it VT52?) is very good... that's probably your problem, you need good vt100 at least to use IRC, dump FZDT & use VT200 in either UNITERM, or CoNNect. (both shareware)

Craig.

--
* Craig Shore. Phone (Voice) +64 3 3852501 *
* Email:craig@yonder.equinox.gen.nz or shore_c@kosmos.wcc.govt.nz *

383. MiNT 0.99 source on atari.archive.umich.edu...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 01:43:01 UTC
From: anneklin@acs.bu.edu
Message-ID: <108166@bu.edu>
Source record: 41037

Is this an 'official' release? Should I be using this?

I just got it today, and compiled it and such, but now I'm curious as to its status, because I've noticed that there's some omissions and some things that I'd expect to be there aren't (the two are different).

For instance, asm.y isn't in the archive at all--an omission, though not a tragic one, since the binaries that it produces are already compiled for you--not that that stops the makefile from trying.

Also missing is any sort of documentation--not even the strong cautionary documentation that came with 0.96B, which is what I expected to find, since this seems to be another source-only distribution.

Eric? The verdict? Is it something that shouldn't be touched, or were you just in a hurry? :-)

Mike.

384. Re: MiNT 0.99 source on atari.archive.umich.edu...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 03:58:03 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan25.035803.18930@netcom.com>
Source record: 41039

In article <108166@bu.edu> anneklin@acs.bu.edu (Patricia Anne) writes:

>Is this an 'official' release? Should I be using this?

The answer to the first question is "sort of," and the answer to the second one is "that depends on how lucky you're feeling" :-).

I was in a hurry; zillions of people have been asking for updated source, but I simply haven't had time to do a 'real' release. So I threw together the files from my directory and sent them up. In the process I left out asm.y by mistake; and the usual README file didn't get written. Sorry about those omissions; I will try to correct them, but it will be some time before I can get a real, organized release including the Lattice and PureC support, plus docs. MultiTOS is consuming an enormous amount of time; as with any software project, the closer it comes to release the more urgent are the bug reports.

So consider this an "interim" release, for people who just can't wait and who don't mind risking life, limb, and hard disk while testing new software :-).

Also: as Mike pointed out in his message, this is also a source code only release. Please observe this restriction. As beta software, MiNT 0.99 is suitable for use only by experienced programmers, and I *don't* want people misunderstanding its status at all. Moreover, this release contains Atari code as well as my own, so observing the restrictions on distribution is doubly important -- how well people respect the conditions will determine whether or not we will release future versions of the MiNT source code to the general public.

Regards,
Eric

385. Re: MiNT 0.99 source on atari.archive.umich.edu...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 05:23:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1jvthclNNfo1@golem.wcc.govt.nz>
Source record: 41040

What *Is* the latest version of MiNT, I've only got 9.4 (or 0.94?!)

And, what it the latest version of TOS-Win that comes with it, where
can I get these files!? (a.a.u.e!?). Also, where can I locate
'MiNT-Term' (MiNT Terminal program, with built in Z-Modem apparently).
Sounds most useful, and a lot better than my ASCII terminal emulator
I wrote for MiNT! (Which is slightly dodgy....)

Great program! (MiNT!)

```
==============================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ===========================
```

386. Re: MODPAS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 07:14:23 UTC
From: marc@targon.UUCP
Message-ID: <2918@targon.UUCP>
Source record: 40947

In article <1jq5apINNkem@golem.wcc.govt.nz| wells_s@kosmos.wcc.govt.nz writes:
|Atari in this country is (annoyingly) about 90% dead! So, unless I
|can get a Shareware/PD PASCAL (of which MODPAS is the only one I've
|been told of), I would have MAJOR difficult getting one!
|
|If I did, the cost would almost double due to postage costs!
|
You might also have a look at one of those Pascal to C translators available
on the net (like p2c).

Marc

387. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 07:49:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1k062qINNhto@golem.wcc.govt.nz>
Source record: 40941

In article <1993Jan21.053324.18188@trl.oz.au>, tpearson@titan.trl.OZ.AU (Trevor Pearson) writes:
>is no problem with vertical size, I cannot get the horizontal size more
>than about 2/3 of the screen using the inductor slug. Does anybody know
>why the active display area is set so small at the factory? Were they
>just trying to be as bad as the MAC?
>Thanks for any help.

The active display is set by the hardware in the Atari and not the monitor, try the Overscan mod and find that out...

But some screen are smaller that others, my SM125 is far larger than any SM124 that I have seen and my SM125 is that same as it left the factory...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

388. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 07:59:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1k06lrlNNhto@golem.wcc.govt.nz>
Source record: 40942

In article <2914@targon.UUCP>, marc@targon.UUCP (Marc Dierikx) writes:
>In article <1993Jan21.053324.18188@trl.oz.au> tpearson@titan.trl.OZ.AU (Trevor Pearson) writes:
>
>Better be careful in adjusting the horizontal size. Increasing
>the horizontal size requires increasing the ~14kV voltage. Your
>monitor may not like that.

100% wrong, a increase of the EHT will reduce the size of the sceen..!!!

>Marc Dierikx smog | bricks
>marc@targon.UUCP AIR -- mud -- FIRE
>dierikx.via@sni.de soda water | tequila
>dierikx.via@sni-usa.com WATER

Lack of screen size is because Atari decided that the ST was only going to be used on a TV, the boarders are far to big, but the mono mode does not run on a TV, but that is why Atari is just a dumb company...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

389. Re: Harddisk experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 08:18:20 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b639484@Kralizec.fido.zeta.org.au>
Source record: 40943

Original to: hyc@hanauma.jpl.nasa.gov
In a message of <20 Jan 1993 01:29:2>, hyc@hanauma.jpl.nasa.gov (3:713/602) writes:

>> Ok people : I'm wondering if anyone out there has ever connected a
>> Maxtor 7680S to their system, and if they can comment on it.
>>
>> I'm in a position to pick one up for a 'bargain' price, although
>> 'bargain' for a 680M SCSI drive still means a lot of money, hence my
>> asking...
h>
h> You will most likely need a recent host adapter (say, produced within
h> the last 2-3 years) as older ICD and Supras probably won't cope with the
h> drive's transfer rate. You will also need recent software that allows
you
h> to create BGM (Big GEM) disk partitions, to give you the most convenient
h> access to all that space. I don't think you can cope with this drive if
h> you only have TOS 1.0, but 1.2 and up should be OK.

grin well, I _was_ planning on connecting it to a TT, so I hope that's OK.
8)

And I must also admit to a major numbering faux pas. Never having met the larger Maxtors before, I assumed that this was one of their 7000 series drives, and that the person I was buying it from has simply transposed the digits in the part number. Infact the drive is a Maxtor 8760S.

Sorry for any confusion, and thanks for the suggestions.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

390. Reading BIOS Boot Parameter Block

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 09:14:37 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan25.091437.1835@unix.brighton.ac.uk>
Source record: 40944

Can anyone tell me how to read in the BIOS boot sector paramter from a floppy disk and how to access the value of it in C? I am having loads of trouble, getting spurious data, or hang-ups!

Also, I have written a formatter which uses interleaving (factor 11) but when i use Quikdex I get a performance drop to 48% from the usual 97%!!!
Any idea what I am doing wrong?

Thanks in advance on both probs.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

391. CHEAP STUFF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 10:00:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1446.724.uupcb@almac.co.uk>
Source record: 40958

After the help I received from this conference on installing a PC drive in my ST a question sprung to mind.

Why don't more ST owners install cheap PC drives.??

The PC HD drive I got cost me 33pounds inc. VAT. new. Which when considering the price of an ST HD drive is quite a saving. Is it because ST owners aren't aware of this cheap source of drives that they don't use it?

Answers on a postcard to someone else please..

__ __
/ / |
/__ /__/

392. AutoSwitch Overscan/Spectre-(Q)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 10:01:17 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <Edward.Visse-250193105327@fastpath-24.wblab.lu.se>
Source record: 40945

Hi atarinetters,

I read some posts about the overscan. Nobody seems to know if it will work with SpectreGCR. The most definite answers were guesses. Is there somebody out there with a conclusive answer??? If so, please response.

Edward

393. Re: After Dark challenge

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 10:33:35 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Jan25.103335@cs.bham.ac.uk>
Source record: 40946

In article <1jn1kpINN87b@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
|> Warp-9!? How much does this cost for the most recent version, and
|> where could I purchase a copy!?
|>
|>
|> ==
>	O O Computers: Not just machines, they're a way of				
>	o life. Your computer *IS* your religion!				TARI
>	_/ Steve Wells - Wellington, New Zealand.	/	\
> ========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

Warp 9 is handled by CodeHead these days (used to be Quick St), it cost me 30 UK pounds a few months ago but I have no idea where you'll get it from or how much it'll be in New Zealand.

```
+--------------------------+-------------------------------------------+
| Ian Rae | "Baldrick, this is the stickiest situation |
| Software Engineer | since Sticky the stick insect got stuck on |
| University of Birmingham | a sticky bun." - Blackadder goes Forth |
+--------------------------+-------------------------------------------+
```

394. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 11:37:54 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan25.113754@cs.bham.ac.uk>
Source record: 40949

In article <1993Jan24.150704.9792@ncsu.edu>, dawinic@eos.ncsu.edu (DAVID AARON WINICK) writes:
|>
|> In article <C1C6Jx.Kow@gpu.utcs.utoronto.ca>, gbcusg@gpu.utcs.utoronto.ca (I. Barnett) writes:
|> |>
|> |>I got the size of the visible area on my SM124 up to the edges of the screen
|> |>almost. I got directions from an old ST Report (ZNet?), Ican't remember.
|> |>Anyway, there are vertical and horizontal controls inside the case that
|> |>can be turned with a screwdriver (be careful, HIGH voltage).
|> |>
|> |>Darren King, GBC --> gbcusg@gpu.utcs.utoronto.ca
|>
|> NOOOOOOOOOOO!!!!!!!!!!!!!!!!!!!!!!!!!!!!
|>
|> If you must risk death by messing around inside a CRT, at least go to Radio
|> Shack (or similar shop) and buy yourself a <$2 set of non-conductive TV tools!
|>
|> (Screwdrivers are meant for driving nails ;-)
|>

How about a pair of thick gardening gloves? Worked for me, anyhow!
There are horizontal & vertical size pots, a focus (you can't get perfect focus all over the screen when its big!) and a kind of ratio thing that seems to magnify part of the screen vertically if you get it wrong.

Run a simple program or something to show a couple of diagonal lines on the screen while you do it so that you can see you've got the proportions right. The pixel w/h ratio won't be the same afterwards though.

I couldn't go back to a mailbox sized screen again!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

395. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 11:43:26 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan25.114326.12418@dcs.warwick.ac.uk>
Source record: 40948

In article <4054@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1993Jan19.104933.4746@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>> This means that (assuming you use the ikbdsys vector to detect mouse
>> movement and keyboard presses in your screen saver):
>> (1) In your ikbdsys routine you must check whether there really is a byte
>> from the IKBD, otherwise the screen saver will not work with MIDI activity is
>> taking place.
>
>This is definitely true, all screen savers I've used (even Atari's
>MACCEL3) do not work properly with a MIDI device turned on. It thinks
>the MIDI clock info or whatever is coming in is keypresses or mouse
>movements, and the screen never blanks. This is annoying.

I am pleased to hear that I was right. BTW, I am currently working on a screen saver myself which has some handy features.
1) Works in all graphics modes possible (in theory)
2) Uses sliding block type screen saver when memory is low and jiggles the blocks back into place when finished.
3) If the machine is busy (eg. you are compiling something in Lattice C5.5, then the screen saver will not lock up the computer. Instead it blanks the screen and lets the machine multi-task until it becomes idle, when it unblanks and goes back into normal screen saver mode.
4) Is unaffected by programs that steal the ikbdsys vector or MIDI input.
5) Comes with a corner clock that switches off while the screen saver is active.
6) Configurable via CPX.

I'm not telling how I do no. 3 because it's rather clever (although probably easy in multi-tos) and I want my screen saver to be the only one worth having.

I will post my disassembly of the IKbd handling by TOS once I have copied onto the unix machines here.

- Leo

396. Re: GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 12:50:50 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Jan25.125050.24439@cs.nott.ac.uk>
Source record: 40950

In article <1jouq8INNe2o@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>In <1993Jan22.123136.20017@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk writes:
>
>> I know this is probably something in most manuals, but it isn't in mine.
>> Can anyone tell me how to find out what directory GDOS is looking for it's
>> fonts in? - i.e. the path set at the top of the ASSIGN.SYS file.
>>
>> I know there is a vdi or aes call that returns about 110 or so bytes

I meant vq_extnd

>> of info, but I don't have a description of what they are - is there a
>> pointer in here somwhere?
>The only way is to read ASSIGN.SYS.
>You'll find it on your boot partition.
>There is a global variable whitch says what's your NEXT boot partition,
>but that's equal to the last boot partition in most cases.
>

Yes, but if you don't have a hard drive, the fonts may be on floppy,
so you have to prompt for them. Also, you can't guarantee to have the
ASSIGN.SYS file present. What I want to do is find some way of
knowing whether the fonts are on a hard disk (i.e. drive >= C) or on a
floppy. GDOS must store this information itself somewhere, so surely
there is a way of reading it.

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

397. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 13:18:29 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <727967909.3840@minster.york.ac.uk>
Source record: 40960

In article <4054@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1993Jan19.104933.4746@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>> This means that (assuming you use the ikbdsys vector to detect mouse
>> movement and keyboard presses in your screen saver):
>> (1) In your ikbdsys routine you must check whether there really is a byte
>> from the IKBD, otherwise the screen saver will not work with MIDI activity is
>> taking place.
>
>This is definitely true, all screen savers I've used (even Atari's
>MACCEL3) do not work properly with a MIDI device turned on. It thinks
>the MIDI clock info or whatever is coming in is keypresses or mouse
>movements, and the screen never blanks. This is annoying.

ST-Blank does check to see if the IKBD really caused the interrupt (I checked the source at the weekend). I also fixed the bug that caused the AUTO folder program to crash if there was no .INF file -- I'll be uploading the updated version sometime soon.

This has been a public service announcement... :-)

>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

398. Re: GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 13:49:37 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan25.134937.16266@dcs.warwick.ac.uk>
Source record: 40951

In article <1993Jan25.125050.24439@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>floppy. GDOS must store this information itself somewhere, so surely
>there is a way of reading it.

QED - not. While you are right that GDOS must store the information somewhere, this does not imply there is a way of reading it.
I think you mean there SHOULD be a way of reading it, which is debatable in itself - what do you want to know where the fonts are stored for? If you are writing a program that by-passes GDOS for font handling then DON'T - Speedo GDOS will be out soon with scalable fonts and faster bitmapped ones so your effort will be wasted.
If you really need to find out where the fonts are stored (and I'd be interested to know why) then the previous answer is the best you are going to get. Your problem with not being able to find ASSIGN.SYS on a floppy system is invalid because the ASSIGN.SYS file must be on the same disk as the fonts, and you'd have to prompt for the fonts disk anyway, in order to access them.

- Leo

399. PERSONAL to #### D. OAKLY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 14:51:41 UTC
From: ant@galadriel.bt.co.uk
Message-ID: <1993Jan25.145141.27242@galadriel.bt.co.uk>
Source record: 40952
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Personal to D. Oakly ( Birmingham, UK ).

Tried to return your mail but it bounced.
Please mail me with a valid address.

Antony.

Norwich Atari User Group.
Associations of Atari User Groups.
Dolphin Software.
Great Britain.

ant@galadriel.bt.co.uk
```

400. Re: AutoSwitch Overscan/Spectre-(Q)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 15:34:20 UTC
From: sundsted@amnese.eng.uab.edu
Message-ID: <1993Jan25.153420.22783@cis.uab.edu>
Source record: 40953

As of Spectre 3.0 (or whatever is current), the overscan mod _doesn't_ work. It works fine with several Atari programs, but not at all with Spectre. There seemed to have been something mentioned long ago in one of Dave's newsletters about someday supporting it, but nothing has happened so far. I wrote him a letter pleading for overscan support... I would suggest all other interested parties do likewise (we can only hope).

Todd

401. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 15:55:47 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1203@usdtsg.DaytonOH.NCR.COM>
Source record: 40956

In article <1js8i9INN5kh@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>FZDSTerm does not have VT100, therefore, don't use it!

It does have ANSI, and for all intensive purposes ANSI is equivalent to VT102. However, if you need exacting VT100, going with Uniterm or Connect 1.91 would probably be the best choices...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...maybe someone can verify for me how accurate this statement is: "vt102 and ANSI use the same cursor-controls; only the graphics characters are different" - I should be reasonable close...

402. Re: GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 15:57:15 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1993Jan25.155715.18803@digi.lonestar.org>
Source record: 40954

In article <1jouq8INNe2o@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>
>The only way is to read ASSIGN.SYS.
>You'll find it on your boot partition.

Note that if you are using G+Plus, the ASSIGN.SYS file does NOT have to be on the boot partition.

R.C.G.

--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |
---

403. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 16:33:57 UTC
From: gert@targon.UUCP
Message-ID: <2919@targon.UUCP>
Source record: 40967

In article <1k062qINNhto@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>But some screen are smaller that others, my SM125 is far larger than any
>SM124 that I have seen and my SM125 is that same as it left the factory...
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

SM124's have a tendency to give an (even) smaller picture as they get older.
I understood that you can adjust the as such marked pots (size) but that
you shouldn't try the increase the High Voltage cause the monitor might
blow up.
--
Gert Kanis, AP SWZ +----------------------+
Siemens Nixdorf Information systems | I do not represent |
P.O.box 29, 4130 EA Vianen, Netherlands. | anyone elses opinion.|
E-mail: outside Europe: kanis.via@sni-usa.com +----------------------+
Europe: gert@targon.UUCP Alternative: kanis.via@sni.de

404. *** WANTED 1040STe ***

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 16:53:24 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C1F5L1.K0@mentor.cc.purdue.edu>
Source record: 40955

I am looking for a used 1040STe, with TOS 1.62 or 2.06.

I will consider any RAM configuration.
I only want the computer and mouse and the owner's manual.
I will pay a very fair price.
Obviously, the computer should be in perfect working order.

I will consider STe's with other upgrades such as AdSpeed etc.
and will pay accordingly for the upgrade's value.

Thanks in Advance,
Jody Lenn

lenn@atari.archive.umich.edu
lenn@mentor.cc.purdue.edu
GEnie: J.LENN1

405. Re: Reading BIOS Boot Parameter Block

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 17:40:01 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C1F7qs.DCA@hpbbrd.bbn.hp.com>
Source record: 40966

Lost Boy (mm68@unix.brighton.ac.uk) wrote:
> Can anyone tell me how to read in the BIOS boot sector paramter from a floppy
> disk and how to access the value of it in C? I am having loads of trouble,
> getting spurious data, or hang-ups!

In Pure C/Turbo C, you just say:

```
#include <tos.h>

[...]

BPB mybpb, *bpbptr = Getbpb(drive);
if (bpbptr)
{
memcpy(&mybpb, mybpbptr, sizeof(BPB);
/* read the values in mybpb */
}
```

'drive' is a BIOS drive number, and BPB is a structure declared in <tos.h>;
the name of the include file and the names of the structure elements
might vary depending on the compiler you're using.

Note that it's possible that the system reuses the space that 'bpbptr'
points to when Getbpb() is called for the next time, so it's not
safe to assume that every drive has a dedicated BPB somewhere in the
system. I know of at least one version of AHDI that allocated only
one BPB and filled it with values whenever Getbpb() was called
for a drive on a hard disk. That's why the code fragment above
immediately copies the BPB to a safe place. This won't help,
however, in a multi-tasking environment where taskswitches could
occur between the Getbpb() and memcpy() calls. I think this old
AHDI's behaviour in this respect is unsafe. I don't know about
current AHDI versions, though.

> Also, I have written a formatter which uses interleaving (factor 11) but
> when i use Quikdex I get a performance drop to 48% from the usual 97%!!!
> Any idea what I am doing wrong?

A generally good advice on QuickIndex' disk throughput values might
be to ignore them and write your own tests 8-), but in this
case you've probably spotted a real problem in your program.
Are we talking 9- or 10-sector formats here?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

406. MiNT distribution kit stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 18:26:25 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Jan25.182625.18292@sol.ctr.columbia.edu>
Source record: 40957

More updates for the MDK. Disk1.zoo has been changed yet again. This time though the changes are more for useability than bugfixes. The INSTALL program will now happily cope with more than one .sys file on the same floppy, so you can easily install more than one update at a time.

The latest version of the GNU shellutils is also available in Updates\ with a few new utilities in there.

I haven't been able to log into a.a.u.e to upload this, but it is available for anon. ftp from phlim.ph.kcl.ac.uk and will be uploaded to a.a.u.e as soon as I can actually log on. (I've been trying all day...)

I'm still sticking to the original MiNT 0.95p13 binaries that have been available from Eric for some time now. There'll be a later patch with all the 'b' utilities for sharable text stuff as soon as there is a public version of MiNT that supports it.

Simon.

--

```
_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

407. Re: MODPAS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-25 20:56:14 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k1k5eINNnb6@golem.wcc.govt.nz>
Source record: 40959

> You might also have a look at one of those Pascal to C translators avail
> on the net (like p2c).
>
> Marc

That would most probably do the job just about! (At least I'd be
able to compile my programs and run them! 8-)

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

408. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 02:02:38 UTC
From: Erno_Meffert@f801.n281.z2.fidonet
Message-ID: <2b649c75@f801.n281.z2.fidonet>
Source record: 40961

In a message of <Thu 21 Jan 93 06:33>, Trevor Pearson (2:281/202.0) writes:

TP> I know it is possible to increase the miserable size of the active
TP> display on SM 124 monitors. Does anybody know the trick? I have
TP> tried the internal horizontal and vertical size adjustments, and
TP> while there is no problem with vertical size, I cannot get the
TP> horizontal size more than about 2/3 of the screen using the inductor
TP> slug. Does anybody know why the active display area is set so small
TP> at the factory? Were they just trying to be as bad as the MAC?

You shouldn't do this.Increasing the size of the screen often goes with
increasing the voltage on several component's in the monitor.Atari has
stated that increasing the screen using the potentiometers in the SM124 can
kill the flyback unit after some time.

Greetings Erno

--- JetMail 0.69beta
* Origin: Atari BBS Connection --QuickBBS ST Arnhem-- HST V32bis (FidoNet 2:281/801)

409. Advantages of TOS 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 02:12:43 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1k26mrlNN13hj@rs1.rrz.Uni-Koeln.DE>
Source record: 40962

Hi Atari tech folks,

there will soon be a chance for me to get my 520 STfm, which currently has 2.5 MB and TOS 1.04, upgraded to 4 MB and TOS 2.06 at a reasonable price. While I'm most determined to go for the 4 MB upgrade, I'm not so sure about the TOS 2.06 one. I am not sure whether there is any major advantage of TOS 2.06 that I can't have with TOS 1.04 and the standard patches.
I'm not looking for info about the TOS 2.06 desktop or such -- I use it every day at work. I am interested in technical details in the internals that may not be obvious to someone like me, who uses the ST for GFA programming, GNU C programming at beginner level (hope that's going to change in the future :-), terminal emulation with UniTerm, word processing, playing, and some other stuff.
Currently, it seems to me that TOS 2.06 offers a lot more convenience than TOS 1.04, but there's not any major difference between TOS 1.04 and TOS 2.06 at the level of OS functionality. But since I'm not the OS hacker type, it's quite possible that this is not correct, hence my question.
A question that comes to my mind is, a while ago I was told that the TOS 2.06 expansion card was designed to be able to be equipped with MultiTOS ROMs in the future. Could anyone comment on that?

I will post a summary if I receive interesting mail replies on this posting.

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

410. GNU Emacs v18.55 help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 05:41:27 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <20063@mindlink.bc.ca>
Source record: 40963

This question probably belongs in comp.editors, but I need to know what environment variables are required by GNU Emacs v18.55 (the full-blown version of Emacs). Examples would be nice. E-mail or posting here in the "flame-war- free-zone" of c.s.a.s.t is fine. Thanks in advance.

Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

411. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 07:16:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k2ognINN35t@golem.wcc.govt.nz>
Source record: 40964

```
> ....maybe someone can verify for me how accurate this statement is:
> "vt102 and ANSI use the same cursor-controls; only the graphics
> characters are different" - I should be reasonable close...

VT102 & VT100 are quite a bit different!
```

Essentially, as you say, the cursor controls, and other key controls
are pretty much identical. The graphics commands, are not! They
use slightly different character sets. Such as, if you are using
ANSI - then this: ♦ will be something resembling a inverse +
in VT100, it will be something quite different!

```
The VT100/VT200 etc. vertical line, results in an Atari symbol in
ANSI mode etc. Trying to use IRC, and other graphic-command intensive
stuff, is not a good idea unless you are using the correct emulation!

(Screen clearing codes are also slightly different, as well as assorted
others....)

Basically, if you are using IRC, use Uniterm or Flash. (Or, if you
have a fast computer, Connect, or STalker....)

================================================================================
| O O Computers: Not just machines, they're a way of | ||| |
| o life. Your computer *IS* your religion! | ||| TARI |
| \_/ Steve Wells - Wellington, New Zealand. | / | \ |
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ=============================
```

412. OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 07:28:21 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C1GA3A.H90@mach1.wlu.ca>
Source record: 40969

I plan on installing Overscan3 from a.a to my 4 meg STE. Does anyone know
if there is any difference installing it to STE then ST?

Keith

413. 386-486 MOTHERBOARDS..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 09:23:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1459.724.uupcb@almac.co.uk>
Source record: 40965

And once again my inquisitive mind gets the better of me and I am forced to seek advice.

I have heard news that Atari - or some other developer - is developing a couple of boards for their Falcon that will emulate a PC perfectly. Are these rumours true or false? What of the cost?

If these rumours are true then it may be the saving grace for Atari. PC's are going to be around for years to come. Getting out a machine that will be completely compatible makes good business sense.

Craig

414. Re: MiNT incompatabilities & TCSH problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 10:31:08 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jan26.103108.11441@cs.ruu.nl>
Source record: 40970

In <1jp6t0INNdoi@shelley.u.washington.edu> dud@hardy.u.washington.edu (Daniel Aylward) writes:

>Man, I've never had this complex of a problem! It'll be a nightmare to
>sort everything out. I'm sure MultiTOS will fix it, because a) I can run
>toswin as a program, b) it will have a new version of MiNT, and c) it will
>replace most of TOS, possibly changing the way the bell rings. I sure
>hope they get it out quick!!!!
>
>Has anyone had similar experiences? Probably the worst problem is
>the lack of filename completion in TCSH; the incompatabilities can be
>worked around. Is there an entry in tcsh.rc that affects how TCSH
>uses filename completion? Filename completion worked fine before I
>reinstalled everything with the MiNT distribution kit...

The problem is quite simple. TOSwin has to do something to output a bell, so it does a Bconout(2,7). Somehow that gets redirected as well, and if it gets back to TOSWIN (this might be just a mistake), you simply get a stack overflow in the end.

Notice that Mupfel has its own bell sound routine, although it sounds the same. When I have my bell-hook sample program installed, and the Mupfel console is open, the old bell sounds. When I close it, the new bell sounds. Therefore I think TOSWIN-likes should do a similar thing. It would be very nice as well: every program having it's own kind of bell sound, so that you know what's wrong just by the kind of sound you hear :)
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

415. Heat N Serve - osbind.h problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 11:17:13 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan26.111713.4714@unix.brighton.ac.uk>
Source record: 40968

I have been using the osbind.h header with several programs lately and I have noticed that (in v1.33i) at least, many of the macros are wrong! They are cast to void returns when in fact there are long returns! This causes all manner of roblems when trying to pick up returns from these calls.

Just though you might like to know. It is a real problem with such a good compiler and all, I was most suprised.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

416. Re: GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 11:41:49 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Jan26.114149.5319@cs.nott.ac.uk>
Source record: 40971

In article <1993Jan25.134937.16266@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <1993Jan25.125050.24439@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>>floppy. GDOS must store this information itself somewhere, so surely
>>there is a way of reading it.
>
>QED - not. While you are right that GDOS must store the information
>somewhere, this does not imply there is a way of reading it.
> I think you mean there SHOULD be a way of reading it, which is debatable in
>itself - what do you want to know where the fonts are stored for? If you are
>writing a program that by-passes GDOS for font handling then DON'T - Speedo
>GDOS will be out soon with scalable fonts and faster bitmapped ones so your
>effort will be wasted.
> If you really need to find out where the fonts are stored (and I'd be
>interested to know why) then the previous answer is the best you are going to
>get. Your problem with not being able to find ASSIGN.SYS on a floppy system
>is invalid because the ASSIGN.SYS file must be on the same disk as the fonts,
>and you'd have to prompt for the fonts disk anyway, in order to access them.
>
>- Leo

My reason for wanting this is quite simple - if someone has their fonts on a hard disk, there is no need to prompt, so they will get annoyed if prompted for a floppy. On the other hand, with no HD, you NEED to prompt. IT IS NOT TRUE that the ASSIGN.SYS file has to be on the same disk as the fonts - it only has to be in the root directory of the boot disk - the fonts can be on a completely separate disk. (if you don't believe me, try it!) Therefore - I cannot rely on it being present to check the PATH.

I have no intention of bypassing GDOS - I just want to use it exactly as it is!

Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

417. Re: cron for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 13:15:13 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Jan26.131513.32034@ucl.ac.uk>
Source record: 40972

In article <1993Jan23.061901.26840@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>
>some months ago, someone mentioned they were finishing a port of
>paul vixie's cron package for use under MiNT. as a result, i stopped
>my own port. is this available somewhere (and where) and if not, will
>it be sometime soon (ie a month or so)?
>
>thanx
>
>-bill
>rosenkra@convex.com
>
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

I'm working on it, but it has broken under the memory protection from MiNT 0.98 and above... now if only I had a symbolic debugger which could debug grandchild processes :-)

Steve

PS. GDB is fun under MiNT... when you kill the process being debugged it stops MiNT and reactivates the process which started MiNT... very nice!
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

418. SCSI Hard Drive on Mega StE...Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 13:48:21 UTC
From: bonnefoi@taliesin.greco-prog.fr
Message-ID: <1993Jan26.134821.29377@greco-prog.fr>
Source record: 40973

Hi!

I want to know what kind of SCSI HD i can put in Mega Ste...
If i must have some sort of driver, cables etc...

Thanx to answer me...

419. Emacs backspace

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 14:43:14 UTC
From: baumer@cs.utwente.nl
Message-ID: <1993Jan26.144314.12961@cs.utwente.nl>
Source record: 40974

I want to use Emacs on my TT, but the emacs I have gives help if I
press the backspace key. I would like it to delete a character (as it
does in most editors). How can I do this?

Greetings,

Han Baumer.
--
___ Han Baumer <baumer@cs.utwente.nl>
___/ ________
| ___/ | Univ. of Twente, Dept. Computer Science, TIOS-group
| ___ _ _ __ | P.O. Box 217, NL-7500 AE Enschede, The Netherlands
| | | / \ (_ | tel: +31 53 89 3742
| | | _/ __) | tel: +31 53 89 3755 fax: +31 53 333815
|_____________|

420. Trouble with GNU-make 3.62

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 14:58:07 UTC
From: kd@cs.tu-berlin.de
Message-ID: <1k3jhvINN491@news.cs.tu-berlin.de>
Source record: 40975

Hello,

I am having some trouble with GNU-make. I finally persuaded make to do what it should, but I had to use some weird tricks. So would you please look into the following makefile and tell me whether I made a mistake or whether I found a bug in one of the programs involved.

The general idea is that I want to build a program 'zoohdl.prg' from a source 'zoohdl.c'and several libraries using the Pure C Compiler.

```
--------------------makefile starts here--------------------
SHELL = \bin\tcsh.ttp

CC = pcc
INCLUDE = \gnu\include
CPPFLAGS =
CFLAGS = -I$(INCLUDE) -C -V

LINKER = plink
LINKERFLAGS = -S=0 -V -O=$@ $(START)
LIBDIR = \f\p.c\lib\$(empty)
START = $(LIBDIR)crt0.o
LIBS = acs pcgemlib mintflt mintlib pcstdlib
XLIBS = $(addprefix $(LIBDIR), $(addsuffix .lib,$(LIBS)))

zoohdl.prg : zoohdl.h zoohdl.o
cd $(PWD);$(LINKER) $(LINKERFLAGS) $(basename $@).o $(XLIBS)

zoohdl.o: %.o : %.c
cd $(PWD); $(CC) $(CPPFLAGS) $(CFLAGS) $<

.DEFAULT:
echo $@ -- Default-Rule!

%.o : %.c
cd $(PWD); $(CC) $(CPPFLAGS) $(CFLAGS) $<

--------------------makefile ends here--------------------
```

(1) If I call make with no further options I get the message

```
make: No targets specified and no makefile found. Stop.
```

If I call make with -fmakefile (i.e. 'make -fmakefile') everything works.

(2) As you can see above there is a static pattern rule zoohdl.o: %.o : %.c If I remove this rule (and touch zoohdl.c) and call 'make -fmakefile' I get the message

```
make: 'zoohdl.prg' is up to date.

(3) In all the rules really doing something I had to add a 'cd
$(PWD)'command. Without this the Pure C Compiler will complain

Error ZOOHDL.C: Unable to open input file 'zoohdl.c'

I use the following programs:
TOS 3.05
MiNT 0.95 Pl 13
GNU make version 3.62 atariST
tcsh 6.00.02
Pure C Compiler (Version Nov 24 1992)

Any help appreciated,

Klaus
--
.....................................................................
Klaus Didrich kd@cs.tu-berlin.de
```

421. Re: Making a Sparc GCC cross compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 16:49:08 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.728066948@vega>
Source record: 40976

moffatd@dcs.glasgow.ac.uk (Darren Moffat) writes:

>adp@csg.cs.reading.ac.uk (Andrew Pollard) writes:

>>make: Fatal error: Don't know how to make target `objc-parse.y'

>To create a .y file you need to use yacc (Should be on your sun)

Well, the other way around. You need a grammar description in .y
file to feed it to yacc. Actually for gcc you will need a similar
program called bison, if I am not mistaken. gcc grammars use
extra features which will trip yacc. All .y files should be in
a general gcc distribution.

Saying that you likely do not want to have an Objective-C
(cross)-compiler on ST, hence no need to process objc-parse.y,
since there is no run-time support for it on ST of which I would
be aware of. Of course you may want to experiment with the
language and you may think about porting/developing relevant
libraries for Atari computers. In that case an Objective-C
compiler would be handy.

To avoid making compilers you do not want you need to set properly
LANGUAGES in your Makefile. All of this is documented.

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

422. Russia needs help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 18:44:59 UTC
From: timur@athena.mit.edu
Message-ID: <1993Jan26.184459.22739@athena.mit.edu>
Source record: 40977

Dear netters!

I have a request from my Moscow (Russia) friend. As I'm totally incompetent in what concerns Atary, I'm forwarding his request to you. Help greatly appreciated. Please communicate to him directly, his e-mail address :

avk@global.geogr.msu.su

****

Organization: Faculty of Geography, Moscow State Univ.
From: avk@global.geogr.msu.su (Andrey Kushlin)
Date: Thu, 14 Jan 93 12:13:21 -0500 (EST)
Subject: Software Consultation Needed

[..stuff deleted...]

Please ask them whether they can recommend any communication software for Atari 1040ST that is capable of supporting the UUCP protocol and generating messages with the RFC822 headers (RFC822 is a standard for the Format of ARPA Internet Text Messages, by David H. Crocker).

I do have a standard communications program for my Atari 1040ST, it's called FLASH, but it does not support the UUCP protocol.

If they know anything that meets my demands, please ask them how it can be obtained (free or what's the price).

[...stuff deleted ...]

423. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 19:29:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k43e6INN667@golem.wcc.govt.nz>
Source record: 40978

In article <C1GA3A.H90@mach1.wlu.ca>, bili6745@mach1.wlu.ca (bilinsky keith) writes:
>
>I plan on installing Overscan3 from a.a to my 4 meg STE. Does anyone know
>if there is any difference installing it to STE then ST?

It won't work on the STE!! It uses a pin that doesn't exist on the STE,
only works on STFM's and earlier!

==
O O Computers: Not just machines, they're a way of				
o life. Your computer *IS* your religion!				TARI
_/ Steve Wells - Wellington, New Zealand.	/	\
=========================WELLS_S@KOSMOS.WCC.GOVT.NZ==========================

424. Cookie jar directory?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 19:32:02 UTC
From: ig25@fg70.rz.uni-karlsruhe.de
Message-ID: <ig25.728076722@fg70>
Source record: 40979

This is an idea of a friend of mine (Uli Kaiser), which I'm posting
for him...

What about putting all the cookies into a special directory under
MiNT, say U:\COOKIE?
--
Thomas Koenig, ig25@rz.uni-karlsruhe.de, ig25@dkauni2.bitnet
The joy of engineering is to find a straight line on a double
logarithmic diagram.

425. Re: MiNT, which way forward...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 19:43:51 UTC
From: ig25@fg70.rz.uni-karlsruhe.de
Message-ID: <ig25.728077431@fg70>
Source record: 40980

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>2) People who are looking to use MiNT as the basis for a cheap substitute
> for Unix as a development environment and possibly as a multiuser
> service.

For this, there's only one way to go: POSIX.1 compatibility. If that
is indeed achieved for the ST, the amount of software running on it
should increase a lot, anyway.

As far as cheap development goes, Linux already offers a POSIX -
compliant environment on reasonably cheap hardware. As an example,
the development of the GNU FORTRAN takes place on a Linux box.
--
Thomas Koenig, ig25@rz.uni-karlsruhe.de, ig25@dkauni2.bitnet
The joy of engineering is to find a straight line on a double
logarithmic diagram.

426. Can Spectre parallel output -> serial?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 19:58:03 UTC
From: jthomas@kolanut.mitre.org
Message-ID: <1993Jan26.195803.20610@linus.mitre.org>
Source record: 40981

I'm using Spectre GCR to do a lot of Mac word processing, as well as downloading things from my local Internet provider. I rely on the fact that the Spectre software turns the Mac serial printer port output into parallel output on the ST's printer port. Running MultiFinder I can print in the background over the printer port and download at the same time. I want to go to a serial printer (well, it's more complicated than that, but I'll explain later), and I'm wondering if I can keep using the printer port, running the output through a parallel-serial converter.

Has anyone used a parallel to serial adapter on the Atari printer port to drive serial devices?

I know Spectre internally converts the Mac OS's serial output intended for a Mac printer port into parallel output, but is anything done for input? Is this even a reasonable question? (I don't know of any bidirectional parallel devices, although I have seen ads for bidirectional parallel-serial converters.)

The GCR manual doesn't go into a lot of depth as to the nature of Spectre's internal serial-parallel conversion. A one-way (output only) conversion would be sufficient to drive parallel printers, but wouldn't work at all if I tried to hook up a serial device that needed to be able to talk back.

(Actually, my ultimate goal is even more complicated, involving directing Spectre printer output through a null-modem cable into a 486 box running a Unix clone, where a daemon process will handshake like a LaserWriter, accept the PostScript output, and pipe it to GhostScript, a free Gnu Public Licensed PostScript emulator... but that's some time in the future)

Joe

427. Re: Porting UNIX Code to the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-26 20:01:54 UTC
From: ig25@fg70.rz.uni-karlsruhe.de
Message-ID: <ig25.728078514@fg70>
Source record: 40982

martini@heaven7.in-berlin.de (Martin P. Ibert) writes:

>Oh sure. You're right of course. There ARE those nasty "typed" file systems
>that are EVEN WORSE than what we are squabbling about here. I remember
>hacking away at a VMS system trying to find the mode to open a file that
>yields exactly as many bytes as the stat(2) emulation says the file has.
>I didn't found one, and I guess it simply can't be done. So maybe we should
>consider ourselves lucky, after all :-)

It is not going to take much longer until you will indeed be able to.
After all, VMS is going to get a POSIX.1 compliant application interface,
so that stat thing better get fixed or else DEC will have quite a number
of irate customers on their hands ;-)

But then again, even IBM announced POSIX compliance for MVS, and hat
file system is nothing short of a nightmare... that'll be a sight.
End-of-line character, what a strange concept ;-)

>So let's rephrase. The problem is indeed not that UNIX doesn't have a typed
>file system while TOS has; this is rubbish. The problem is really with the
>C language, whose idea of a text file differs from TOS' idea of a text file.
>So in fact, the problem is neither TOS' nor UNIX' problem, but C's problem.

True.

Unfortunately, with POSIX.1 and ANSI-C being the only reasonable
standards for writing both portable and useful programs above a certain
level, you're stuck.

>In C source code, you'll find lots of I/O function calls that explicitly
>or implicitly write or expect a single '\n' as a line delimiter. This is
>not really part of the language proper (which is totally oblivious to
>I/O anyway) but of run-time libraries and/or common usage. This usage
>coincides (not incidentially) with the way text files are usually handled
>on UNIX systems.

You have to distinguish between internal and external representation
here. If you open a file in text mode in C, using fopen(), the \n
character has to be translated to whatever the operating system thinks
is a line delimiter; it might even be the physical end of a record.
For BINARY files, things are different. I'd be tempted to call any
program broken which writes out a \n to a binary stream and expects it
to be treated as line delimiters by anything that follows (at least
broken WRT to the ANSI Standard).

>Okay. So if you write/compile/whatever C programs that produce "text" files
>with '\n' delimited lines, TOS couldn't care less. Those files are perfectly

>legal TOS files. But they violate common TOS usage and are thus no legal
>text files in a TOS environment. So your program has to be considered
>malfunctioning, just like a program that writes files containing ISO-8859/1
>coded 8bit letters.

In a way, that's correct. However, with frequent porting of compressed
files, it might be argued that for reading text files, at least, enough
common usage exists that both \n and \r\n should be recognized when
reading from a text stream. After all, it can't be that hard to
implement in the stdio library.
--
Thomas Koenig, ig25@rz.uni-karlsruhe.de, ig25@dkauni2.bitnet
The joy of engineering is to find a straight line on a double
logarithmic diagram.

428. 1

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 00:36:37 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Jan26.193637.14085@bsu-ucs>
Source record: 40983

Would the SunShoebox be a good option for housing a hard drive for my ST?
Anyone?

-Matt

429. Re: AutoSwitch Overscan/Spectre-(Q)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 01:54:48 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1HpBD.4J7@ecf.toronto.edu>
Source record: 40984

Since the atari screen is a different size from the Mac plus. Plus it also works with such systems as the Moniterm etc... I think you can safely assume that the Spectre GCR works with overscan. Not 100% sure but it is probable.

430. MiNT & minix filesystem questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 03:55:36 UTC
From: erics@agora.rain.com
Message-ID: <C1Huwp.7un@agora.rain.com>
Source record: 40985

Hello, all.

I recently started using the minix filesystem driver along with MiNT (how did I get along for so long without it?), and I have a few questions...

First, the version of rz that I've been using truncates filenames to 8.3. Does someone know of a version, in source or binary form, lurking out there which supports longer filenames? Other bonuses would include the ability to run under curses (i.e. in a window under GEM), and the ability to redirect messages to a file (so it can happily run in the background). TOS backward compatibility is not necessary. I've looked at atari.archive and have noted a horde of different programs in the communications directory, but before spending the effort to download them all, I thought I'd consult net.wisdom first.

Second, what tools are available for checking the integrity of and fixing minix partitions, short of buying minix? I'm looking for something with the abilities of chkdisk3 from Atari. Obviously, none of the filesystem checkers I've run across understand inodes and such. If there is nothing out there (PD or commercial), any pointers to cost and availability of minix would be appreciated. I really don't know much about *IX filesystems, but is it naive to hope that fsck for e.g. BSD 4.4 could be made to work on an ST minix partition without major hacking?

Last, and sort of on a divergent point (but anyone who's read this far is likely to have an interest in the answer, or to know it :-), what are the differences between Atari minix and e.g. PClone minix? Are patch files available through the net or otherwise that would allow me to convert my Atari minix x.y.z to PClone minix h.j.k? Would I be able to reuse my purchase without buying a new copy if someone were to take away my ST and force me to use a PClone? :-)

Many thanks in advance.

P.S. Have any other Atari developers noticed the evil path Atari has taken as evidenced by the letter which came with the developer newsletter? Do they honestly hope to encourage new development for the ST? Also, a while back, I specifically requested and got the development information for FSMGDOS. Atari didn't even bother to tell me that it had been abandoned. I first found out through the net. :-(.

--
Eric Stuyvesant
erics@agora.rain.com
#include <disclaim.std>

431. 1040ST systems for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 04:06:29 UTC
From: csk@po.CWRU.Edu
Message-ID: <1k51o5INNm7e@usenet.INS.CWRU.Edu>
Source record: 40986

Two 1040St systems for sale:
1040ST, 1 meg memory, Atari SC1224 monitor, Golden
Image mouse. $400 or best offer

1040ST, 1 meg memory, Atari SC1224 monitor, Golden
Image mouse, external 5 1/4 disk drive, and the following
software: Falcon, Mavis Beacon typing, Hostage. $600 or best
offer. Also available free: null modem cable for playing Falcon
head-to-head combat with another ST!

We would really like to unload these systems; they have built-in
MIDI ports and are perfect for music applications.
Prices negotiable, if interested, send mail to Carl Kashuk
(csk@po.cwru.edu)
--
It's easier to put on slippers than to carpet the whole world
-Stuart Smalley (Al Franken)

432. Re: GDOS & WordUp printing on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 04:26:17 UTC
From: fsctc@lerc03.lerc.nasa.gov
Message-ID: <1993Jan27.042617.7169@eagle.lerc.nasa.gov>
Source record: 40987

Has anyone here successfully printed from WordUp on a TT using the GDOS mode?

I have installed my WordUp copy on my TT but it doesn't want to print with GDOS. It works fine on my ST. The problems comes to something like "printer driver isn't there or out of memory. It shouldn't have happened since I installed the whole thing with the the original disks. Yes, I loaded devices 1-9 in the assign.sys file. Also, there's plenty of memory available.

Clarence

433. Whats POSIX, and how would it help MiNT/MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 04:53:14 UTC
From: wilsont@rahul.net
Message-ID: <C1HxKr.MJG@rahul.net>
Source record: 40988

every couple of weeks, someone mentions that POSIX compliency for MiNT would be great. and in some cases that it _needs_ to be this way.

Well, What does POSIX do for me?

I've never encountered that word (even after writing a client/server for an HP-UX machine) and other miscellaneous programmings in the UNIX world.

what does POSIX do for the average joe?

--
Timothy Wilson <wilsont@rahul.net>

434. Re: 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 07:13:20 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.jQrYJGoObxM@elfhaven.ersys.edmonton.ab.ca>
Source record: 40989
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Jan23.124720.4450@netcom.com>, Christopher Russell writes:

[> Hello, I just got my new high speed modem. It works great, but
[> occasionally will loose text on long screen dumps, etc. I have tried
[> XON/XOFF and hardware handshake, but neither seems to help. I have
[> this same problem in both Spectre and Mac (Spectre GCR) modes.
[>
[> How do you folks with Fast modems have your comm. programs setup?
[>
[> --
[> Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
[> yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

Using high speed modems on the ST is not all that hard, if you have the right
software. You need a program caled SERFIX11.LZH (ZIP, ZOO, ARC?) that goes in
your AUTO folder. It will correct a bug that is present in all Atari systems,
with the exception of the TT I believe. Then set your software to use
RTS/CTS and your modem to use the factory default settings. From there things
will work fine. At least, they did with me. I still have trouble doing
uploads at high speed sometimes, but you will not lose text and you will have
no problems downloading (or uploading in most cases).

I hope this helps you out.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

435. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 07:52:14 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1993Jan27.075214.22835@trl.oz.au>
Source record: 40990

sheppard_r@kosmos.wcc.govt.nz writes:
> In article <1993Jan21.053324.18188@trl.oz.au>, tpearson@titan.trl.OZ.AU (Trevor Pearson) writes:
> >is no problem with vertical size, I cannot get the horizontal size more
> >than about 2/3 of the screen using the inductor slug. Does anybody know
> >why the active display area is set so small at the factory? Were they
> >just trying to be as bad as the MAC?
> >Thanks for any help.
>
>
> The active display is set by the hardware in the Atari and not the monitor,
> try the Overscan mod and find that out...
>
>
> But some screen are smaller that others, my SM125 is far larger than any
> SM124 that I have seen and my SM125 is that same as it left the factory...
>
>

The active display can be set by computer sync timing or by the monitor adjustment of vertical and horizontal deflection amplitude. Any IBM monitor has external controls for horizontal and vertical size, the SM124 has internal adjustments. What I am talking about here is the physical size of the picture, not the amount of data displayed as in the overscan mod. The SM 125's that I have seen were all set for larger display but this was one of the improvements. Unfortunately the design was so bad they had a high failure rate (higher than normal for Atari). Anyway as I said in the original post I had already tried the internal adjustments and could not get enough range. I was wondering if there was some other modification required? It doesn't seem so from the replies I have got. Thanks anyway for answering.

436. MiNT distribution kit : congrats

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 08:28:24 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b6639e1@Kralizec.fido.zeta.org.au>
Source record: 40891

Just a quick note of congratulations to simon and everyone else involved in the MiNT disktribution kit.

A very nice piece of work indeed.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

437. Re: Whats POSIX, and how would it help MiNT/MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 08:56:11 UTC
From: ig25@fg70.rz.uni-karlsruhe.de
Message-ID: <ig25.728124971@fg70>
Source record: 40908

wilsont@rahul.net (Timothy Wilson) writes:

>what does POSIX do for the average joe?

POSIX.1 provides an application interface for programs. It provides highly portable C functions for writing programs across a multitude of platforms, including UNIX versions, but also VAX/VMS (which is about as non- UNIX - like as you can get), for example.

It is modeled on UNIX implementations, so most UNIX code can be ported to POSIX.1 with few changes. Many of the things it defines are those that were traditionally considered "system dependent", such as reading a directory, getting the time, getting information about a file, signal handling, etc - the traditional area of the "system calls".

If you've written a POSIX.1 - compliant application, you've ported it to AT&T SVR4, HP-UX 8.0, AIX, VAX/VMS, Linux, ... without needing to change a single byte in your source code, and without all these pesky #ifdefs.

Finally, the U.S. Federal Government requires that computers sold to it should be POSIX.1 - compliant, so vendors have a VERY strong incentive for implementing that API on their machines.

For those who want to get a feel of what POSIX.1 is like, I suggest browsing through the POSIX Programmer's Guide, one of the O'Reilly books.
--
Thomas Koenig, ig25@rz.uni-karlsruhe.de, ig25@dkauni2.bitnet
The joy of engineering is to find a straight line on a double logarithmic diagram.

438. Re: 386-486 MOTHERBOARDS..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 09:42:45 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan27.094245@cs.bham.ac.uk>
Source record: 40902

In article <1459.724.uupcb@almac.co.uk>, craig.dunn@almac.co.uk (Craig Dunn) writes:
|> And once again my inquisitive mind gets the better of me and I am forced
|> to seek advice.
|>
|> I have heard news that Atari - or some other developer - is developing a
|> couple of boards for their Falcon that will emulate a PC perfectly. Are
|> these rumours true or false? What of the cost?
|>
|> If these rumours are true then it may be the saving grace for Atari.
|> PC's are going to be around for years to come. Getting out a machine
|> that will be completely compatible makes good business sense.
|>
|> Craig
|>

Can't remember offhand, but in a review of the Comdex show in the US someone
was showing a 286 board, and said a 486 was on the way. Vortex I think...

The board fits into the processor expansion slot of the Falcon.

David.
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

439. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 09:45:57 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan27.094557@cs.bham.ac.uk>
Source record: 40903

In article <C1GA3A.H90@mach1.wlu.ca>, bili6745@mach1.wlu.ca (bilinsky keith) writes:
|>
|> I plan on installing Overscan3 from a.a to my 4 meg STE. Does anyone know
|> if there is any difference installing it to STE then ST?
|>
|> Keith

Keith!

I think the answer is that you CAN'T do it to an STe... I asked that question only a few days ago. Apparently the circuitry that you need to access is inside a chip on the STe.

Sorry about that!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

440. (Internal) Hard Disk for 1040ST info wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 10:07:13 UTC
From: feil@prl.philips.nl
Message-ID: <otterw.728129233@retina>
Source record: 40892

I have still a bare (1986) 1040ST with 1Mb RAM and no hard disk.

I'm considering to buy a Hard Disk and wonders if I have to
buy such an extra case (Megafile) or if there exist
drives that can be build in ???

Who has any experience? (or opinion)

Hans Feil
Philips Research Labs
Eindhoven
The Netherlands.
feil@prl.philips.nl

441. New mouse, which one not ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 10:11:54 UTC
From: feil@prl.philips.nl
Message-ID: <otterw.728129514@retina>
Source record: 40893

My old mouse is gone...

I have to replace it. What are good/cheap mouses?
Are there mouses that don't work with a 1040ST?

Hans Feil.
Philips Research Labs
Eindhoven
The Netherlands
feil@prl.philips.nl

442. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 12:07:52 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan27.120752.18184@email.tuwien.ac.at>
Source record: 40901

Erno_Meffert@f801.n281.z2.fidonet writes:
: In a message of <Thu 21 Jan 93 06:33>, Trevor Pearson (2:281/202.0) writes:
:
: TP> I know it is possible to increase the miserable size of the active
: TP> display on SM 124 monitors. Does anybody know the trick? I have
: TP> tried the internal horizontal and vertical size adjustments, and
: TP> while there is no problem with vertical size, I cannot get the
: TP> horizontal size more than about 2/3 of the screen using the inductor
: TP> slug. Does anybody know why the active display area is set so small
: TP> at the factory? Were they just trying to be as bad as the MAC?
:
: You shouldn't do this.Increasing the size of the screen often goes with
: increasing the voltage on several component's in the monitor.Atari has
: stated that increasing the screen using the potentiometers in the SM124 can
: kill the flyback unit after some time.
:

I did this over 2 years ago, and never had any problems with my sm124...
Of course this doesn't mean it will work anyone else, but it sure is
nice to have only 1.5cm borders!

-MY

443. MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 12:17:29 UTC
From: julian@math.uni-muenster.de
Message-ID: <1k5ugpINN1id9@obelix.uni-muenster.de>
Source record: 40904

New on ftp.uni-muenster.de, pub/atari/Mint/mnt99pc.zoo: support files and diffs
for compilation of MiNT 0.99 PL2 with PureC.

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________

444. Monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 12:27:46 UTC
From: S.J.Harrison@newcastle.ac.uk
Message-ID: <C1IIMB.H3E@newcastle.ac.uk>
Source record: 40894

them on, the picture is fuzzy - each display line seems to be sliding left and right as if the monitor is not syncing properly. At first, the problem only occured occasionally and cured itself after about ten minutes, but now I can use my computer for hours on end and not get a steady picture. The computer is six months old and the monitor about two months. Has anyone encountered this sort of problem before, and if so, what caused it?
Any help would be much appreciated,
thanks
Simon.

S.J.Harrison@uk.ac.newcastle

445. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 12:38:45 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jan27.123845.13204@cs.ruu.nl>
Source record: 40895

In <C1GA3A.H90@mach1.wlu.ca> bili6745@mach1.wlu.ca (bilinsky keith) writes:

>I plan on installing Overscan3 from a.a to my 4 meg STE. Does anyone know
>if there is any difference installing it to STE then ST?

Yes. It seems to be impossible on STEs :)
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

446. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 12:39:17 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728138356.28287@minster.york.ac.uk>
Source record: 40910

In article <1993Jan25.114326.12418@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
> BTW, I am currently working on a
>screen saver myself which has some handy features.
> 1) Works in all graphics modes possible (in theory)
> 2) Uses sliding block type screen saver when memory is low and jiggles
>the blocks back into place when finished.
> 3) If the machine is busy (eg. you are compiling something in Lattice
>C5.5, then the screen saver will not lock up the computer. Instead it blanks
>the screen and lets the machine multi-task until it becomes idle, when it
>unblanks and goes back into normal screen saver mode.
>
>I'm not telling how I do no. 3 because it's rather clever (although
>probably easy in multi-tos) and I want my screen saver to be the only one
>worth having.

Are you really so mean spitited? Think about all those techniques you picked up from other people while learning to program the ST. And when you come up with one of your own you're not willing to share it?

I'm disgusted beyond belief.

>- Leo

Mat

Mathew Lodge	"What think you, my lord, of... Love?"
mjl-b@minster.york.ac.uk	"You mean rumpy-pumpy?"
Langwith College, Uni of York, UK	-- Blackadder II

447. Minix on MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 13:37:43 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan27.133743.11265@unix.brighton.ac.uk>
Source record: 40907

I thought that you could onlyuse the minix file system with minix? Is this not so, a question to the net suggested that it was no the case.

If this is so, what has a minix file system got over the standard system?

Thanks

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

448. Re: Emacs backspace

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 13:42:54 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jan27.134254.11581@unix.brighton.ac.uk>
Source record: 40912

You can rebind keys in Emacs, but don't ask me how? You set them up in the emacs.rc file I guess.

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

449. Re: GDOS & WordUp printing on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 14:56:16 UTC
From: bjgrier@bnr.ca
Message-ID: <C1IpHt.1Mq@news.rich.bnr.ca>
Source record: 40919

> Has anyone here successfully printed from WordUp on a TT using the GDOS mode?
>
> I have installed my WordUp copy on my TT but it doesn't want to print with
> GDOS. It works fine on my ST. The problems comes to something like "printer
> driver isn't there or out of memory. It shouldn't have happened since I
> installed the whole thing with the the original disks. Yes, I loaded devices
> 1-9 in the assign.sys file. Also, there's plenty of memory available.
>
> Clarence

Unfortunately NO. There was much discussion last year on GEnie about this.
WordUp does not print with TT's or SST equipped STs. I do not remember anyone
saying whether or not it worked with any of Jim Allens 68030 accelerators.
Dave Small started looking into it, but stopped due to the accident that
nearly killed his child.

My only solution has been to connect my printer to my ST and print there.
It does have the advantage of not tying up the TT while printing.

Sorry for the bad news. I'll send Dave Small a message tonight and try
and find out if he is still working on this problem. Atari, who purchased
the source of WordUp, is not planning on releasing an upgrade. Rumor has
it WordUp is the base of their new word processor.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

450. Re: Devpac 3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 15:22:55 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan27151600@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 40896

>appreciate any input, or alternatively an e-mail address for Hisoft.

Try:
hisoft@cix.compulink.co.uk

451. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 16:03:32 UTC
From: czekall@uni-muenster.de
Message-ID: <1k6bokINN17ft@obelix.uni-muenster.de>
Source record: 40914

In article <1k5ugpINN1id9@obelix.uni-muenster.de>, julian@math.uni-muenster.de (Julian F. Reschke) writes:
|> New on ftp.uni-muenster.de, pub/atari/Mint/mnt99pc.zoo: support files and diffs
|> for compilation of MiNT 0.99 PL2 with PureC.
|>

Only to make it absolutly clear:

MiNT 0.99 is only interesting for those programmers, who already have the new Multi-AES out of the Multi-TOS-packet. When Bob's thoughts will be fullfilled, hopefully, we can get this Multi-AES soon. But till now that's all pure thoughts :-).

Tschau Ralf

InterNet: MausNet: (private, no binaries/UUEs)
<czekall@uni-muenster.de> <Ralf_Czekalla@ST.maus.de>
[For binaries and long Mails (>16K) please use the InterNet-Account]

452. Re: MiNT & minix filesystem questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 16:05:31 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1993Jan27.160531.2364@ugle.unit.no>
Source record: 40897

In article <C1Huwp.7un@agora.rain.com>, erics@agora.rain.com (Eric Stuyvesant) writes:
> Hello, all.
> Second, what tools are available for checking the integrity of and fixing minix
> partitions, short of buying minix? I'm looking for something with the
> abilities of chkdisk3 from Atari. Obviously, none of the filesystem
> checkers I've run across understand inodes and such. If there is nothing
> out there (PD or commercial), any pointers to cost and availability of
> minix would be appreciated. I really don't know much about *IX
> filesystems, but is it naive to hope that fsck for e.g. BSD 4.4 could be
> made to work on an ST minix partition without major hacking?
>
There is a program for checking minix filesystems on a BBS in Oslo, Norway, called ABK BBS.
The person which has written this program is Erling Henanger and you can probably
get in contact with him on the Internet address erlingh@idt.unit.no

Stig Vidar Hovland - stigvi@lise.unit.no

453. Programming MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 16:18:15 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C1ItAG.Ivw@cs.bham.ac.uk>
Source record: 40905

I tried doing a v_opnwk() on MEMORY.SYS (btw, what device number should it have?), and got some curious values in intout[].

Oddest was the device dimensions in pixels: it was monochrome and took ~170K of memory. My "Bitmap Cache" in FontGDOS is 200K, my "Misc Cache" is ~30K. Coincidence? The pixel dimensions were the same as for META.SYS (85um x 85um).

When I set MEMORY.SYS to device 21, the Printer Selector CPX crashes when I click on the name to edit the details (for printers, this changes the page size).

An aside: the META.SYS driver reports it only has 9 GDPs, and then it lists *10* of them in intout[] (cannot remember the indicies at the moment). This appears to be a bug; I haven't checked the old driver yet.

I'm getting curiouser by the minute! Does anyone have the GDOS programming guide mentioned in the FontGDOS docs?

Cheers!
--Chris

X.400: /PN=Chris.Ridd/OU=cosit/O=nhs imc/PRMD=nhs imc/ADMD=attmail/C=gb

454. Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 16:25:01 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jan27.162501.778@cs.ruu.nl>
Source record: 40917

Does anybody know the GEM version number (global[0]!!) of the
Falcon? I need a way to decide whether the AES displays 3d
objects yes or no. Since 3.0 is TT and 4.0 is MultiTOS (?)
I guess it's somewhere in between, so >3.0 should work?
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

455. WordPerfect and 1stword/plus descriptions?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 16:27:26 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jan27.162726.1054@cs.ruu.nl>
Source record: 40918

I've seen programs converting WP, 1st word and wordplus documents
to LaTeX on the FTP sites, but the sources don't give me easy
clues about the formats. Can somebody help? I'd like to build
simple import functions for a text editor.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

456. Warp 9 vs NVDI 2 - which is better?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 16:57:03 UTC
From: minidis@urz.unibas.ch
Message-ID: <1993Jan27.165704.42678@urz.unibas.ch>
Source record: 40920

Hi,

If I understand correctly, WARP 9 is a screen accelerator, the bigger
brother of Quick ST, right ?
Is it better than NVDI 2?
--
Alexander <minidis@urz.unibas.ch>

- Klingons Hate Tribbles And Tribbles Hate Klingons -
----

457. Re: (Internal) Hard Disk for 1040ST info wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 17:27:24 UTC
From: bjgrier@bnr.ca
Message-ID: <C1IwHp.490@news.rich.bnr.ca>
Source record: 40898

> I have still a bare (1986) 1040ST with 1Mb RAM and no hard disk.
>
> I'm considering to buy a Hard Disk and wonders if I have to
> buy such an extra case (Megafile) or if there exist
> drives that can be build in ???
>
> Who has any experience? (or opinion)

The basic parts you are looking for are :
1) drive
2) case
3) power supply
4) host adapter

Because you have limited memory I would recommend that you
get TOS 1.4 to avoid using memory on fixes to TOS 1.0.
(Sort of scares me to call 1 meg of memory "limited memory".)

I would get a case that can hold at least 2 drives, and can be used
as a monitor support. The case should also have the 50 pin SCSI
connector, and cabling. This will allow you to move the drives
easily to another platform (i.e., TT, MAC, IBM-clone).

I recommend the ICD Linx host adapter, and ASCI cable. This host
adapter plugs into the SCSI connector and the ASCI cable.

The prices, in US dollars, you can expect to pay for the parts are:
1) drive 40meg $200, 85meg $300
2&3) case/powersupply $50 -> $120 (depends on cabinet and ps rating)
4) host adapter (linx) $100 (should include ASCI cable)

TOS 1.4 $70

I figure you are looking at a retail price of around $400 (US)
for a 40meg harddrive, and around $500 (US) for an 85meg harddrive.

A good source of HDs with cabinets and power supplies are companies
that have older SUN equipment with external HDs. They tend to upgrade
everything, not just the drive mechanisms. I had a 200 meg drive that
lasted 2 years that I purchased, with case and ps, for $150 (US). I just
added a host adapter and was sailing along for under $300. If you do
get a used HD plan to replace the mechanism in a year, and perform lots
of backups. So ask around, the worst answer you'll get is none available.

I have always created my own HD sub-systems. They are easy to put
together and ICDs software is the easiest to use, a copy comes with
every host adapter.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

458. GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 17:48:04 UTC
From: sbrown@cs.hw.ac.uk
Message-ID: <1993Jan27.174804.14975@cs.hw.ac.uk>
Source record: 40899

```
Newsgroups: comp.sys.atari.st.tech
Subject: Calling .PRGs from .PRGs
Summary:
Expires:
Sender:
Followup-To:
Distribution: world
Organization: Dept. of Computing & Electrical Eng., Heriot-Watt University, Scotland
Keywords:

I've been writing a program to time other programs, splitting the results
into program time, Gemdos time, Xbios time, etc. The program uses GEM
and a resource file created with Wercs; a title dialogue is displayed and
once the user has clicked the button or pressed Return, a file selector is
displayed; from here the user can select the program s(he) wants to time.

This works correctly with TOS based programs (I've not tried a .TTP yet because
the program does not have a facility to enter a command line yet) and some GEM
based programs which use, for instance, only alert forms. However, programs
using resource files do not work; they display a 'resource file not found' or
such an error.

What I want to know is 'is it possible to run GEM based programs from a GEM
based program (and especially, ones with resource files)?' I'm not sure if
this can work, because Devpac 2's 'Run Other' menu option seems to have the
same problem.

As a matter of interest, I did try loading Devpac 2 into my timer program since
its resource file is not separate on disk but actually included in the main
program file; it actually worked but could not locate Monst 2 from the disk:
this indicates something to do with the path, but I've tried setting the path
and I've got nowhere.

I hope someone out there can help. Thanks very much in anticipation.

STUART BROWN |Norman Lamont is an anagram of 'Not Normal
2nd Year, Bsc Computer Science |Man' - this explains a lot!
Heriot-Watt University |
Edinburgh |Margaret Thatcher has 'That Great Charmer'
Scotland |as an anagram - Twilight Zone stuff!

P.S. If anybody has any ideas on how I can extend the program's options or
other facilities which would be useful, contact me as well; I may
distribute the program (if it works) when (or perhaps if) it is finished:
you may get a mention! Thank you in anticipation.
```

459. Schematics for 520?....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 18:05:49 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Jan27.110549.4298@arizona.edu>
Source record: 40926

A friend of mine (whose ST has 8 bombs whenever he boots up, as I posted a while back) is looking for schematics of a 520. His is pretty old (TOS 1.0, I think) and has an external floppy. He's an electrical engineer, so he should be able to make sense of things. Does anyone know if and where schematics are available, or does anyone have some they don't want?

Also, we were wondering if it is possible to upgrade RAM and/or ROM in the above machine. If so, what specific boards could/should be used?

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

460. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 18:13:15 UTC
From: mh1@irz216.inf.tu-dresden.de
Message-ID: <EJ70MSV@math.fu-berlin.de>
Source record: 40911

In article <1k6bokINN17ft@obelix.uni-muenster.de>, czekall@uni-muenster.de (Ralf Czekalla) writes:

> Only to make it absolutly clear:
>
> MiNT 0.99 is only interesting for those programmers, who already have the new
> Multi-AES out of the Multi-TOS-packet. [...]

That's, of course, not true. Everybody who's able to make it can use it,
also without Multi-AES. I, for one example, do so.

Your problem is probably that you've forgotten to comment out "-DMULTITOS"
in the makefile. :-)

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

461. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 19:45:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan27.194507.5107@csi.uottawa.ca>
Source record: 40900

In article <EJ70MSV@math.fu-berlin.de> hohmuth@freia.inf.tu-dresden.de writes:
>
>In article <1k6bokINN17ft@obelix.uni-muenster.de>, czekall@uni-muenster.de (Ralf Czekalla) writes:
>
>> Only to make it absolutly clear:
>>
>> MiNT 0.99 is only interesting for those programmers, who already
>> have the new Multi-AES out of the Multi-TOS-packet. [...]
>
>That's, of course, not true. Everybody who's able to make it can use it,
>also without Multi-AES. I, for one example, do so.
>
>Your problem is probably that you've forgotten to comment out "-DMULTITOS"
>in the makefile. :-)

AH! Is THAT why it wouldn't run properly? I got it compiled, and it has kept crashing right after it shows the MiNT is Now TOS message. I changed optimization levels, in hopes that THAT was the problem; could someone give a 5 line description of Multi-AES, why we can't get it, and why I ought to comment out '-DMULTITOS'?

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

462. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 20:46:58 UTC
From: bjgrier@bnr.ca
Message-ID: <C1J5qB.7FA@news.rich.bnr.ca>
Source record: 40935

> AH! Is THAT why it wouldn't run properly? I got it compiled, and it
> has kept crashing right after it shows the MiNT is Now TOS message. I
> changed optimization levels, in hopes that THAT was the problem; could
> someone give a 5 line description of Multi-AES, why we can't get it,
> and why I ought to comment out '-DMULTITOS'?

Well it's the Multi-TOS version of AES it's not released, and if you don't
Mint crashes.

There ya go 1.2 lines nuf said

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

463. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 21:04:24 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1k6tcoINNdi1@golem.wcc.govt.nz>
Source record: 40906

This message is rather largish, but explains in detail how to adjust your Atari mono' monitor. I tried it, and it worked fine for over 5 months, before I eventually sold if (I have had little use for it lately...)

HOW TO ENLARGE YOUR
SM124
MONOCHROME MONITOR'S
SCREEN SIZE

by
Jack P. Durre'

If you've used the Atari ST computers with the SM124 monochrome monitor, chances are quite good that you have come to accept the wide (black or white) border surrounding the usable area of the screen. You may have asked "why?", but probably only grumbled about it, and went back to work. If you've got the time (about 15 minutes, on average), the tools (3 or 4, and available from most Radio Shack stores), and the nerve (very little required!), this article will explain how you can actually have a LARGER, usable screen (as compared to the Mac)!

First, credit where credit is due...The original information for this modification came from the April, 1986 issue of "ST APPLICATIONS" magazine, in an article written by Albert Lew. I am merely explaining my own methods, following the original steps as outlined in Mr. Lew's article.

That said, let's get the caveats out of the way: While I may personally consider the following modifications to be simple and straightforward, I can't write a "Hello World" program in BASIC!!! In other words, what may be "simple" for me, may be quite difficult for you. If you feel that you are NOT qualified to make these modifications, DON'T! Find an able (and willing!) friend or service technician to do it for you, or forget the whole idea, and live with what you've got! If your monitor is in warranty, opening the case will, obviously, void that, and the possibility also exists that even if you wind up paying for repairs, the technician MAY refuse to work on your machine! (Chances are, however, that he's more likely to want to know more about making the mods himself!) Further, the electrical current coming from the wall plug is enough to knock you silly, or worse, and inside of the monitor case, it gets even stronger, so be aware that touching the wrong thing may well put you into an "endless loop" of your own! In other words, YOU CAN GET KILLED! Now, if

you've decided that you'd "kill to have a larger screen", then follow me!

Tools: These are really few in number, and quite simple to come by. Mr. Lew suggested some non-TV type of tools, but I'm going to stick to my guns here, and insist that you use the right tools for the job! You'll need a Phillips screwdriver, preferably a #1 size. (If you don't know the difference between a Phillips, and a slotted-head screwdriver, let me stop you right here, and suggest that you return to your programming!) You'll also need two TV "tuning tools"; a hex-tool, 3/32" ("across the flats", as they say) and a flat-bladed tool, 1/8" or so in blade width. Both of these tools should be made of non-conductive (plastic) material, and longer is better! A make-up mirror is also quite handy, particularly a free-standing one. I might also suggest a thick towel or other material to protect the face of your monitor and the top of your desk, during the time that you are moving it around. Finally, the toughest item of all...some CLEAR SPACE! You'll need to move the monitor around a little, and of course, it will need to be connected to your CPU (and I DON'T recommend trying to balance it in your lap!), so plan accordingly.

Next, let's try to orient ourselves, so that you aren't amputating the screen, while I am talking about the power cord! The "front" of the monitor is the viewing screen, the "rear" is where the power cord, and CPU/Monitor connector cable exit the case. Since we're going to turn the entire thing around, so that the screen is facing AWAY from us, "right" will now be the side where the speaker is located, and "left" obviously (it IS, isn't it?) will be opposite that, where the control knobs are. "Top" will still be in its usual location, and if you haven't already figured out where the bottom is, it's time for another cup of coffee!!!

Ready? Here we go!

Boot your system, using either the desktop, with one or more windows opened, or call up a text file. The ideal situation is to have text reaching all four corners of the screen, so that you will be able to compare from one area to another.

Now, unplug the monitor's power cord from the socket in the cabinet, and turn the monitor around, so that the rear of the case is facing you. Place the towel or padding on the desktop in front of the monitor, and tip the entire unit up onto the glass face (carefully!). Now, using the Phillips screwdriver, remove the 5 screws holding the cabinet together. (Two on the bottom, one on each side, about 3/4s of the way up, and one just above the power cable socket.) Once these have been removed, put them somewhere safely out of the way, and don't worry about mixing them up, they're all the same size. Now, gently lift straight upwards on the rear sides of the case, and it should begin to lift

away...CAREFUL! You have yet to disconnect the speaker wires, and there's not too much extra wire here. See it? Carefully reach down to the connector where it joins with the mother board, and pull it straight away from the board, disconnecting it. Don't be too concerned about the orientation of the plug, as it will work in either direction. Once you've done this, continue to lift the rear section of the cabinet away, feeding the CPU/Monitor cable through the opening as necessary.

Set the cabinet out of the way (And don't STEP ON IT!), and proceed with the REAL modifications! Tip the monitor back down to its bottom, and arrange the mirror so that you can see the screen while working at the rear of the unit. Re-connect the power cord, and turn on the monitor, being careful to NOT stick your fingers inside the wrong areas!

Grab your plastic flat-blade tool, and start looking along the right side of the mother board (remember now, we're looking from the rear of the set!). Near the front of the board, neatly tucked between the picture tube, or CRT, and a vertical metal heatsink/power board, is a row of 3 white adjustable controls, or potentiometers, about 1/2" in diameter, labelled "VLINE", "VSIZE", and "VHOLD". We're interested in "VSIZE", which is the middle control "pot". (NOW you know why I suggested a long tuning tool!) Gently slip the tool into the slotted head of the pot, and while watching the screen in the mirror (you DID boot up the system, didn't you?), begin to turn the tool slightly (try not to apply much pressure to the pot, as that CAN effect the setting). The top and bottom of the screen will begin to move, together or apart! Expand the screen to within approximately 1/2" - 3/4" of the top and bottom of the "bezel", or plastic frame on the front of the monitor. (Too close to the bezel, and you'll find that you have to be EXACTLY in front of the screen, or miss some of the information!)

See? Feeling more confident already, aren't we?

Moving right along, we will now swap our tuning tools, opting for the hex-shaped one. Looking near the left rear corner of the mother board, close to the point where the power cord socket is located, you will find a plastic shaft with a slot in it, sticking straight up from the board, and just slightly ahead of that, a strange-looking device, composed of a small-diameter tube, with what appears to be a couple of "bobbins" of wire on it. Inside of that small tube, there is a small, somewhat-fragile core of graphite, which WILL break, if mistreated, so act accordingly! Gently lower your hex-tool into this tube, and you will feel it slide home into the core. (Again, don't press down on the core.) By turning this core in a clockwise direction, and watching the mirror, you will see the screen shrink slightly first, and then grow WIDER!!! (Now we're really starting to cook!) Remember to

leave about 1/2" - 3/4" border, to avoid having the edges hidden by the bezel.

What's that you say? Your picture got larger, but it looks off-center? Well, cheer up, bunkie, 'cause we're gonna fix THAT right now!

See that big chunk of glass up front? Well, it has a "neck" on it, and the back end is pointing directly at us, with some strange looking electronic stuff along the way. At the very back of the tube are some electrical connections, but we're not worried about them...what we're after are the two magnets that look sorta like "Q"s around the neck, about 1-2 inches forward of the connections. See 'em? They're dark grey or black, probably, and have a little "ear" sticking up away from the tube, so that you can gently push them around until you get the picture centered on the face of the CRT. Don't worry about touching THEM...just try to keep from resting your hands on any "hot" contacts! This may take a little time to screw up your courage, but once you get the hang of it, you'll find it quite easy! Once you've got the picture fairly well centered, you may need to go back and re-adjust the VSIZE or Horizontal size, as all of these things are interrelated.

Next, we're gonna make the picture sharp again, in case you're worried that you've just lost that beautiful screen that you love so much!

Remember the slotted plastic shaft at the left rear of the mother board? Well, THAT's the "FOCUS" control, and if you'll again resort to the flat-bladed tuning tool, you can use that control to find the best compromise for YOUR taste! Atari chose to go for a tack-sharp center screen, and let the corners be a little softer in focus. You can do the same, or go for sharp corners and let the center go a little soft, or shoot for some compromise. (Hey! Life's a compromise!) Once you've done this step, you can actually turn the set around, and admire your handiwork!

If you see some other minor fine-tuning that you want to go back and do, feel free. This is now a CUSTOM-TUNED monitor of the first rank, and you will have even more pride in your ST than before!

To reassemble the cabinet, turn off the power, slide the CPU/Monitor cable through the rear cabinet section, and with your third hand...yep, gotta remember to reconnect the speaker leads! There IS a sort of indicator as to which way the plug was originally connected...One side has two slots, and the other side has only one, but the speaker WILL work even if this connector is reversed. Incidentally, if you want to go one step further, Mr. Lew suggests the addition of an Audio-OUT connector from this

lead. Your choice.

Finally, having reassembled the cabinet, re-connect the
monitor to the CPU, boot the system up, and check out the BIG
PICTURE!!! If you have any problems, check first, to see that
power is reaching the set, and that the green LED indicator is on.
If not, you may not have reconnected the power cord securely, or
possibly a fuse has blown or been broken (fuses are located on the
vertical power board at the side, near the VSIZE pot, and easily
replaced from Radio Shack).

Enjoy your "new" monitor, and if you have any questions on
this modification, you can reach me here, on CompuServe, at PPN
75046,476.

Seeya! [Jack]

Note: Only use the proper tools for this job, otherwise you can stuff
the monitor, or turn yourself into Kentucky Fried Atari-user!

□

□

□

464. Re: GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 21:58:36 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1993Jan27.215836.20997@donau.et.tudelft.nl>
Source record: 40939

In <1993Jan26.114149.5319@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>My reason for wanting this is quite simple - if someone has their
>fonts on a hard disk, there is no need to prompt, so they will get
>annoyed if prompted for a floppy. On the other hand, with no HD, you
>NEED to prompt. IT IS NOT TRUE that the ASSIGN.SYS file has to be on
>the same disk as the fonts - it only has to be in the root directory
>of the boot disk - the fonts can be on a completely separate disk.
>(if you don't believe me, try it!) Therefore - I cannot rely on it
>being present to check the PATH.

>I have no intention of bypassing GDOS - I just want to use it exactly
>as it is!

>Keith.

I must admit that I've never looked into this problem, but can't you
simply detect that GDOS cannot load a font, and tell the user about it?
Something like
"[Cannot use font [blah].|Perhaps insert the font disk?][Retry][Cancel]"
This would even cover removable harddisks.

Also, juggling with disks like this is very difficult. It is very easy
to miss a case where the wrong disk is inserted. Are you sure you
want to do this?

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

465. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 22:39:00 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan27173900@kropotkin.gnu.ai.mit.edu>
Source record: 40936

In article <1993Jan27.194507.5107@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>In article <EJ70MSV@math.fu-berlin.de> hohmuth@freia.inf.tu-dresden.de writes:
>>That's, of course, not true. Everybody who's able to make it can use it,
>>also without Multi-AES. I, for one example, do so.
>>
>>Your problem is probably that you've forgotten to comment out "-DMULTITOS"
>>in the makefile. :-)
>
>AH! Is THAT why it wouldn't run properly? I got it compiled, and it
>has kept crashing right after it shows the MiNT is Now TOS message. I
>changed optimization levels, in hopes that THAT was the problem; could
>someone give a 5 line description of Multi-AES, why we can't get it,
>and why I ought to comment out '-DMULTITOS'?

Multi-AES is the new AES by Atari, that supports multitasking and
memory protection under MiNT. We can't get it because it hasn't been
released yet (except perhaps to some beta testers.) You ought to
comment out -DMULTITOS because the standard AES doesn't get along with
MiNT's memory protection, and MiNT's memory protection won't work at
all on a 68000. Commenting out -DMULTITOS produces a 68000-compatible
non-memory-protected version of MiNT that doesn't require the new AES.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

466. What's the scoop on GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-27 23:09:08 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1k74mkINNpqk@tamsun.tamu.edu>
Source record: 40933

Today I went by my US Atari Dealer (who is based in my own town of 40,000 people) and bought a British magazine with two Timeworks Publisher disks. It includes GDOS.

I have seen much discussion about GDOS, but I never used it because I thought it was an expensive alternate windowing system for a very few programs.

So my questions are:

Am I legally supposed to use GDOS? I know that it was included for TimeWorks publisher, but does this mean I can use it for other programs? I don't want to break licensing agreements.

If I need to purchase GDOS, should I wait for Speedo GDOS which has some type of changeable font sizes?

Where do I get fonts for GDOS? Do I buy them from Atari or are they publically available like the fonts for TeX? Or are some fonts free and other copyrighted (requiring a royalty payment)?

Thanks. Forgive my ignorance.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

467. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 00:01:30 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan28.000130.14898@netcom.com>
Source record: 40924

In article <1993Jan27.194507.5107@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>In article <EJ70MSV@math.fu-berlin.de> hohmuth@freia.inf.tu-dresden.de writes:
>>In article <1k6bokINN17ft@obelix.uni-muenster.de>, czekall@uni-muenster.de (Ralf Czekalla) writes:
>>> MiNT 0.99 is only interesting for those programmers, who already
>>> have the new Multi-AES out of the Multi-TOS-packet. [...]

>>That's, of course, not true. Everybody who's able to make it can use it,
>>also without Multi-AES. I, for one example, do so.

>>Your problem is probably that you've forgotten to comment out "-DMULTITOS"
>>in the makefile. :-)

> could
>someone give a 5 line description of Multi-AES, why we can't get it,
>and why I ought to comment out '-DMULTITOS'?

(1) "Multi-AES" refers to the multitasking AES (version 4.0) distributed with MultiTOS
(2) You can't get it because it's copyrighted by Atari and Digital Research, and it hasn't been released yet. When it is released, you may have to pay for it.
(3) You should comment out -DMULTITOS because with it, the default is to try to boot C:\MULTITOS\GEM.SYS, rather than the AES in ROM; and also because -DMULTITOS disables the debugging code.
(4) Finally, if you're on a 68030 machine and wish to run the ROM AES, you'll need to disable memory protection, either by starting MiNT with a "-m" argument, or by recompiling with "no_mem_prot" defaulting to 1.

Hmmm... not 5 lines, but I hope you don't mind :-).

Regards,
Eric

468. Re: Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 00:05:23 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan28.000523.15445@netcom.com>
Source record: 40923

In article <1993Jan27.162501.778@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>Does anybody know the GEM version number (global[0]!!) of the
>Falcon? I need a way to decide whether the AES displays 3d
>objects yes or no.

The original Falcon AES is 3.3. This implements 3D objects incorrectly
(using the extended object type, which was supposed to be reserved for
applications). We have fixed that, and the new AES which correctly
implements 3D objects (using bits 9 and 10 of ob_flags) will be put
into production shortly. The AES version number of this AES will be
3.4; the TOS version number is 4.02.

(MultiTOS will also use bits 9 and 10 of ob_flags for 3D effects.)

Regards,
Eric

469. Re: MiNT 0.99 PL2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 01:25:15 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan28.012515.2077@csi.uottawa.ca>
Source record: 40940

In article <1993Jan28.000130.14898@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>In article <1993Jan27.194507.5107@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>>>Your problem is probably that you've forgotten to comment out "-DMULTITOS"
>>>in the makefile. :-)
>
>> could
>>someone give a 5 line description of Multi-AES, why we can't get it,
>>and why I ought to comment out '-DMULTITOS'?
>
>(1) "Multi-AES" refers to the multitasking AES (version 4.0) distributed
> with MultiTOS
>(2) You can't get it because it's copyrighted by Atari and Digital Research,
> and it hasn't been released yet. When it is released, you may have to pay
> for it.

Alas. I'd prefer for it to be both free, and available now. Of course, being available is MOST important. It's highly annoying when things aren't available at ANY price.

>(3) You should comment out -DMULTITOS because with it, the default is to
> try to boot C:\MULTITOS\GEM.SYS, rather than the AES in ROM; and
> also because -DMULTITOS disables the debugging code.

I was searching for BOOTGEM.PRG, and wondering why it wasn't called GEM.PRG. I think this explains most of that.

>(4) Finally, if you're on a 68030 machine and wish to run the ROM AES,
> you'll need to disable memory protection, either by starting MiNT with
> a "-m" argument, or by recompiling with "no_mem_prot" defaulting
> to 1.
>
>Hmmm... not 5 lines, but I hope you don't mind :-).

No problem. :-).

I took a look at the source, and had figured out SOME of this, once I heard that there was a problem with -DMULTITOS.

With the change, it certainly compiles and runs like a charm. (Well, I had to reboot and kill some stuff that was using memory, because I didn't have enough RAM to get fasttext.c to compile.).

It's running even as I write.
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================

University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

470. MiNT 0.99s

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 04:45:18 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan28.044518.5774@csi.uottawa.ca>
Source record: 40909

I'm getting more and more impressed.

It hasn't crashed yet, although TOSwin still seems to have some difficulties with sometimes trashing the desktop.

It's even looking like 0.99 is "Warp 9 friendly." I've got Warp 9 running, have done sundry work, logged into the local BBS using Stalker, checked mail using Uniterm in the same session, and nary a bomblet! (For factoid of the day, it's the infamous NCAUG BBS that Eric Rosenquist, author of Stalker has tended to frequent; the BBS has unfortunately moved from the old telephone numbers that are probably in peoples' copies of the STalker manual :-))

Just as a random question: Were things done with MiNT to specifically make it more compatible with Warp 9, or is this just a fortuitous improvement?

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

471. Re: Heat N Serve - osbind.h problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 06:08:33 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan28.060833.9221@mnemosyne.cs.du.edu>
Source record: 40928

> HSC 133i...osbind.h macros aren't right.

Yeah. mea culpa. I thought it was a good idea at the time. All those screwy macros have been undone in v1.40. (And if I could just get through to a.a.umich, HSC140 would be available for ftp. It's available now on BIX and GEnie.)

472. Re: Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 06:18:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan28.061802.9547@mnemosyne.cs.du.edu>
Source record: 40929

> GEM version number on the Falcon [global[0]]

My Falcon says "0x0331" for global[0]. I have TOS 4.01 in ROM. I also have a beta 4.02 on disk, but I haven't tried it yet.

473. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 06:29:10 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan28.062910.9739@mnemosyne.cs.du.edu>
Source record: 40930

> running a GEM program from within a GEM program, to time it.

Leaving aside for a moment the fact that timings of event-driven programs
in a cooperative multitaksing environment aren't likely to be very accurate...

The main thing you need to do is Dsetdrv() and Dsetpath() before the
Pexec(), so that the drive/path of the program you're about to run is the
drive/path of the program itself. That'll let the program find its RSC file.

Be sure to make the screen look more or less like the desktop does: make
sure the mouse is on, and starts out as a BEE shape, make sure your menu
bar (if any) is off. Make sure you aren't holding any wind_update()
semaphors. Do an appl_exit() last thing before the Pexec() call, and
an appl_init() first thing after it returns. Right after the appl_init()
do wind_new() and wind_set(0, WF_NEWDESK, NULL, NULL). I think that's
everything you need to do before and after. (Except shel_write() calls,
which I'm waiting for Atari to bless, more on that later.)

474. Word Processing in Chinese

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 07:25:44 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1JzAw.L22@ecf.toronto.edu>
Source record: 40913

I have heard that there is a word processor for the atari St that uses the chinese character set.

Does anybody know where to find it or what it is called?

475. Re: New mouse, which one not ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 08:07:24 UTC
From: hmallat@robin.cs.hut.fi
Message-ID: <1k847sINNnaa@sauna.cs.hut.fi>
Source record: 40850

In <otterw.728129514@retina> feil@prl.philips.nl (Hans Feil) writes:

>My old mouse is gone...

>I have to replace it. What are good/cheap mouses?
>Are there mouses that don't work with a 1040ST?

I've used a Golden Image GI-600 for over a year now, and compared to
that ugly Atari rodent it is superb. I need about A5-sized area for
it, the buttons are as good as new (unlike in the original mouse, in
which I managed to break the left one!) and I also got it pretty cheaply.

So, I'm pleased with it. Test before you buy.
--
You know, I had trouble with that "Are you decisive?" question. First I ticked
the "Yes" box, but then I changed my mind and chose "No". After a moment I had
rubbed a hole in the paper, and that darned supervisor refused to give me
another. I wish I could have used a pencil instead of a ballpoint pen.

476. Re: Emacs backspace

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 10:09:01 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1k87rdEINN54j@uni-erlangen.de>
Source record: 40843

baumer@cs.utwente.nl (Han Baumer) writes:

>I want to use Emacs on my TT, but the emacs I have gives help if I
>press the backspace key. I would like it to delete a character (as it
>does in most editors). How can I do this?

You must insert the following line in the Emacs startup-file:

```
(global-set-key "\C-h" 'backward-delete-char-untabify)
```

I did this a few days ago, too :-)

On UniX-systems the startup-file is called .emacs, I don't now the
name on the TT (perhaps emacs.rc?). This only works for the Emacs, not
the MicroEmacs.

--
Harald Schoenfeld | I'm sorry Dave,
(hs@cnve.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

477. Re: Emacs backspace

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 10:48:01 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Jan28.104801.11292@daimi.aau.dk>
Source record: 40851

mm68@unix.brighton.ac.uk (Lost Boy) writes:

>You can rebind keys in Emacs, but don't ask me how? You set them up in the
>emacs.rc file I guess.

If you have the full emacs lisp distribution, you can do a
`M-x load-library term/bobcat' or put a (load-library "term/bobcat")
in your emacs.rc file

This file swaps the meanings of BACKSPACE and DEL which ^H and ^?
respectively. Consult lisp/term/bocat.el for details on how it is
done.

Note that you will lose ^H as help key.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)
---

478. Re: Emacs backspace

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 11:01:20 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Jan28.110120.11278@cs.nott.ac.uk>
Source record: 40921

In article <1993Jan26.144314.12961@cs.utwente.nl> baumer@cs.utwente.nl (Han Baumer) writes:
>
>I want to use Emacs on my TT, but the emacs I have gives help if I
>press the backspace key. I would like it to delete a character (as it
>does in most editors). How can I do this?
>

Backspace on the ST/TT sends a control-h character, which to Emacs is help mode, so the easiest solution is probably just to re-configure emacs in an initialization file:

(from the emacs FAQ)

* Another approach is to switch keybindings and put help on "C-x h" instead:

```
(global-set-key "\C-h" 'delete-backward-char)
(global-set-key "\C-xh" 'help-command) ; override mark-whole-buffer
```

Other popular key bindings for help are M-? and "C-x ?".

WARNING: Don't try to bind DEL to help-command, because there are many modes that have local bindings of DEL that will interfere.

Sam

479. Re: SCSI Hard Drive on Mega StE...Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 11:07:55 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C1K9L8.H1o@hpbbrd.bbn.hp.com>
Source record: 40915

bonnefoi Pierre-Francois (bonnefoi@taliesin.greco-prog.fr) wrote:
> I want to know what kind of SCSI HD i can put in Mega Ste...
> If i must have some sort of driver, cables etc...

Almost any SCSI drive will work. Make sure that parity transmission
can be switched off with your drive either by means of a jumper
or at least by some special software.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

480. Re: A summary of the new stuff in MiNT/gcc please?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 11:08:15 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Jan28.110815.8588@email.tuwien.ac.at>
Source record: 40916

michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
:
: Hi guys...
:
: It looks like I can't get onto the MiNT mailing list (partly coz I don't
: know what the address is, and partly because, well, I'm probably nobody 8)
: ... so I as wondering if someone could give a summary of the interesting
: things since 0.95?

Get mint99s.zoo and have a look at the 'changes' file... ;-)

: -mbaserel and -mpcrel would be interesting to know, along with some info on
: how the shared text/shared data works...

The -mbaserel and -mpcrel options for gcc were implemented by Howard Chu,
and he posted information about them a few weeks ago. Basically
-mpcrel makes the compiler try to use pc-relative addressing mode only
(for text-segment adresses), while -mbaserel makes all accesses to
the data-segment relative to a base-register (currently A4), so that
by just changing that register one text segment can be used for multiple
copies of a process in memory - that means, that if eg. you have a shell
that was compiled with -mbaserel, if you call it 2x (eg. recursively),
MiNT just needs to allocate a new data segment for the second invocation
and can use the same text segment - so that saves you the amount of
memory the second text segment would require. MiNT only has to set
A4 for the second process to the second data segment...
This is supported since Howard Chu's port of GCC 2.3.1 and MiNT 0.96
as far as I know... Shared 'data' doesn't work as far as I know! ;-)

-MY

PS: Howard Chu would surely be able to explain this better... Please
correct me if I'm wrong!

481. Re: Programming MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 11:31:24 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Jan28.113124.12404@cs.nott.ac.uk>
Source record: 40925

In article <C1ItAG.Ivw@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>
>I'm getting curiouser by the minute! Does anyone have the GDOS
>programming guide mentioned in the FontGDOS docs?
>

If they do, could they tell me where to get it?

I asked a question the other day, which everyone seemed to misunderstand, so I'll re-state it it a different way, in the hope that someone can help me. I'm using GDOS fonts in a program I'm writing, I'm not trying to hack GDOS, just using them as usual. The problem I have is how to find the fonts when I need them. If people have their fonts on a hard drive, they have no need of a prompt, as the fonts will be directly accessible. However, people without a hard disk will need a prompt to insert the font disk, before I can call vst_load_fonts. I don't want to dictate that the fonts must be on the program disk, as the program already has to access a large amount of data, and space is limited.

Several people suggested I looked in the ASSIGN.SYS file, but I cannot assume that the boot disk will be present, and I have the same problem about finding that as I do with the fonts! The point I was making is that GDOS must load the font path into memory on boot-up, as IT has to find the fonts, so: Is there any way of getting this information back from GDOS?

I can't imagine that I'm the first person to have this problem.

Keith.

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

482. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 12:02:08 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan28.120208.23687@dcs.warwick.ac.uk>
Source record: 40922

In article <728138356.28287@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>In article <1993Jan25.114326.12418@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>> 3) If the machine is busy (eg. you are compiling something in Lattice
>>C5.5, then the screen saver will not lock up the computer. Instead it blanks
>>the screen and lets the machine multi-task until it becomes idle, when it
>>unblanks and goes back into normal screen saver mode.
>>
>>I'm not telling how I do no. 3 because it's rather clever (although
>>probably easy in multi-tos) and I want my screen saver to be the only one
>>worth having.
>
>Are you really so mean spitited? Think about all those techniques you picked
>up from other people while learning to program the ST. And when you come up
>with one of your own you're not willing to share it?
>
>I'm disgusted beyond belief.
>
>>- Leo
>
>Mat
>
>| Mathew Lodge | "What think you, my lord, of... Love?" |
>| mjl-b@minster.york.ac.uk | "You mean rumpy-pumpy?" |
>| Langwith College, Uni of York, UK | -- Blackadder II |

Come on, I'm not being that mean - would you expect a commercial company to give away their secrets? I do often post here to pass on things that I have found out (and am rarely thanked).
Anyway, I'm sure somebody of your programming experience could work out how I have done it (using totally legal programming methods). Consider that I have left the method as an exercise to the reader if you prefer.
If anybody is currently writing a .ACC that could really do with some way of determining the "load" on the computer, let me know and I'll tell you how I did it.
By the way, I will be giving the screen saver away to anybody who registers for any of my CPXs (The number of people registered is currently 1).

- Leo

483. Re: Emacs backspace

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 12:14:02 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan28120707@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 40857

>>>>> On 27 Jan 93 13:42:54 GMT, mm68@unix.brighton.ac.uk (Lost Boy) said:
>> You can rebind keys in Emacs, but don't ask me how? You set them up in the
> emacs.rc file I guess.

Its not quite as simple as that, since many of emacs' modes redefine the backspace function. There is a way to do it, but I don't have the lisp code to hand at the moment. Its in the Emacs FAQ, which is available from one of the emacs newsgroups.

Kev

484. CHEAP PC DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 13:43:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1491.724.uupcb@almac.co.uk>
Source record: 40849

After all the enquiries I've had about the cheap Hard Drives I mentioned there's something I'd like to point out.

I actually meant High Density drives NOT Hard Drives. ONE person was wise enough to realise my mistake and notify me <thanks>. At the price I was quoting surely no one REALLY thought you could get a hard drive. But it's still a good price for a High Density drive!!

Sorry, sorry all.

I've walked the plank, been eaten by sharks and then spat out into an oil slick over this one....

Sorry again.. But please read my message about 386/486 boards for the Falcon.... I'm desperate to know if they are to become a reality or not!

Thanks ...
Craig
<craig.dunn@almac.co.uk>

485. Re: GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 14:10:29 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1k8m05EINNca0@uni-erlangen.de>
Source record: 40847

pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>What I want to do is find some way of
>knowing whether the fonts are on a hard disk (i.e. drive >= C) or on a
>floppy. GDOS must store this information itself somewhere, so surely
>there is a way of reading it.

Oh! Sounds pretty incompatible and dangerous :-) !!!
--
Harald Schoenfeld | I'm sorry Dave,
(hs@cnve.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

486. GFA Graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 14:42:55 UTC
From: ac999111@umbc.edu
Message-ID: <1k8rdfINNjdn@umbc8.umbc.edu>
Source record: 40927

Hey all, I have some questions concerning graphics programming. I will just write my program in GFA as I'm most familiar with that on the ST, but I don't know how to do the more advanced graphics manipulation in it.

How can you draw on a virtual screen then swap screens, draw, etc.. ? I have tried this in the past and it always seems to just bomb and leave it at that. Also, in the manual it has bitblit as a way of moving graphics quickly, but I can't seem to get that command working either.

If anyone has ideas on this, or any other graphics programming (scaling blocks of screen would be nice..) please drop me some mail.. thanks.

Paul..
ac999111@umbc.edu

487. Re: 8 bombs?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 15:30:56 UTC
From: drw3l@delmarva.evsc.Virginia.EDU
Message-ID: <1993Jan28.153056.26352@murdoch.acc.Virginia.EDU>
Source record: 40859

In article <1993Jan15.110519.4251@arizona.edu> paul@jupiter.ame.arizona.edu writes:
>A friend of mine has been having problems with his old 520 ST. First, on
>occation, the computer (with external SS-drive) started saying that all
>floppies where blank (0 files, 0 bytes used) whether they were or not.
>Then, red patches started flickering on the screen. He took the computer
>apart to look for loose connections but found none. But since he put it
>back together, whenever he boots up (with or without disk) he always gets
>8 bombs.
>
>Any suggestions?
>---

Sounds like the same problem I have. The problem started as you say,
with the disks showing as blank; on mine, the disk-on light would
come on and stay on, but the drive would not run. Eventually though
the screen also crashed. From the moment the machine is turned on, all
I can get on the monitor is a mosaic of pixels, red, green, cyan, you
name it. Can't find any loose connections. I have it boxed up right
now, and I can't decide whether to fix it or junk it.

Speaking of which, the one company in my area that dealt with Ataris
has stopped. Is there a dealer/repair shop in Richmond or Washington
that handles them?

Clay D.

488. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 16:13:41 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <930128101341@john.ucc.okstate.edu>
Source record: 40931

In article <1993Jan27.174804.14975@cs.hw.ac.uk> sbrown@cs.hw.ac.uk (Stuart Brown) writes:

> the program does not have a facility to enter a command line yet) and some GEM
> based programs which use, for instance, only alert forms. However, programs
> using resource files do not work; they display a 'resource file not found' or
> such an error.
>
Looks like the program is searching it's current directory only for a resource
file. If you can create a "child" environment space, with a new "path" for
the program to search... Lessee... "Flash!" has a nice "GEM" command to run
a GEM program. It also hac a "CD" command to change the directory. I have
not had the gem command fail to execute a program w resource file... but
if I did, I'd do a CD to the directory containing the resource file first,
then try and execute the program.

Other people have told on the net how they moved "all their .rsc files" to
ONE directory... (in your case it'd be the one you run your test program from)
to avoid the problem. You might try moving the .rsc file for one program...
Then go find how to create a "proper" child environment.

PS I don't program, I am just a "user".
jc

--
John Cummins cummins@a.cs.okstate.edu Technician / Engineer in Training
Atari OS2 DataCommunications Troublshooting FiberOptics Laziness

489. GRAPHIKCARDS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 16:31:00 UTC
From: serge.wagner@almac.co.uk
Message-ID: <1538.724.uupcb@almac.co.uk>
Source record: 40932

Does anyone have any experience in using the nova (imagine)
graphiccard for mega-st's ? Do Calamus, Signum3 and POV work with this
card ? Please do contact me .
P.S. Is there any graphiccard that works with an At-Speed card.
..hope to get some news. Serge Wagner

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

490. Re: Chinese on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 16:31:10 UTC
From: bohn@utrurt.uni-trier.de
Message-ID: <bohn.728238670@utrurt>
Source record: 40842

Hi,

I just read your question about Chinese on the ATARI ST. Yes, there is a word processor called SINOTEXT which was made a few years ago at the University of Bremen, Germany. There are both GB and BIG5 versions.

The input method is great - dynamic full word pinyin. However the formatting capabilities are very poor, for the program was originally designed as an editor for TeX documents.

If you only need a few CHinese characters in your text and have a word processor which is able to handle graphics, you can also type the characters with Sinotext (or some DOS Chinese editor which uses GB coding), save the file and then use the PD program "VPCT" which displays the characters in 24x24 pixels on the screen. Make a screen hardcopy to disk and use the characters as graphics in your word processor. I did this for my M.A. thesis and the result was quite good.

There is another program called SIGNOPRINT which allows you to produce mixed Western/Chinese text with the Signum!2 word processor. But you also need a GB editor like SINOTEXT.

SINOTEXT is available for 250.-- German Marks at the University of Bremen - I can look up the full address for you if you want it.

Other CHinese programs for the ST:

VPCT (View and Print Chinese Text) and
CPREVIEW (Chinese Preview) can display GB coded files on
ATARIs with SM124 monitor. THey are available via anonymous ftp
from ifcss.org or ftp.kth.se (dir: /CJK/atari).

I also made a patched version of VPCT which displays traditional characters instead of simplified.

SIGNOPRINT is available for DM 40.-- from Christian Riedel -
I can look up his address, too.

Then :-) there is CHinDEX, my electronic index to "A Chinese-English Dictionary" for the ST. Get a demo from one of the ftp sites mentioned above!

Yours,
Hartmut
--
Hartmut Bohn, M.A. ,'|_____, / ---, | Computerlinguistik / Sinologie

Walramsneustr. WG /| | | | -/--- __/_ | Universitaet Trier
5500 Trier | / | \ \ / | | email: bohn@LDV01.Uni-Trier.de
Germany | \| /\ \/ o Tel.: 0651-42238

491. New Version of ST Blank

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 16:44:24 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728239464.26269@minster.york.ac.uk>
Source record: 40848
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

People might like to know that the latest version of ST Blank, V2.0.1, and its assembler source have been posted to comp.(sources|binaries).a.st and uploaded to atari.archive.umich.edu. I only posted them today, so give the files some time to appear in the various places.

Changes from version 2.0.0 (posted just before Christmas) are:

1) The AUTO folder part doesn't crash if there's no .INF file
2) The dialogues have been tidied up and now look better in medium and low resolution.
3) There's an "about" dialogue as well (purely for aesthetic reasons!)

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

492. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 17:40:26 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1993Jan28.174026.11576@debug.cuc.ab.ca>
Source record: 40934

In <H.ea.gH_Ho21Bvg2@yonder.equinox.gen.nz> Craig Shore writes:
> In <5059@svin09.info.win.tue.nl>, Pieter C Filius writes:
>
> > is printed okay, as well as the inverted status line,
> > yet ALL THE CONSEQUENTIAL data get's printed at one and the same line;
> > the one jright above the status line.
> >
> > WANTED: * Settings from a fellow-fzds & IRC user !!
>
> I don't think it's VT100 emulation (does it exist? or is it VT52?) is very
> good... that's probably your problem, you need good vt100 at least to use
> IRC, dump FZDT & use VT200 in either UNITERM, or CoNNect. (both shareware)

I'm surprised that noone on usenet has heard of ANSITerm. It is an
excellent terminal program with ANSI and VT-102 emulation. It is one of
the best emulations of VT-102 and ANSI that I have ever seen. I have had
no problems with it on the unix systems which I log onto. If its not
on atari.archive.umich.edu, you should be able to contact the author
at tmiller@suntan.ec.usf.edu The latest version is 1.80, which has
a few bugs, but he is working on fixing them.

--
Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for
Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

493. Re: Can Spectre parallel output -> serial?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 18:12:41 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C1Kt96.3Hv@dcs.glasgow.ac.uk>
Source record: 40841

jthomas@kolanut.mitre.org (Joe Thomas) writes:
>
> (Actually, my ultimate goal is even more complicated, involving directing
>Spectre printer output through a null-modem cable into a 486 box running a
>Unix clone, where a daemon process will handshake like a LaserWriter,
>accept the PostScript output, and pipe it to GhostScript, a free Gnu
>Public Licensed PostScript emulator... but that's some time in the future)
I'm not sure about the rest but your ultimate goal will certianly
work since that is what we have here in glasgow. It even does
passwd protection an page quota's, I'm not sure where the software
was written but you could try email to "inei@dcs.gla.ac.uk"
He might be able to help you.

Darren
--

Darren J Moffat

494. Re: Programming MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 18:39:54 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan28.183954.29457@mnemosyne.cs.du.edu>
Source record: 40937

```
>> Does anyone have the GDOS programming guide? Where to get it?
> How to find font path, handle fonts-on-floppy, etc.

I have programming docs for GDOS and FSMGDOS. Where-to-get-it is Atari, but
it ain't free. Also, I can tell you now that it doesn't detail any internals
of GDOS, I don't remember any function for finding the font path, and there
isn't enough info to help you go find it in any non-documented way. I also
don't remember any sort of recommendation on how to deal with vst_load_fonts()
when the font path may be a floppy and the disk may need switching.

I'll bet Atari assumed anybody doing work with software complex enough to
use multiple fonts will be using a hard disk. Not an unreasonable assumption,
I say.
```

495. Re: Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 18:51:23 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan28.185123.218@mnemosyne.cs.du.edu>
Source record: 40938

> new (TOS 4.02) AES uses ob_flags instead of extended object type for 3D

Well thank gawd for that! So many of my applications broke (or appeared so) with the extended object type hack that I was within a hair's breadth of giving up on the ST world altogether.

I'm wondering though: why didn't the use of 3D objects just become a global-to-the-application issue, instead of a per-object issue? I'd much prefer to see a new aes call, maybe appl_3d(TRUE); that informs the aes this application was designed with 3D objects in mind, so use them. It seems to me that mixing flat and 3D objects in one application would be bad style at best.

Also, I'd like to offer some food for thought for those at Atari working on AES internals: please consider setting aside bit 15 of ob_flags and ob_state for use by the application, and document it as such. Even better would be bits 14 and 15, but that may be asking too much. If prior art holds any weight, the GemFast library internals use bit 15 of ob_flags now to define a moveable dialog; the object that can be grabbed to move the dialog has bit 15 of ob_flags set to indicate such. I just couldn't find any other way or place to stuff some indication of what the mover object is. (The reason I'd like bits 14 *and* 15 is that then a rule could be formalized that says 15 is reserved for library implementors, and 14 is reserved for the end application.)

496. Re: What's the scoop on GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 18:52:52 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C1Kv46.GvG@news2.cis.umn.edu>
Source record: 40844

In article <1k74mkINNpqk@tamsun.tamu.edu>, lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>Am I legally supposed to use GDOS? I know that it was included for
>TimeWorks publisher, but does this mean I can use it for other programs?
>I don't want to break licensing agreements.

You may use the GDOS that comes with the TimeWorks Publisher disk with other programs.

It's mostly a moot point at this time in any case. FONTGDOS (an 'upgrade' to GDOS that came out around the time FSMGDOS was about to be released) has been made available to the Atari community. Only the fonts weren't included in the FONTGDOS release -- and the ones you have from TimeWorks Publisher should work quite nicely for that purpose.

>If I need to purchase GDOS, should I wait for Speedo GDOS which has
>some type of changeable font sizes?

SpeedoGDOS is a new technology, and you will have to purchase the released version ... partly to pay royalties to BitStream for use of their font technology and partly to pay royalties for BitStream font families. Current rumor is that SpeedoGDOS will be packaged with the Falcon computer.

The primary difference between GDOS and FSMGDOS/SpeedoGDOS is 'scalable fonts'. You don't need a physical font file for each font size of a font family. GDOS has some rather crude font scaling -- if you have a 12 point font you also have a 24 point font available --- but it is not a smooth scaling, and can be extremely disappointing at print time. Truly scalable fonts look good at any reasonable font size.

>Where do I get fonts for GDOS? Do I buy them from Atari or are they
>publically available like the fonts for TeX? Or are some fonts free and
>other copyrighted (requiring a royalty payment)?

GDOS fonts can be purchased, you can get fonts through the on-line services, and you can also check out the atari.archive server. Several GDOS fonts are available in the Applications/Dtp/Fonts/Gdos directory.

A freely available GDOS clone from Germany is also available. Look for the file amcgdos.arc on the a.a. server.

FONTGDOS is available on GEnie. It is also in the Printing directory on the a.a. server. It consists of a number of printer .SYS files, some desk accessories, the fontgdos.prg and a text file. There are no fonts in the archive.

-- David Paschall-Zimbel

497. Mint being ported to the Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 22:47:33 UTC
From: mbernar@erenj.com
Message-ID: <mbernar-280193175118@esemac.erenj.com>
Source record: 40845

Here's something that this newsgroup might find interesting. I just saw this in the mac-recent list from mac.archive.umich.edu.

/mac/util/developer/macmint.sit.hqx
186 1/24/93 BinHex4.0,StuffIt1.5.1

Use ATARI ST development products on the Macintosh. An incomplete port of MiNT from the ATARI.

Marcelino Bernardo
mbernar@erenj.com

498. MINT is being ported to the Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-28 22:51:14 UTC
From: mbernar@erenj.com
Message-ID: <mbernar-280193175636@esemac.erenj.com>
Source record: 40846

Here's something that this newsgroup might find interesting. I just saw this in the mac-recent list from mac.archive.umich.edu.

/mac/util/developer/macmint.sit.hqx
186 1/24/93 BinHex4.0,StuffIt1.5.1

Use ATARI ST development products on the Macintosh. An incomplete port of MiNT from the ATARI.

Soon you'll be able to develop/run ST applications on an Atari ST, TT, or Falcon emulating a Mac using Spectre.:-)

Marcelino Bernardo
mbernar@erenj.com

499. Re: Schematics for 520?....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 05:58:22 UTC
From: foroughi@optima.UUCP
Message-ID: <30797@optima.cs.arizona.edu>
Source record: 40852

> Does anyone know if and where schematics are available, or does anyone have
> some they don't want?

Yes, SAM's Computerfacts have techinical service data on almost all major computers. Try your local library, or you can contact SAMS directly:

Howard W. Sams & Co.
4300 W. 62nd St.
P.O. Box 7092
Indianapolis, IN 46206

500. Re: CHEAP PC DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 08:51:58 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jan29.085158.13479@dcs.warwick.ac.uk>
Source record: 40853

In article <1491.724.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>Sorry again.. But please read my message about 386/486 boards for the
>Falcon.... I'm desperate to know if they are to become a reality or not!
>
>Thanks ...
>Craig
><craig.dunn@almac.co.uk>

The Falcon does have a socket which it was orginally said was for a 386SX.
This could in theory run at either 16 or 32MHz without too much hardware.
Since the socket only provides a 16 bit data bus you won't be able to use
an intel 486, but I believe Cyrix make 486s especially designed as plug in
upgrades to 386SXs.
I don't know how much hardware (in addition to the actual CPU) would be
required for such an upgrade, so I don't know how much they would cost. ST
Format once claimed that you be able to literally just plug a 386SX straight
into the socket, but this is almost certainly wrong.
Since both processors would be sharing the same bus, you wouldn't want them
running at the same time (unless the 386SX had a large cache), and it could be
difficult to stop one of them without wires trailing around the motherboard.
I'm not an expert, which is why I didn't reply to you earlier, so sorry if I
have got anything wrong.

- Leo

501. Re: Whats POSIX, and how would it help MiNT/MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 08:55:31 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Jan29.085531.14279@ucl.ac.uk>
Source record: 40854

In article <C1HxKr.MJG@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>every couple of weeks, someone mentions that POSIX compliency for MiNT would
>be great. and in some cases that it _needs_ to be this way.
>
>Well, What does POSIX do for me?
>
>I've never encountered that word (even after writing a client/server for an
>HP-UX machine) and other miscellaneous programmings in the UNIX world.
>
>what does POSIX do for the average joe?
>
>
>--
>Timothy Wilson <wilsont@rahul.net>

POSIX.1 is a source level standard interface for programs.. ie if you write
a C program using only calls to POSIX functions in a POSIX standard way then
the program will compile and work on any POSIX standard system (in theory
:-)).

The main problems with the POSIX standard are:-

(1) In some areas it contradicts the ANSI C standard.
(2) It is highly minimalist.

Well there you are.

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

502. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 09:01:44 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Jan29.090144.34638@ucl.ac.uk>
Source record: 40855

In article <ENTROPY.93Jan27173900@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>Multi-AES is the new AES by Atari, that supports multitasking and
>memory protection under MiNT. We can't get it because it hasn't been
>released yet (except perhaps to some beta testers.) You ought to
>comment out -DMULTITOS because the standard AES doesn't get along with
>MiNT's memory protection, and MiNT's memory protection won't work at
>all on a 68000. Commenting out -DMULTITOS produces a 68000-compatible
>non-memory-protected version of MiNT that doesn't require the new AES.
>
>Cheers,
>entropy
>--
>entropy@gnu.ai.mit.edu
>entropy. . .it's not just a good idea, it's the second law.
>Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
>Programming Freedom! Write to lpf@uunet.uu.net for more information.

Running GEM under MiNT, what a horrid thought! :-)
Now, if only it had shared libs, VM, sockets etc etc I could run X Windows.

Steve
(Please note the smiley)
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

503. Re: Programming MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 10:17:46 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C1M1xM.F32@cs.bham.ac.uk>
Source record: 40856

In article <1993Jan28.113124.12404@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>In article <C1ItAG.Ivw@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>>I'm getting curiouser by the minute! Does anyone have the GDOS
>>programming guide mentioned in the FontGDOS docs?
>If they do, could they tell me where to get it?

They're supposedly available from Atari US, you might try Atari UK ;-)

>I asked a question the other day, which everyone seemed to
>misunderstand, so I'll re-state it it a different way, in the hope
>that someone can help me. I'm using GDOS fonts in a program I'm
>writing, I'm not trying to hack GDOS, just using them as usual. The
>problem I have is how to find the fonts when I need them. If people
>have their fonts on a hard drive, they have no need of a prompt, as
>the fonts will be directly accessible. However, people without a
>hard disk will need a prompt to insert the font disk, before I can
>call vst_load_fonts. I don't want to dictate that the fonts must be on
>the program disk, as the program already has to access a large amount
>of data, and space is limited.
>
>Several people suggested I looked in the ASSIGN.SYS file, but I cannot
>assume that the boot disk will be present, and I have the same problem

OK, try looking for \assign.sys on _bootdev. If it isn't there, stick up an alert "Please insert the boot disk", and loop around 'til you get the file. The get the PATH info out of the file. Then look for the directory mentioned in the PATH (alert if not found, etc). When all is Ok, do a vst_load_fonts().

>about finding that as I do with the fonts! The point I was making is
>that GDOS must load the font path into memory on boot-up, as IT has to
>find the fonts, so: Is there any way of getting this information back
>from GDOS?
>
>I can't imagine that I'm the first person to have this problem.
>
>Keith.

You probably won't be the last, either! How do the FontGDOS CPXs do this, has anyone disassembled them?

--Chris

X.400: /PN=Chris.Ridd/OU=cosit/O=nhs imc/PRMD=nhs imc/ADMD=attmail/C=gb
(funky, ain't it?)

504. MegaSTe hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 12:55:58 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1206@usdtsg.DaytonOH.NCR.COM>
Source record: 40858

I have a question regarding the MegaSTe and hard disks (forgive me
if this is in the FAQ - I'm not sure)...

Anyways, I have a MegaSTe/4 with NO internal hard drive (just a
Megafile 30 sitting near it). If I wanted to put an internal hard
drive in, what pieces of hardware would I need? (host adapter, etc?).
Would it be simpler to get one installed internally (saving me the
problem of having to get a box to put it in, etc) or just getting
an external one and ICDLinking it? Personally, I'd like it internal.
The company I bought it from (the computer) would probably be the
one to do the installing (as I am not a hardware-hacker by any means),
so there would be someone with technical-sense doing it...

Any help or comments (no flames, though since it's been so cold outside
a few flames wouldn't be all bad :-) would be appreciated. Thanks...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"today's commercial is brought to you by a grant from..."

505. Re: New Version of ST Blank

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 13:48:35 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728315314.4059@minster.york.ac.uk>
Source record: 40860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For those wondering what on earth ST Blank is, it's a screen saver.

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

506. Re: Whats POSIX, and how would it help MiNT/MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 14:07:41 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728316460.4483@minster.york.ac.uk>
Source record: 40861

In article <ig25.728124971@fg70> ig25@fg70.rz.uni-karlsruhe.de (Thomas Koenig) writes:
>wilsont@rahul.net (Timothy Wilson) writes:
>
>>what does POSIX do for the average joe?

POSIX is a rough acronym for "Portable Operating System Interface based on
UniX". The whole effort was kicked off by the US military, which was fed up
of a proliferation of different OSes.

>POSIX.1 provides an application interface for programs. It provides
>highly portable C functions for writing programs across a multitude
>of platforms, including UNIX versions, but also VAX/VMS (which is about
>as non- UNIX - like as you can get), for example.

>If you've written a POSIX.1 - compliant application, you've ported it to
>AT&T SVR4, HP-UX 8.0, AIX, VAX/VMS, Linux, ... without needing to change a
>single byte in your source code, and without all these pesky #ifdefs.

You hope! POSIX support is a bit flakey at the moment, and parts of the
standard haven't settled down yet (signal handling, threads etc.)

It is interesting to note that MiNT has a lot of POSIX-like stuff. For
example, the signal handling is like that proposed for POSIX, directory
handling is POSIX compliant etc. etc.

What I also like about MiNT is that it borrows some ideas from Plan 9, the
"successor" to Unix. This includes the "everything is a file" idea.

>Thomas Koenig, ig25@rz.uni-karlsruhe.de, ig25@dkauni2.bitnet

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

507. Closing Windows and WM_NEWTOP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 14:23:38 UTC
From: hrs@aber.ac.uk
Message-ID: <1993Jan29.142338.10593@aber.ac.uk>
Source record: 40862

This question may have been answered before but if one has more than
two windows open at once (say three) and the user closes one of them, does
GEM send a WM_NEWTOP message to the application telling it which of the
remaining two is now active? In the program I'm writing, when I close
a window I don't get a WM_NEWTOP message and I've no way of knowing which
of the remaining windows is now the active one. When does WM_NEWTOP actually
get issued? I receive WM_TOPPED when I click on an inactive window so that
message seems to work. I realise that when a window is closed, a redraw
mesage is send to the new active window, I guess I could intercept the
redraw to find out the new active window.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

508. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 14:30:33 UTC
From: ts9@irz305.inf.tu-dresden.de
Message-ID: <1kbf29INNjd2@irz401.inf.tu-dresden.de>
Source record: 40864

Hi!

In article <C1GA3A.H90@mach1.wlu.ca>, bili6745@mach1.wlu.ca (bilinsky keith) writes:
>I plan on installing Overscan3 from a.a to my 4 meg STE. Does anyone know
>if there is any difference installing it to STE then ST?
>
>Keith

I'm very sorry: You can't use Overscan in a STE-machine. There is a special VME-slot-version for TT (maybe for MSTE too ???). K. Isakovic (I think he's one of the developers) sayd, there's an important signal missing because of some hardware optimizations (few old chips -> one new). Ask him for detail (sorry 8-), but I think nobody can help you.

greetings - ketchup

509. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 14:48:02 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Jan29144104@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 40863

Whereabouts is this? I heard it was on a.a. the other day, but when I went to get it the latest version I could find was mint 0.96?

Kev

510. Re: GFA Graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 18:27:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jan29.182700.18458@newshost.lanl.gov>
Source record: 40865

In article 1k8rdfINNjdn@umbc8.umbc.edu, ac999111@umbc.edu (ac999111) writes:
>
>How can you draw on a virtual screen then swap screens, draw, etc.. ? I have
>tried this in the past and it always seems to just bomb and leave it at
>that. Also, in the manual it has bitblit as a way of moving graphics quickly,
>but I can't seem to get that command working either.
>

Paul, I could try to dig up some example source code for you that uses XBIOS(5)
to swap between physical and logical screens but that may be a bit tedious.

Paul, I don't mean to make this a "commercial" post but I suggest you purchase
a copy of "The GFA BASIC Toolkit, Vol 1" from Taylor Ridge Books, 203-643-9673,
for $34.95. It has a lot of custom graphics routines (including page flipping)
which you can merge into your own programs. The routines are all documented
and intended for the beginning to intermediate programmer.

While I compiled the book, edited/commented the routines and wrote the demo
programs, all the routines are pd and you are free to use them as you wish.
If you don't want to pay for the book, you could probably find similar
routines in the GEnie libraries if you cared to search for them. Again, I
apologize to all if this sounds like a commercial post but it really _is_ the
best source for graphics routines (and others) for beginners, IMHO.

Also on GEnie is "GFA-EXPERT" by Han Kempen of The Netherlands which is really
an excellent second GFA manual. It's PD and is for the intermediate level GFA
programmer and is a must download. Sorry, I don't know if it is available on atari.archive
or not. I believe there are a few new GFA tutorials/utilities
on GEnie that I may not have checked out yet. And if you need info on how
to access GEnie, just ask and I'll email you the info.

_____________________________ John "HUTCH" Hutchinson _____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

511. HSC 1.40 now available at a.a

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 18:55:38 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan29.185538.20117@mnemosyne.cs.du.edu>
Source record: 40866

Heat-and-Serve C version 1.40 is now available at a.a as HSC140.LZH. As
with v1.33i, it includes an automatic installation and configuration program.
I've been receiving email questions about what was fixed and what's new in
v1.40, so I figured I'd better post a little summary for y'all.

- Support for ARGV command lines in all compiler pieces. Allows sensible
makefiles, removes limits on how many names can be passed to CC at once.

- All compiler pieces that used to occasionally do a Cconout('\0') to
allow DOS to sense a ^C now do that only under plain TOS. Under
MiNT that didn't work well (they tell me), so under MiNT it does a Yield().

- Bugfixes and enhancements in HCC. Major points include:
- Handling of -I command line option fixed.
- You can now index into arrays larger than 64k properly.
(But size_t is still short.)
- Preprocessor now supports #elif.
- Embedded assembler now easier, via #pragma asm statement.
- Lots of other minor things.

- Changes to JAS:
- JAS now understands regs CCR, SR, USP, and instructions that use them.
- PC-relative addressing now works on all instructions.

- Changes to TOP:
- Vast speedup. No, I mean really vast. (It used to take over 800
seconds to optimize one of top's modules. Now it takes 127 seconds.
YMMV, but it's faster on most anything you throw at it.)
- Added a few new optimizations, based on new 'hints' emitted by HCC.
- Fixed some broken optimizations, such as incorrectly generating an
nnn(An, Dn) addressing mode where nnn was not in 8-bit range.
- Now handles modules which include a bit of embedded asm code.

- Fixes and enhancements to LD:
- Old compiled-in limits on the number of object modules, etc, have
been increased. Also, new command line options are available to
increase (or decrease I guess) these limits if the new compiled-in
defaults aren't enough. Now you're only limited by available memory.
- LD automatically sets the FASTLOAD bit in the program header now.
(Funny how things like that become an issue when you suddenly get a
machine that has 14mb!)

- Changes to MAKE:
- It can now pass up to 255 args on a command line when it invokes a
program. (Yeah, there's shouldn't be any limit. I'm looking into it.)
- Lots of new builtin commands:

del delete rm remove unlink cp copy set setenv chdir mkdir rmdir
pushdir popdir echo beep pause
This lets you write cleaner-looking makefiles using the idiom of your
favorite shell (unix, msdos, etc).

- Changes to runtime library:
- Finally applied Mark Ramaer's malloc() fix.
- Fixed access() to standard unix-type return values.
- Fixed memcpy/lmemcpy.
- Added atexit() function and handling.
- Added _InitLibs(), _InitArgs(), _InitStreams(),
_InitClock(); mostly for internal use only.
- Changes in dstart.s to support atexit, _InitLibs, etc.
- Added exterrset() exterror(), perrorf(), vperrorf().
- Tweaked text of messages from strerror(). They are now
very non-specific and generally useful. (EG, -35 reports
"No more handles", without specific reference to file
handles: also useful for reporting lack of VDI handles.)
- Added spawn(), spawnv(), spawnve(), etc, etc.
- Added handling of ARGV arg passing standard. Programs
can get args now from ARGV, xArg, or command line (it
checks them in that order.) The spawn() family will
pass parms via ARGV. (The fork() family doesn't; yet.)
- Added usleep().
- Added exists().
- Tweaked operation of findfile(), pfindfile(); the latter
now searches the current directory before going and
looking in path places. (The former is just faster now.)

In general, everything that was reported to me as broken in v1.33i has
been fixed (however clumsily) in v1.40. That doesn't mean 1.40 is bug-free,
but I think it is more robust than 1.33i.

By far the most effort in the 1.40 release is the changes to GemFast.
Those are too numerous to detail here, I'll post a summary separately.

The HSC140.LZH file is almost 500k. Uuencoding makes it way bigger than
that even, so I'm sorry to say that I CAN'T honor requests to send a copy
via email. On the other hand, the file is now available at a.a and the
mirrors of a.a, so you should be able to ftp it or request it via a mail
server without any problems. You will need a version of LHARC that can
handle -lh5 decompression to unpack the archive.

- Ian
ianl@bix.com (preferred mail address)
ilepore@nyx.cs.du.edu

512. Latest version of lharc?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 20:23:45 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan29.202345.24373@mnemosyne.cs.du.edu>
Source record: 40867

I'm using v2.01h of Quester's lharc. What is the latest version?

2.01h doesn't handle the 'f' (freshen) command properly when the archive contains subdirs, and that screws me up something awful. (Properly == how the msdos version does it: if the archive contains subdirs, lharc goes and looks in all the subdirs for things to freshen.) Does the latest version handle freshen properly?

513. Re: Schematics for 520?....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 22:27:41 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C1Mzq6.IFz@ecf.toronto.edu>
Source record: 40868

If it is an old computer, you will probably have good luck by putting in new sockets for the ROMS and the GLUE and MMU. As the computer gets older, the sockets deform from the heat generated over the years. I put in MILSPECS myself.

514. Re: Programming MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-29 23:52:45 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jan29185245@kropotkin.gnu.ai.mit.edu>
Source record: 40869

In article <C1M1xM.F32@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>OK, try looking for \assign.sys on _bootdev. If it isn't there, stick
>up an alert "Please insert the boot disk", and loop around 'til you
>get the file. The get the PATH info out of the file. Then look for the
>directory mentioned in the PATH (alert if not found, etc). When all is
>Ok, do a vst_load_fonts().

I'm fairly certain there is a GDOS-compatible product that lets you
have different SYS files that will not necessarily be called
assign.sys.

I suspect your scheme will lose when running this product.

Maybe a file selector is in order.

Cheers,
entropy

p.s. this may not have any relevance to reality--I don't use GDOS or
any GDOS-type programs myself, all information herein is hearsay.
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

515. Re: Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-30 00:01:48 UTC
From: ersmith@netcom.com
Message-ID: <1993Jan30.000148.10012@netcom.com>
Source record: 40870

In article <1993Jan28.185123.218@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> new (TOS 4.02) AES uses ob_flags instead of extended object type for 3D

> I'm wondering though: why didn't the use of 3D objects just become a global-
>to-the-application issue, instead of a per-object issue? I'd much prefer to
>see a new aes call, maybe appl_3d(TRUE); that informs the aes this application
>was designed with 3D objects in mind, so use them. It seems to me that mixing
>flat and 3D objects in one application would be bad style at best.

Not at all. There are many cases where one might want to mix 3D objects with 2D ones. Remember that strings and icons are objects, and you might want (for example) to put a 2D icon inside a 3D box, in order to get a sort of "hilight" for the icon. Making the 3D/not3D selection per-object gives programmers much more control over their resources.

> Also, I'd like to offer some food for thought for those at Atari working on
>AES internals: please consider setting aside bit 15 of ob_flags and ob_state
>for use by the application, and document it as such.

We could consider doing this, if there is enough demand and a demonstrated need. But remember that every time we do something like that, we limit our options in the future. If we run out of bits, then we'll end up with something like the extended object type fiasco...

> If prior art holds any
>weight, the GemFast library internals use bit 15 of ob_flags now to define
>a moveable dialog; the object that can be grabbed to move the dialog has
>bit 15 of ob_flags set to indicate such.

DON'T DO THAT!!! I said we *might* be able to set aside bits for the user; but we might not, and for now the documentation (both DRI's and Atari's) certainly says that all bits in ob_flags and ob_state are reserved for the operating system, and unused bits must be set to 0.

There are 8 bits in the extended object type field. DRI's documentation said that those are for application use, and we've formally endorsed that. Use those for any application or library specific stuff. It's particularly important that libraries should follow the rules, because if they don't then programmers who really do mean to do everything legally can suddenly find themselves with non-conforming programs because the library did something illegal without their knowledge.

Regards,
Eric

516. A couple of programming questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-30 01:54:27 UTC
From: elvis@watserv.ucr.edu
Message-ID: <25604@galaxy.ucr.edu>
Source record: 40872

Hi,
I've been trying to fix a couple of bugs that have been reported to me about expand-o-matic, but have been having difficulty because they are with different TOS versions. So... I was wondering if some of you could offer advice.
The first problem is with the information that TOS 2.05 + passes through filenames with drag-and-drop loading. I had assumed that argc would contain the number of filenames (well number + 1), and argv[1 to argc] would contain the names themselves, which is how NeoDesk does it. I got mail from someone, however, saying that under TOS 2.05 it only did the first file and then skipped the rest. As I only have TOS 1.04, and do drag-and-drop via NeoDesk, I have no way of experimenting to find out how 2.05 and up actually do it. So, to put it simply, how do TOS versions 2.05 + pass in the filenames?
The second problem is a bit more vague, and I doubt if anyone can give me a specific answer, but maybe someone can point me in the right direction. I have been trying to track down a problem that causes expando to bomb on this one person's machine, but only when they are using TOS 1.0, 4 megs of memory and a color monitor. If they change any of that, TOS 1.04 or 1 meg or mono monitor instead, it works fine. My personal setup is TOS 1.04, 2.5 megs and a multi-sync monitor and I have been unable to re-create the problem. The person has run a number of tests and it is only with that exact configuration that he has the problem. It bombs sometime between the end of the Pexec() to run the archiver and the clearing of the screen. I'm going to try sending him a copy of the program that has some debugging messages to try and find out exactly where it is dying. Anyway, I realize this is all a bit vague, but as I was going to ask the other question I thought I might as well throw this one in as well... can anyone think of what might be peculiar to the above setup to cause this? I believe that he is running the same auto programs in all cases, and he has run a memory check, and I am very baffled.

Thanks in advance for any help,
Andrew Cullum (elvis@watserv.ucr.edu)

517. File transfer question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-30 09:25:28 UTC
From: jans@candida.nada.kth.se
Message-ID: <JANS.93Jan30102528@candida.nada.kth.se>
Source record: 40871

I have recently bought an Atari 1040 ST, and I would like to replace my old volker-craig terminal with this new piece of equipment. I found a terminal emulator on one of the major archive sites and downloaded it to my UNIX workstation. But now I am stuck. The manual says that in order to get started, I must have the two pertinent files on a floppy disc; I have no idea how to transfer files from a SUN SPARCSTATION 2 to an Atari-readable floppy. Our equipment here is such that there is no problem in transfering the files to Macintosh floppys; and transfering to PC floppys is possible with a little work.

So, can anyone help an absolute beginner?
--

Jan Snellman
jans@matematik.su.se

518. Re: GFA Graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-30 14:34:17 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jan30.143417@cs.bham.ac.uk>
Source record: 40873

```
In article <1k8rdfINNjdn@umbc8.umbc.edu>, ac999111@umbc.edu (ac999111) writes:
|> Hey all, I have some questions concerning graphics programming. I will just
|> write my program in GFA as I'm most familiar with that on the ST, but I don't
|> know how to do the more advanced graphics manipulation in it.
|>
|> How can you draw on a virtual screen then swap screens, draw, etc.. ? I have
|> tried this in the past and it always seems to just bomb and leave it at
|> that. Also, in the manual it has bitblit as a way of moving graphics quickly,
|> but I can't seem to get that command working either.
|>
|> If anyone has ideas on this, or any other graphics programming (scaling blocks
|> of screen would be nice..) please drop me some mail.. thanks.
|>
|> Paul..
|> ac999111@umbc.edu
```

Right. A program to put a filled box at the mouse cursor without flickering...
This works on an ST or STE...

```
DIM s2|(32256)
'
old%=XBIOS(2) !current physical screen
'
scr1%=old%
scr2%=V:s2|(255) AND $FFFF00 !on 256-byte boundary
'
oldx&=-1
oldy&=-1
x&=-1
y&=-1
'
~XBIOS(5,l:scr1%,l:scr2%,-1)
DO
IF oldx&>-1
DEFFILL 0,1
PBOX oldx&-20,oldy&-20,oldx&+20,oldy&+20
ENDIF
oldx&=x&
oldy&=y&
'
MOUSE x&,y&,k&
DEFFILL 1,1
PBOX x&-20,y&-20,x&+20,y&+20
'
SWAP scr1%,scr2% ! swap screens
```

```
~XBIOS(5,l:scr1%,l:scr2%,-1) ! logical,physical,rez
LOOP UNTIL k&<>0
'
~XBIOS(5,l:old%,l:old%,-1)
'
END
```

Phew, all from memory! Hope it works!

David.


```
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /\_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||\_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| \_|/
```

519. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-30 19:26:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1kekoeINNt1n@golem.wcc.govt.nz>
Source record: 40875

> I'm surprised that noone on usenet has heard of ANSITerm. It is an
> excellent terminal program with ANSI and VT-102 emulation. It is one of
> the best emulations of VT-102 and ANSI that I have ever seen. I have ha
> no problems with it on the unix systems which I log onto. If its not
> on atari.archive.umich.edu, you should be able to contact the author
> at tmiller@suntan.ec.usf.edu The latest version is 1.80, which has
> a few bugs, but he is working on fixing them.

It doesn't like VT-100 much though!

it should be on atari.archive.umich.edu. Filename is (from memory)
tws_180.lzh or some such thing....

---

520. Re: Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-30 19:36:28 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan30.193628.8145@mnemosyne.cs.du.edu>
Source record: 40876

```
>> GemFast is using ob_flags bit #15
> DON'T DO THAT!
```

Well, rest assured, I'm desparately brainstorming on a way to undo it. You've got to understand that at the time I decided to use that bit, I asked myself: Is Atari going to ever use this bit? Then I answered myself with another question: Is Atari ever going to ehance the AES in any way, it has been 7 years since any significant changes were made.

I figure at the rate Atari is moving (not even considering the backwards movement that seems to be present in some 'enhancements') I figure I'll have the bit 15 usage worked out some other way long before Atari gets around to using that bit.

521. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-30 19:44:14 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan30.194414.8519@mnemosyne.cs.du.edu>
Source record: 40877

> Flash has a GEM command

Which sets the current drive/path to the drive/path of the program about to be started, that's why such programs always find their resource files.

Perhaps the simplest solution is to set up an environment variable, PATH=, and in it list the paths where all your programs (and their RSC files) are.

There's only one drawback to that idea... AFTER OVER 7 YEARS AND HALF A DOZEN TOS UPGRADES, THE DESKTOP STILL DOESN'T SUPPORT ENV VARS! It's things like that which make me despair for Atari's ongoing presence (such as it is) in the marketplace.

But, if you have my HSC compiler package, you have env var support via the GEMENV program included in the package. Of course, if you have a Falcon you'll find that GEMENV doesn't work as well on it, because Atari gratuitously changed the way the desktop handles its environment. I say gratuitously, because while the internals of it changed, the desktop still doesn't support env vars. (IE, so what was the purpose of the change?)

Really, with basic TOS totally stagnated, and MultiTOS going the direction of unix (nice for programmers, useless for end users, and most of your existing aps won't work right with it), I really sometimes wonder what I'm doing still messing with these machines.

522. Re: Closing Windows and WM_NEWTOP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-30 19:47:58 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan30.194758.8688@mnemosyne.cs.du.edu>
Source record: 40878

> when is WM_NEWTOP sent?

Never. Its inclusion in the documentation is an error, there is no such message. Or so Atari tech support has told me. This applies under regular TOS, under MultiTOS totally different rules apply.

Also per Atari support: the only reliable way to stay informed as to the top window is to make a wind_get(0, WF_TOP,...) call periodically. Luckily, they say this is a fast call, as such things go, and doesn't hurt performance.

523. Re: Whats POSIX, and how would it help MiNT/MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-30 23:35:17 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <74655@cup.portal.com>
Source record: 40879

>What I also like about MiNT is that it borrows some ideas from Plan 9, the
>"successor" to Unix. This includes the "everything is a file" idea.

"successor"?!?!? This "everything is a file" idea goes BACK to
Multics, which preceded UNIX (if not before that in some lesser known system).

I always find it surprizing how many things in computing people think are
"new" that have been around for decades, or go back even before the
digital computer. (although they were often in systems that never got much
further than the lab, often because the companies had no idea what to do
with them then).

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

524. TeX fonts -> GDOS ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 00:05:45 UTC
From: B7NS@MUSICT.MCGILL.CA
Message-ID: <30JAN93.20623555.0068@VM1.MCGILL.CA>
Source record: 40880

Hi everyone,

I was curious if any software exists to convert MetaFont generated
bitmaps into GDOS format. As an alternative: is there any info c
available on those two formats? I could attempt writing a converter
myself.

Any help appreciated.

Pete.

****
* Peter Twarecki, graduate student * EMail address *
* McGill University, Montreal * b7ns@musicb.mcgill.ca *
****

525. Re: MegaSTe hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 01:28:21 UTC
From: ekrimen@wet.UUCP
Message-ID: <5251@wet.UUCP>
Source record: 40874

In article <1206@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>
> Anyways, I have a MegaSTe/4 with NO internal hard drive (just a
>Megafile 30 sitting near it). If I wanted to put an internal hard
>drive in, what pieces of hardware would I need? (host adapter, etc?).

Atari sells a hard drive kit for the TT and Mega STE that includes everything you need to install a hard drive in your computer. I think the host adapter is already in your computer; you could probably open up the bay and take a look for yourself. In any case, the kit has everything you need. (I hope Atari is still selling these.)

Talk to your dealer. If he knows nothing about it or gives you the run-around, find another dealer. If you don't know of one, leave me e-mail and I'll recommend a few.

Oh, BTW, Atari's kit doesn't include the hard drive mechanism itself. Your dealer could find one for you though. I'd recommend a Quantum drive.

Also, ICD is on the verge of releasing their SCSI Professional utilities which don't require an ICD host adapter in the system to use them. You might want to check into this package as well. I prefer not to use Atari's hard drive utilities because ICD's have more features. You can order the package now, and you'll receive everything but the manual, which isn't finished yet. The package is $50 and I've heard that it includes CleanUp.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

526. I need help with rsrc_load in Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 04:09:38 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Jan30.220938.691@rivers>
Source record: 40881

Help!

I've been trying to design a program which uses .RSC files, and
I can't get rsrc_load to work. I'm using a compiled BASIC same in dialect
to ST-BASIC on the language disk. I pass the pointer to the filename, call
the AES function rsrc_load, and my STe keeps asking me to put disk A: in the
drive. I'm running my program from my ram-disk G:, and I've tried including
full path names and the .RSC extension into the filename. Nothing works.
What should I do?

Larry I.
--
e-mail larry.o.imm@uwrf.edu

527. Re: File transfer question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 04:20:07 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1993Jan31.002007.1@ulkyvx.louisville.edu>
Source record: 40882

In article <JANS.93Jan30102528@candida.nada.kth.se>, jans@candida.nada.kth.se (Jan Snellman) writes:
> I have recently bought an Atari 1040 ST, and I would like to replace
> my old volker-craig terminal with this new piece of equipment. I found
> a terminal emulator on one of the major archive sites and downloaded
> it to my UNIX workstation. But now I am stuck. The manual says that in
> order to get started, I must have the two pertinent files on a floppy
> disc; I have no idea how to transfer files from a SUN SPARCSTATION 2
> to an Atari-readable floppy. Our equipment here is such that there is
> no problem in transfering the files to Macintosh floppys; and
> transfering to PC floppys is possible with a little work.
>
> So, can anyone help an absolute beginner?
> --
>
> Jan Snellman
> jans@matematik.su.se

If you can copy the files to low density (720k) PC floppies, your ST should be able to read them perfectly. STs and PCs use very similar disk formats. Hope this helps.

M Ali

528. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 06:21:12 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b6b7056@p15.f202.n281.z2.fidonet>
Source record: 40883

In a message of <Thu 28 Jan 93 07:29>, Ian Lepore (2:281/202.0) writes:

IL> Be sure to make the screen look more or less like the desktop does:
IL> make sure the mouse is on, and starts out as a BEE shape, make sure
IL> your menu bar (if any) is off. Make sure you aren't holding any
IL> wind_update() semaphors. Do an appl_exit() last thing before the
IL> Pexec() call, and an appl_init() first thing after it returns. Right
IL> after the appl_init() do wind_new() and wind_set(0, WF_NEWDESK, NULL,
IL> NULL). I think that's everything you need to do before and after.
IL> (Except shel_write() calls, which I'm waiting for Atari to bless,
IL> more on that later.)

You should watch out with that wind_new()-call. That call has only been present since TOS 1.4. I suppose you use it to clean up any windows the GEM-application may have left open, so it's not really necessary, just a safety precaution. As long as it doesn't bomb TOS 1.0 and 1.2 machines this is OK, but I'd check this out if I were you.

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl

--- MARSmail v1.20/4D
* Origin: (2:281/202.15)

529. Atari 1040ST Power su[pply Help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 14:34:05 UTC
From: kstearns@cs.ulowell.edu
Message-ID: <C1q34u.DpK@ulowell.ulowell.edu>
Source record: 40884

[No readable article body recovered]

530. Atari St Power SUpply Help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 14:38:03 UTC
From: kstearns@cs.ulowell.edu
Message-ID: <C1q3BF.DsM@ulowell.ulowell.edu>
Source record: 40885

I have an Atari 1040 ST-F with both internal and external floppy drives.

For the first hour after power up, nothing happens...monitor is black

and the drives remain inactive. Then the drive lights go on and the drives

start to spin slowly. After a half hour to an hour the comes on to a white

screen. At this time after hitting the reset button the computer works

normaly. The problem has been definately isolated to be in the power supply.

Without purchacing a new power supply can this be fixed? and how?

If not, is anybody selling a used or reconditioned powed supply?

Any help will be appreciated.

531. Re: Whats POSIX, and how would it help MiNT/MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 15:35:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Jan31.153508.2949@csi.uottawa.ca>
Source record: 40886

In article <74655@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>>What I also like about MiNT is that it borrows some ideas from Plan 9, the
>>"successor" to Unix. This includes the "everything is a file" idea.
>
>"successor"?!?!? This "everything is a file" idea goes BACK to
>Multics, which preceded UNIX (if not before that in some lesser known system).

The "new" thing about Plan 9 is that it treats CPUs as "files" (of a
sort).

Actually the "everything is a file" idea is something that goes back
(within the Atari line) to the old Atari 800. It's not even new to
Atari! On the 800, you could do almost anything other than
computations (i.e. - assignment of variables), pokes, and
Player/Missile graphics using the XIO command. The tape drive was a
"file". Likewise for disk drives. And graphics screens. And
something called the "editor device" (E:).

It's one of the things that set the Atari 8 bit machines apart from
the other home computers at the time.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

532. Re: File transfer question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 16:45:28 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.728498728@groucho.phil.ruu.nl>
Source record: 40887

m0ali001@ulkyvx.louisville.edu writes:

>In article <JANS.93Jan30102528@candida.nada.kth.se>, jans@candida.nada.kth.se (Jan
Snellman) writes:
>> I have recently bought an Atari 1040 ST, and I would like to replace
>> my old volker-craig terminal with this new piece of equipment. I found
>> a terminal emulator on one of the major archive sites and downloaded
>> it to my UNIX workstation. But now I am stuck. The manual says that in
>> order to get started, I must have the two pertinent files on a floppy
>> disc; I have no idea how to transfer files from a SUN SPARCSTATION 2
>> to an Atari-readable floppy. Our equipment here is such that there is
>> no problem in transfering the files to Macintosh floppys; and
>> transfering to PC floppys is possible with a little work.
>>
>If you can copy the files to low density (720k) PC floppies, your
>ST should be able to read them perfectly. STs and PCs use very similar
>disk formats. Hope this helps.

Or use the Mac, if that's easier. Most Mac's have a "superdrive" that can read
and write regular DOS-disks -- which can also be read by the ST...

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * How can I save my dreams
Dept. of Philosophy * in the nightmare, in the flood
University of Utrecht * But I try.
The Netherlands *

533. Re: Atari St Power SUpply Help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 17:00:32 UTC
From: mbernar@erenj.com
Message-ID: <1993Jan31.170032.18180@erenj.com>
Source record: 40888

In article <C1q3BF.DsM@ulowell.ulowell.edu> kstearns@cs.ulowell.edu (Kevin Stearns) writes:
>I have an Atari 1040 ST-F with both internal and external floppy drives.
>
>For the first hour after power up, nothing happens...monitor is black
>
>and the drives remain inactive. Then the drive lights go on and the drives
>
>start to spin slowly. After a half hour to an hour the comes on to a white
>
>screen. At this time after hitting the reset button the computer works
>
>normaly. The problem has been definately isolated to be in the power supply.
>
>Without purchacing a new power supply can this be fixed? and how?
>
>If not, is anybody selling a used or reconditioned powed supply?
>
>Any help will be appreciated.

When I openned my 1040STF recently to clean my FDD, I noticed an area under 2 resistors next to the transformer (in the power supply board) that was black, obviously from getting too hot. When I examined the bottom of the board, I noticed that the solder joints on one of the resistors looked like it was comming loose in addition to the circuit trace. I resoldered these resistors and also added a jumper wire on the trace that was comming loose just to be safe. Perhaps you'r problem is a loose solder joint here?

Marcelino Bernardo
mbernar@erenj.com

534. Re: I need help with rsrc_load in Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 18:40:22 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jan31.184022.18118@mnemosyne.cs.du.edu>
Source record: 40889

> using .RSC file from Basic

It may be that you need to use some command, option, or keyword in your Basic program (or on the compiler command line) to leave some memory free. The AES has to allocate memory to load the .RSC file, and some Basics will take all of memory for the program, leaving none for the AES.

535. Driver for a Wang Daisy wheel printer!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 19:11:21 UTC
From: mbell@csc.liv.ac.uk
Message-ID: <C1qFyy.EAL@compsci.liverpool.ac.uk>
Source record: 40890

Hi, I am posting this on behalf of a friend as I can't seem to get hold of a driver for him:

****
I'm looking for a driver for an old (1984) Wang daisy wheel printer. I have a 520 STFM with an early TOS so I can't use first word plus.
There are two serial numbers so here they are:
1) 87057580
2) Wang serial number PO 3949
and the model is a 620.
****

Thanks
Mike

PS Please Email me!!!

536. Turbo 25 Accelerator __FOR SALE__

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 20:09:10 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Jan31.150910.14423@umiami.ir.miami.edu>
Source record: 40791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

T25 in EXCELLENT condition.

Reason for selling, it doesn't seem to want to work in MY Mega ST4. It works in all other types of machines and has been tested in 3 1040's, 2 Megas, and a 520 with all versions of TOS from 1.0 to 2.06.

Selling Price $250 which includes shipping.

Leave e-mail if interested.

Mark Santora

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

537. Re: Reading BIOS Boot Paramete

Newsgroup: comp.sys.atari.st.tech
Date: 1993-01-31 21:06:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A21584@UN.maus.de>
Source record: 40792

```
>> Can anyone tell me how to read in the BIOS boot sector paramter from a
>floppy
>> disk and how to access the value of it in C? I am having loads of trouble,
>> getting spurious data, or hang-ups!
>
>In Pure C/Turbo C, you just say:
>
>#include <tos.h>
>
>[...]
>
> BPB mybpb, *bpbptr = Getbpb(drive);
> if (bpbptr)
> {
> memcpy(&mybpb, mybpbptr, sizeof(BPB);
> /* read the values in mybpb */
> }
```

Please be _VERY_VERY_CAREFUL_ when using Getbpb() - if the disk (floppy or removable harddisk) was changed /after/ the last GEMDOS access to that drive, Getbpb() will clear the corresponding BIOS media change flag, so GEMDOS will never know that the medium was changed.
This can cause /very/ serious trouble, including, but not limited to a destroyed FAT!

The easiest solution: just do something like:

```
{
static char name[5] = "#:\\x" ;
int handle ;
name[0] = drive + 'A' ; /* <=== this may not be correct under MiNT!! */
if ( (handle=(int)Fopen(name,0))>0 )
Fclose(handle) ;
}
```

immediately before the Getbpb; this will cause GEMDOS to check the media change state before the Getbpb() destroys it.

Martin

```
-----------------------------------------------------------
| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |
-----------------------------------------------------------
```

538. Dumb mistake (was: I need help with rsrc_load...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 03:39:12 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Jan31.213912.695@rivers>
Source record: 40793

SORRY!!!

I just found out I was using the wrong pointer to my file-name.

Whatta dumb mistake...

But I have another question to anyone familiar with AES objects...
What exactly does the RADIO_BUTTON attribute do? It seems to keep me
from selecting two radio buttons at the same time, but what if I
have more than one set of exclusive buttons? (like on the desktop Preferences..
item) how do I define those objects?

Any help will be gratefully appreciated. Thanks!

BTW: (to Ian Lapore;)
I found out that I had just enough memory left over to load my small
resource, and to load bigger ones I would have to give up more memory
to TOS. Luckily this is easily implemented in my program using one DEF
statement. I might have overlooked this without your input;
Thanks Ian. :)

Larry I.
--
larry.o.imm@uwrf.edu

539. Re: Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 05:22:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11896@uqcspe.cs.uq.oz.au>
Source record: 40794

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> Also, I'd like to offer some food for thought for those at Atari working on
>AES internals: please consider setting aside bit 15 of ob_flags and ob_state
>for use by the application, and document it as such. Even better would be
>bits 14 and 15, but that may be asking too much. If prior art holds any
>weight, the GemFast library internals use bit 15 of ob_flags now to define
>a moveable dialog; the object that can be grabbed to move the dialog has
>bit 15 of ob_flags set to indicate such. I just couldn't find any other
>way or place to stuff some indication of what the mover object is. (The
>reason I'd like bits 14 *and* 15 is that then a rule could be formalized
>that says 15 is reserved for library implementors, and 14 is reserved for
>the end application.)

Oh dammit, why do all my ideas get crunched?

I thought the upper ob_flags and ob_state bits were "user-defined" not
"reserved". I'm using 14 & 15 of ob_flags in my GEM++ library. Oops.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = GNUized |
/ * <-- Computer Science Department, |||||| Atari Machine-Specific |
_.-._/ University of Queensland, _// || _ C++ game library |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

540. Re: 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 06:24:34 UTC
From: boyd@gauss
Message-ID: <1993Feb1.062434.21288@mailer.cc.fsu.edu>
Source record: 40795
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michel Forget (mforget@elfhaven.ersys.edmonton.ab.ca) wrote:
> Using high speed modems on the ST is not all that hard, if you have the right
> software. You need a program caled SERFIX11.LZH (ZIP, ZOO, ARC?) that goes in
> your AUTO folder. It will correct a bug that is present in all Atari systems,
> with the exception of the TT I believe.

I was under the impression that TOS 1.2 did NOT have this bug (which was
reintroduced in TOS 1.4). Can anyone confirm this?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

541. Re: Ich habe zwei oder drei Fragen...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 08:02:12 UTC
From: johan.nordlander.@eng.emu.se
Message-ID: <johan.nordlander.-010293084509@nod.eng.umu.se>
Source record: 40796

In article <C1n1Gq.Bx8@ra.nrl.navy.mil>, weiss@bdcv8 (DEV - Warren Weiss)
wrote:
>
> Sorry, but my German is atrocious!
>
> Someone posted a question regarding the use of PC high-density drives on
> the Atari...can it be done? The connections are similar, but not identical
> , so installation might be for experts only.
>
> Also, I am updating my machine from TOS 1.0 to TOS 1.4 - will I be able to
> read high-density disks? I understand that there is public domain software
> that will allow me to format a high density disk also - anyone know what
> that might be called?

You will find no problems using high-density disks with your TOS 1.4
Atari.
!! IF YOU HAVE INSTALLED A HIGH-DENSITY DRIVE, that is. !!
There are two very good, but cheap, commercial programs around that will
enable you to format high-density disks in you ST: Harlekin 3 (Try Hi-Soft
in the UK), and Fast Copy Professional (The ST Club in Nottingham). I use
both of these programs extensively and they have not given me any trouble
formating HD-disks.

>
> Once I get the Atari out of the shop, I will have a machine with 2.5 MB RAM
> , TOS 1.4, an AtOnce 286 emulator, a Spectre GCR Mac emulator, and no hard
> drive! I like the idea of a removeable-media device like a Syquest, but I
> have heard negative comments about their speed, reliability, etc. Does
> anyone have experience with them or other removeable-media drives?

I own a Generation Systems 88 MB SyQuest hard drive which I use together
with both my Macintosh LC (sorry folks, I have to), and my TT/030. Of
course I have different cartridges but I do carry them along quite often. I
even carry the drive itself between home (TT) and work (Mac). I have
nothing to complain about whereas reliability is concerned. And talking
about speed, the SyQuest is much faster than the internal Quantum drive in
my TT, and moreover, the SyQuest drive is in fact lightning fast on the TT
compared to on the Mac.

Of course you will have to get some kind of SCSI host adapter or go for a
SyQuest drive dedicated to the ST.

!! GO FOR THE SYQUEST !!

>
> Thanx!

```
>
> ------------------------------------------------------------------------
> Warren W. Weiss VMI '87 email: weiss@bdcv8.nrl.navy.mil
> AMA# 409056
> "Think for yourself and question authority"
> Ride: '85 Suzuki GS700+
> Unknown
> "Deus Ex Machina"
> ------------------------------------------------------------------------
```

Johan Nordlander
Dept.of English
University of Ume&#65533;
Sweden
johan.nordlander@engelska.umu.se

542. Re: Whats POSIX, and how would it help MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 08:54:53 UTC
From: julian@math.uni-muenster.de
Message-ID: <1kiogtINN1o6l@obelix.uni-muenster.de>
Source record: 40797

In article 4483@minster.york.ac.uk, mjl-b@minster.york.ac.uk () writes:
>
> What I also like about MiNT is that it borrows some ideas from Plan 9, the
> "successor" to Unix. This includes the "everything is a file" idea.
>

I like that, too. But: I think this one was borrowed from Helios, the transputer
OS. Or even from an earlier OS (BTW: Sys VR4 has that, too).

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________

543. Atari SM144 to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 09:02:05 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Feb1.090205.13245@unix.brighton.ac.uk>
Source record: 40798

I have finally reached that point where I am to get my new machine, its a sad toss up between the Atari Falcon and the Amiga 1200 (and it is a *very* hard choice indeed). My question is can I connect my existing Atari SM144 monitor to either of these machines?

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

544. Re: Programming MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 09:16:55 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C1rJ48.Hv4@cs.bham.ac.uk>
Source record: 40799

In article <ENTROPY.93Jan29185245@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <C1M1xM.F32@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>>OK, try looking for \assign.sys on _bootdev. If it isn't there, stick
>
>I'm fairly certain there is a GDOS-compatible product that lets you
>have different SYS files that will not necessarily be called
>assign.sys.
>
>I suspect your scheme will lose when running this product.
>
Yep! It is called G+PLUS. The G+ manual shows how you can detect if G+ is running, and not GDOS. It returns a pointer to an internal G+ structure, which includes the assign.sys filename if I'm not too mistaken.

-- Chris Ridd -- C.J.Ridd@uk.ac.bham.cs

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

545. THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 09:45:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1541.724.uupcb@almac.co.uk>
Source record: 40800

This is NOT a flame! It's just an extract from a letter in a magazine talking about micros. So I don't wan't people mouthing off about how good their new 586 is.(That is NOT a home micro!) I did not write it. I am mearly passing it on to everyone who's been putting the Falcon down. And I repeat what I said in an earlier piece, "Every computer has it's place, it's good points and it's bad points. A PC is great in the business world with a huge following technically but is a bit pricey from home use. A Falcon is a great home micro which has many uses but will never make an impression in the business market. An Amiga is also a great home computer with good graphics and a large games base but hasn't a hope of making it in the business world. That's the facts. And whomever disagrees is living in a world tinted by their own computers brand names."

"I noticed an advert in your magazine for one of your numerous sister magazines. The interesting part of the advert was not the main content, but the small print at the bottom claiming that a 25MHz clocked 80386SX based PC is faster than the new Falcon.
<text skipped>
Obviously a 25MHz processor, to the uninitiated, will appear faster than a 16MHz processor, but in the quoted case, this is blatantly untrue. The 68030 is a full 32-bit processor with an onboard instruction cache. The 80386SX is a 32-bit processor internally, but with only a 16-bit data bus externally. Thus it takes the 386SX two instruction cycles to access 32 bits of memory, where the 68030 takes just one. Add to this the fact that most 32-bit fetches are for the instructions themselves and it becomes clear that clock speed does not equal processor speed. Far from it, since most CISC processors such as the two above take, on average, several clock cycles to execute a particular instruction and this average cycles-per-instruction ratio varies widely between different processors.
Having said that, there is the general claim that the PC listed is faster than the Falcon. The Falcon will be a state-of-the-art machine and you need a very fast PC to equal its processing power. Processor speed is measured in MIPS (for measuring the execution speed) and in Whetstones (for measuring the mathematics speed) and not in MHz as used by the people at PC <name witheld> and several other PC magazines, though measurement by MHz is useful for comparing different PC compatibles.
To build a PC equal to the Falcon you would need at least a 80386DX based PC, clocked at 33MHz - the high clock speed being needed to compensate for the speed loss because of DOS and the BIOS. You would also need a fast VGA video card (since the cards fitted as standard by most suppliers are inadequate for playing graphically intensive

games), say one of the ORCHID range, a multi-channel sound card and as much memory as you can afford. The cost of such a setup would be in the region of 1,500, for which yo could have a Falcon plus lots of extras.
But I was forgetting, the Falcon also contains a DSP 56001. This chip is not just for handling sound and pictures, but is also a lightning fast processor which easily outperforms even a 32MHz 80486 because it can perform operations in parallel and with phenomenal efficiency. So maybe those PC owners who want the sheer processing power of a Falcon had better wait for the 80586 50MHz to come out......"
<name> Electrical Engineer.

The letter does not end there..but this is the part I wanted to let you all read.. Can anyone disprove what is said in this letter? If so, write the fact and then underneath the disproof. I repeat I'm not flaming. I just want the facts, whatever side of the line they lie on, as I use a PC at work and will be using a Falcon at home (soon).

Cheers all.
Craig <craig.dunn@almac.co.uk>

546. MEGA-ST4 broken down - any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 09:55:59 UTC
From: ralph@eowyn.NoSubdomain.NoDomain
Message-ID: <2985@bigfoot.first.gmd.de>
Source record: 40801
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st

Hi out there,

My MegaST4 gave it up. Fuse defect.
I inserted a new one, but soon as I switched the power, it blowed up again.

I connected another power supply, but on power up the system idled in making
the monitor black and white every second and giving up ping sound.

Did anyone have further information, would could be distroyed and how expensive
the repair could be???

My setup: MEGA-ST4, 105 SCSI QuantumPro, HP_DJ 500, Zyxel - all connected to one
PowerSwitch!

Thanks in advance

ralph

Gesellschaft fuer Mathematik und Datenverarbeitung
GMD-FIRST INTERNET: ralph@gmd.first.de
Ralph Berg UUCP: ralph@gmdtub.uucp
Rudower Chaussee 5 Geb.:13.7 KOMEX: berg@kmx.gmd.dbp.de
D-1199 Berlin - Adlershof VOICE: +49 30 6704-5973
Germany FAX: +49 30 6704-5610

German National Research Center for Computer Science, FIRST
ralph@first.gmd.de
---

547. Re: MegaSTe hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 10:34:01 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb1.103401@cs.bham.ac.uk>
Source record: 40802

Atari do actually do a harddrive fitting kit, complete with the adapter board to put a standard 3.5" SCSI I internally. Even comes with the replacement case section with a / -style light!

I don't know whether it's supposed to be available to end-users, but I got mine for #45 sterling from...

Titan Designs
Research Park
University of Birmingham
Edgbaston
Birmingham
England.

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

548. Re: Atari SM144 to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 11:57:57 UTC
From: julian@math.uni-muenster.de
Message-ID: <1kj385INNs81@obelix.uni-muenster.de>
Source record: 40803

In article 13245@unix.brighton.ac.uk, mm68@unix.brighton.ac.uk (Lost Boy) writes:
> I have finally reached that point where I am to get my new machine, its a
> sad toss up between the Atari Falcon and the Amiga 1200 (and it is a *very*
> hard choice indeed). My question is can I connect my existing Atari SM144
> monitor to either of these machines?

Yes, you can connect it to the Falcon (and I doubt that this is possible with the
Amiga).

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________

549. ST multi tasking... ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 12:25:16 UTC
From: donor@max.u.washington.edu
Message-ID: <1993Feb1.042516.1@max.u.washington.edu>
Source record: 40804

I am considering a very suped-up 520st vs. a stock 1040st. The question I have concerns the "multitasking" capabilites of the machines. I plan to use the machine with a very low-use file server program running in the background at all times. Is this even possible (ie, does the ST offer true multitasking) and would the ST still be relatively useable? The file server application would probably just spend most of its time waiting, but would even this bog the machine too much?

Jim Evans, Nuclear Physics Lab, University of Washington
donor@u.washington.edu
I _AM_ the University. My views are their views. Thank you.
---

550. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 12:32:16 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728569934.19173@minster.york.ac.uk>
Source record: 40805

In article <1993Jan28.120208.23687@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <728138356.28287@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>>In article <1993Jan25.114326.12418@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>>> 3) If the machine is busy (eg. you are compiling something in Lattice
>>>C5.5, then the screen saver will not lock up the computer. Instead it blanks
>>>the screen and lets the machine multi-task until it becomes idle, when it
>>>unblanks and goes back into normal screen saver mode.
>>>
>>>I'm not telling how I do no. 3 because it's rather clever (although
>>>probably easy in multi-tos) and I want my screen saver to be the only one
>>>worth having.
>>
>>Are you really so mean spitited? Think about all those techniques you picked
>>up from other people while learning to program the ST. And when you come up
>>with one of your own you're not willing to share it?
>>
>>I'm disgusted beyond belief.
>>
>>Mat
>>
>Come on, I'm not being that mean - would you expect a commercial company to
>give away their secrets? I do often post here to pass on things that I have
>found out (and am rarely thanked).

Commerical companies and software secrets is a real can of worms, and I'm not going to open it on comp.sys.atari.st.tech! Suffice it to say that if every company that discovered a good way of doing something patended it (the commercial way to stop others using your idea), software development would grind to a halt!

The XOR method of placing a mouse cursor on a bitmapped screen is patented. Imagine what would happen if the "blit area under cursor before and restore afterwards" method was patented -- then we'd all be screwed!

> Anyway, I'm sure somebody of your programming experience could work out how
>I have done it (using totally legal programming methods). Consider that I
>have left the method as an exercise to the reader if you prefer.

This is hardly the point! I'm disgusted that you want to keep a technique secret "so that everyone will use my program." That's my real objection.

> If anybody is currently writing a .ACC that could really do with some way
>of determining the "load" on the computer, let me know and I'll tell you how I

>did it.

This information is available under MiNT, of course -- but under ordinary
GEM? What do you mean by "load"? Under Unix (SysV Unix, that is) it means the
number of processes that are in the "runnable" queue. Using that
measurement, you always get "1" for ordinary TOS.

>- Leo

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

551. Re: Whats POSIX, and how would it help MiNT/MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 12:40:15 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728570414.19306@minster.york.ac.uk>
Source record: 40806

In article <74655@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>>What I also like about MiNT is that it borrows some ideas from Plan 9, the
>>"successor" to Unix. This includes the "everything is a file" idea.
>
>"successor"?!?!? This "everything is a file" idea goes BACK to
>Multics, which preceded UNIX (if not before that in some lesser known system).

I didn't say that the "everything is a file" idea was new!

I said "successor" (note inverted commas) since Plan 9 is only a "successor"
in the sense that the Plan 9 team includes most of the original Unix team
(Pike et al) and it uses Unix file system ideas. Of course, many ideas for
Unix came from Multics (and indeed the name Unix is said to be a parody of
Multics).

However, the Plan 9 project has done much to popularise the "everything is a
file" concept -- more so than Multics.

I know where the Unix and Plan 9 ideas come from, but I didn't think
comp.sys.atari.st.tech was the place to burble on about them. However, you
force me to clear the matter up!

> R. Tim Coslet

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

552. Fsck for mint with MINIX FS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 13:06:06 UTC
From: treno@dist.dist.unige.it
Message-ID: <1kj77uINN4ls@sgi.iunet.it>
Source record: 40807

Hello,

i am looking for a program for checking and/or repairing
the minix file system for mint. Is there anyone who knows
where i could find it?

Thanx,
Roberto Bertucci.

553. A monitor switch

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 13:28:55 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C1rus7.7IC@dcs.ed.ac.uk>
Source record: 40808

Having in the past managed to connect my colour monitor from a dead Amstrad CPC 6128 to my ST (mail me if you want to know how) I decided that I would like to switch between this and my new(ish) SM144. Is the only wire I have to switch the mono detect one (assuming I only have one monitor plugged in (& turned on) at one time)? I'd like to hear from anyone who has done something similar.

I know
where to get the componnets in the UK - if you'd like to find out. I've also connected an AMX (Logitech) mouse for the Amst. CPC to the ST, CPC 2nd 3.5" disk to the ST and taken the internal disk drive from one CPC and made it into a 2nd drive for another.

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
--

554. Interrupt problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 13:30:48 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.728573448@neumann.une.edu.au>
Source record: 40809

I am having problems implementing a sample playback function in
a program I am writing on an ST. The function is written in assembler
and is linked to a GEM program using Pure C. When the function exits the
program can get quite unstable; there are repeated window restore
messages, the cursor in the file selector box flashes and if I quit the
program the directory window is continuously updated. It looks like
it's working off interrupt messages accumulated during the playback
function where they are turned off using xbios to get into supervisor
mode.
The interrupts are enabled again at the end of the function
Most of the time there is no problem but occasionally it misbehaves.
I have looked at the vertical blank interrupt queue and it is not the
cause of the problem as far as I can tell so, what gives?

Thanks in advance to anybody that can shed any light on this..

Mark.

(email preferred).

555. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 13:50:46 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <BFsayB10w165w@dogbox.acme.gen.nz>
Source record: 40810

Cford@debug.cuc.ab.ca (Conan Ford) writes:

> I'm surprised that noone on usenet has heard of ANSITerm. It is an
> excellent terminal program with ANSI and VT-102 emulation. It is one of
> the best emulations of VT-102 and ANSI that I have ever seen. I have had
> no problems with it on the unix systems which I log onto. If its not
> on atari.archive.umich.edu, you should be able to contact the author
> at tmiller@suntan.ec.usf.edu The latest version is 1.80, which has
> a few bugs, but he is working on fixing them.

When I tried it, I couldn't get it to stop linewrapping at 80 cols,
which causes very messy displays on the system I login to - it has a
screen border.

A REALLY major "bug" with ansiterm is that it won't run on mono
monitors, and I am not prepared to subject my eyes to trying to read
small text on a 12" .44mm dot pitch colour monitor. (ie - an Atari one)

Basically, "nice to have the colours" but that's about it.

--
Alan Brown. (SysAdmin)
dogbowl@dogbox.acme.gen.nz Palmerston North
Dawghaus BBS -> +64 (6) 357-9245 New Zealand
"A wet and windy place in the South Pacific"

556. Re: Atari SM144 to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 14:06:47 UTC
From: u0h36@keele.ac.uk
Message-ID: <C1rwJE.4IH@gabriel.keele.ac.uk>
Source record: 40811

Lost Boy (mm68@unix.brighton.ac.uk) wrote:
: I have finally reached that point where I am to get my new machine, its a
: sad toss up between the Atari Falcon and the Amiga 1200 (and it is a *very*
: hard choice indeed). My question is can I connect my existing Atari SM144
: monitor to either of these machines?
:
Yes, I read in a magazine (STF probably) that you could. Although you
might need some sort of adapter for it. This wuold be small and cheap
though.

Adam.

557. Re: Atari SM144 to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 14:13:54 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1224@usdtsg.DaytonOH.NCR.COM>
Source record: 40812

In article <1993Feb1.090205.13245@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Lost Boy) writes:
>I have finally reached that point where I am to get my new machine, its a
>sad toss up between the Atari Falcon and the Amiga 1200 (and it is a *very*
>hard choice indeed). My question is can I connect my existing Atari SM144
>monitor to either of these machines?

From what I've read in the nets and on GEnie, you should be able
to hook up the Falcon to just about any Atari/VGA monitor out there,
as well as to your TV set without any problem...

As for the Amiga, no doubt you could rig a cable to use it
with an Atari monitor - I'm sure people have done it before
(some people on the comp.sys.amiga.* front would be more
helpful in that regard)...

I actually use my MegaSTe on either my SVGA Multisync or a TV,
depending on the circumstance as well...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

558. MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 14:27:32 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1rxHw.GCG@newcastle.ac.uk>
Source record: 40813

Could someone build & upload a Falcon compiled version of MiNT to atari.archive.
There is a TT binary already, but I'd like one to run on my new baby (I've already
got MiNT 0.95, and that works ok but I'd like more speed & memory protection...).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

559. Re: Atari SM144 to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 14:38:24 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1kjcl0Eo98@uni-erlangen.de>
Source record: 40814

mm68@unix.brighton.ac.uk (Lost Boy) writes:

>I have finally reached that point where I am to get my new machine, its a
>sad toss up between the Atari Falcon and the Amiga 1200 (and it is a *very*
>hard choice indeed). My question is can I connect my existing Atari SM144
>monitor to either of these machines?

It's no problem to connect the Falcon to any kind of ATARI monitor. You
need a small adaptor (available from ATARI) to plug the SM144 cable into
the Falcon.

I don't think that there is any chance to connect the AMIGA to 70Hz
monochrome Monitor at all.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

560. Re: SM 124 Size adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 15:11:00 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b6d30f7@Kralizec.fido.zeta.org.au>
Source record: 40815

Original to: sheppard_r@kosmos.wcc.govt.nz
In a message of <25 Jan 93 07:49:46>, sheppard_r@kosmos.wcc.govt.nz
(3:713/602) writes:

>> is no problem with vertical size, I cannot get the horizontal size more
>> than about 2/3 of the screen using the inductor slug. Does anybody know
>> why the active display area is set so small at the factory? Were they
>> just trying to be as bad as the MAC?

Umm, sounds like you have some interesting problems. You might want to check
that the rail that powers the horz. defl. circuitry is up to snuff (measure
it with the screen small, then wind it out - if it sags more than about 10%
then your power supply isn't up to it)

Regardless of that, you _should_ be able to get the beam off the phosphor
and around the sides of the tube on a 124. The linearity on those tubes is
usually pretty bad though, so you may have a few hours of fun with the
magnets on the yoke 8)

>> Thanks for any help.

sr> The active display is set by the hardware in the Atari and not the
sr> monitor, try the Overscan mod and find that out...

Bollocks... the atari produces a scanline of a fixed lenght, you _should_ be
able to adjust the screen to paint that all the way across the tube.

sr> But some screen are smaller that others, my SM125 is far larger than
sr> any SM124 that I have seen and my SM125 is that same as it left the
sr> factory...

Yeah, I had a 125 as well (sold it to my g/f) - best 12" screen I've ever
seen.

sr> Roger..... sheppard_r@kosmos.wcc.govt.nz

Just a hit, roger : stick to fixing TV's - you make less mistakes that way,
and I don't have to read your drivel.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

561. ST Sees No Disks, Has No Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 15:18:59 UTC
From: nrc@cbnews.cb.att.com
Message-ID: <1993Feb1.151859.14758@cbnews.cb.att.com>
Source record: 40816

I have an Atari ST that boots up showing no disk drives on the
desktop. I have an old diagnostic cartrige and it says "No Floppies"
when I try to test the drives. It also fails to produce any sound
during the audio tests.

It's been a while since I've fiddled with these things. Does this
indicate a problem with the Western Digital chip or the Yamaha chip?

How much do these run and are their any good sources?

"Don't drive too slowly." Richard Caldwell
AT&T Network Systems
att!cbnews!nrc
nrc@cbnews.att.com

562. Chance to port term/slap to MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 15:22:33 UTC
From: lpressl@GWDG.DE
Message-ID: <LPRESSL.93Feb1162218@gwdu03.gwdg.de>
Source record: 40817

Hello,

does anyone of you see a chance to port term (called slap now) to MiNT
(with init, of course...). For those of you that don't know, slap is a
protocol suite / program to allow tcp/ip connections over a serial line
(like SL/IP in a way, but it's not neccessary to have root access on
either side or even to recompile the kernel). You can bind ports on
the remote host to your host, so incoming connections are possible,
too.
Obviously redirecting X connections won't work as long as there is no
X server running under MiNT... but the tcp/ip fuctions as such should
be possible. Of course it would require a lot of changes..Unix sockets
are used, I don't know of a existing telnetd, ftpd, (only the
integrated packages). Does anyone of you (with more time than me :))
wants to put work into that? You would have at least one user... :)
Or is it even already done?

Any responses are appreciated :)

Have a nice day,

Lutz

P.S.: I'd like to help if someone tries to implement this, but I
really don't have the time to do it on my own. I think there are
people more experienced in network programming, too..

--
(Lutz Pre"sler <IRC: lp> | email: lpressl@GWDG.DE | Insert your)
(Kreuzburger Stra"se 11 | EARN: LPRESSL@DGOGWDG1 | favorite)
(W-3400 G"ottingen, Germany. Tel.: (+49[0]551) 7700178 | joke here :))
[D-37085 G"ottingen <--- new PLZ (postal code), valid from 01.07.93!]

563. Re: Devpac 3 -- More bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 16:22:10 UTC
From: elendir@inf.enst.fr
Message-ID: <1988@enst.enst.fr>
Source record: 40818

I. Barnett writes
] I recently purchased Devpac 3 for my ST. Upon installation, I ran into a
] problem, however. Every time I try to assemble from inside the editor
] I get a message saying 'Invalid Command Line - see manual'. I consulted
] the manual and of course, that error isn't even listed in the appendix
] that explains all error messages. I can run the assembler itself from
] a command line, however (tcsh) but this is not what I want. I would
] appreciate any input, or alternatively an e-mail address for Hisoft.

Mon doesn t run on Falcon. It hacks the screen, and everything goes crazy...
It seems that HiSoft has a lotta job to do !!!!

Furthermore, they seem to kiss their asses with the bugs.

Vincent.

--

In memoria di mori di Furiani.

564. broken mouse port?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 16:41:56 UTC
From: stein@phoenix.ocf.llnl.gov
Message-ID: <148514@lll-winken.LLNL.GOV>
Source record: 40819

My brother's STE has been acting up lately; he can't seem to use the mouse or joysticks from GEM (actually, I don't know if he has a problem with joysticks in GEM). However, if he runs a non-gem game, the joysticks seem to work, but the mouse still won't. Actually, if he plugs a mouse in and tries a two-joystick game, it looks like something is coming over the mouse-port because it will move his player around. The mouse seems to be fine; we've replaced it with another one. Anyone have any idea what's wrong? Will we have to get it fixed? (sorry, that last question is kinda dumb, of course we need it fixed.) Is it something we can do ourselves or do we have to find an atari dealership (which is getting harder and harder to find these days)?

The strange thing is he had this problem before, and the place we took it to replaced the entire keyabord unit and charged us an arm and a leg.

Thanks very much for any help or insight.

--Cliff
stein2@llnl.gov

565. Re: Whats POSIX, and how would it help MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 17:44:08 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb1.174408.28154@mnemosyne.cs.du.edu>
Source record: 40820

> the everything-is-a-file idea

I'm not sure why everyone (or anyone) thinks that's a good idea. Everything is NOT a file, that's just not how computers work. Whenever I think about it, I can't help but think of the old proverb/cliche, "When all you have is a hammer, everything looks like a nail."

This seems to be the inverse of that: when all the OS is going to give you is nails, then suddenly the only useful tool is a hammer. I don't relish the thought of trying to construct programs using only a hammer. Especially after spending 20 years building up a toolbox full of much more subtle tools.

- Ian

566. Re: Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 17:55:18 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb1.175518.28562@mnemosyne.cs.du.edu>
Source record: 40821

> I'm using bits 14 & 15 of ob_flags in my GEM++ library.

Well at least I'm not the only one with the problem. This is seven years too late for action, but: The OBJECT structure really should have had a user_spec longword in it.

We library writers are left with few choices. We can set the INDIRECT flag, and then hoist the ob_spec out to our own structure which has our extra info in it following the original ob_spec. The problem is, this is such a useful technique that applications use it, and it's not a very shareable technique, so if libraries use it, then applications can't.

The other option is to use USERDEF objects, and the attachment via ob_spec is a structure that contains the extra info. The drawback to this is that you must implement a custom drawing routine for any such object. If the AES were reentrant, you could use an objc_draw() call from within the userdef drawing routine. But as things stand now, you can make only VDI calls from a userdef routine, so you have to entirely duplicate the internals of objc_draw() yourself. I had just done that when color icons and 3D objects came along. ::sigh::

- Ian

567. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 18:02:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb1.180202.28873@mnemosyne.cs.du.edu>
Source record: 40822

> wind_new() ... only since TOS 1.04

Yep, that's true, you should check the aes version number and only use it if global[0] is 0x130 or greater.

Besides closing all windows and such, wind_new() releases any wind_update() semaphor the application may have been holding when it quit. (really, the appl_exit() call should do that, but I suppose wind_new() works even when the application bombed without doing appl_exit()).

When the application you've run does an appl_exit(), that sends an AC_CLOSE message to all accessories. The accs are supposed to interpret AC_CLOSE as meaning "any windows you thought you had open are gone now". But as near as I can tell, it is the wind_new() call that implements the other side of that; it is what makes the windows actually go away. If you tell an ACC its windows are gone, but don't do something to make that so, funny things are sure to happen shortly theyafter. On a pre-1.04 system, I don't know what you're supposed to do. Live with it, I guess.

- Ian

568. Re: Dumb mistake (was: I need help with rsrc_load...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 18:06:42 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb1.180642.29109@mnemosyne.cs.du.edu>
Source record: 40823

> RADIO_BUTTON objects ... what if I have more than one set of exclusive btns

Just group them together inside an IBOX object. Set the IBOX border
width to zero and it becomes truly invisible on the screen. But it exists
as a layer in the object tree internally, and a radio button is mutually
exclusive with all other radio buttons that have the same parent object.
So the IBOX just serves as the logical parent object for a related group
of radio buttons.

- Ian

569. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 18:34:54 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb1.183454.20480@netcom.com>
Source record: 40824

In article <C1rxHw.GCG@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>Could someone build & upload a Falcon compiled version of MiNT to atari.archive.
>There is a TT binary already, but I'd like one to run on my new baby (I've already
>got MiNT 0.95, and that works ok but I'd like more speed & memory protection...).
>

I presume the "TT version" is MiNT 0.95 compiled for the 68030. If so, you might as well get that -- it should work fine on a Falcon.

The later versions of MiNT (including the version which has memory protection) are licensed only for source distribution, not for binary. Please respect these terms; if major copyright violations occur, then it is quite unlikely that Atari will give permission for its source code to be distributed in the future (nor will I be inclined to provide support for existing versions).

Eric

570. Re: ST Sees No Disks, Has No Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 18:37:42 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Feb1.183742.27203@aston.ac.uk>
Source record: 40825

The floppies are run partly by the sound chip (I _think_ it takes
the clock from it) so that's probably broken. Try tapping the thing
a few times... (Well, I've got a six year old STm and that's how I
get it to work :)

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

571. Re: Borland Turbo-C to Pure-C upgrades?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 19:19:59 UTC
From: bjgrier@bnr.ca
Message-ID: <C1sB1C.Lx5@news.rich.bnr.ca>
Source record: 40826

Call Gribnif, (413) 247-5620, they are handling PURE C.

Brian

572. RFD: comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 19:25:18 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <!5w37d_@rpi.edu>
Source record: 40588
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8-bit

```
REQUEST FOR DISCUSSION
======================

This is a request for discussion on the creation of a newsgroup for
debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Rationale
=========
This group will separate a section of discussion from the current
newsgroup comp.sys.atari.st and atari.8bit.

The discussion of advocacy currently takes up over 50% of the items
in the atari.st newsgroup and so it is felt that the original
purpose of the newsgroup is being left behind.

New users and people who need information about the Atari ST can
continue to use the original group and would hopefully get more
attention if there is less advocacy mail present.

What a FAQ for this group could contain is also a matter for
discussion.

Discussion
==========
Comments on this proposed new newsgroup should be posted to the USENET
newsgroup news.groups. If the reader is not able to do so, comments may
be e-mailed to any of the proposers, at the addresses below, and we will
post them.

Voting
======
If no problems arise, voting will start one month from the posting date
of this RFD.

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
```

Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de
-- .___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

573. Re: Borland Turbo-C to Pure-C upgrades?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 21:33:34 UTC
From: mh1@irz213.inf.tu-dresden.de
Message-ID: <Y9BABU6U@math.fu-berlin.de>
Source record: 40827

In article <JOEG.93Feb1130854@praven.gsf.dec.com>, joeg@praven.gsf.dec.com (Joe Gaudreau) writes:

> Anyone have any information on upgrading Borland Turbo-C for the ST to
> Pure-C? I don't seem to have that info about and figure it would be
> useful :)

Here in Germany, this upgrade is available from Application Systems Heidelberg (the distributor of Pure C) for ~200 DM (~ 140 $) (software and new manuals; software only is cheaper).

I don't have the address of Application Systems here.. email me for details.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

574. Re: Whats POSIX, and how would it help MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 22:07:06 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb1.220706.29991@sol.ctr.columbia.edu>
Source record: 40828

In article <1993Feb1.174408.28154@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
}
} > the everything-is-a-file idea
}
} I'm not sure why everyone (or anyone) thinks that's a good idea. Everything
} is NOT a file, that's just not how computers work. Whenever I think about it,
} I can't help but think of the old proverb/cliche, "When all you have is a
} hammer, everything looks like a nail."

Hmm - I'm not sure what couldn't be expressed as a file in the computing model we have today. Basically the 'EIAF' idea is to do with communication between peripherals and the CPU. Since all comms is going to be in the form of a stream of data, what is wrong with looking at it as a file - and look at the strengths that gives you.

The idea that anything's input can be redirected to anything's output is *incredibly* powerful. I'm not talking about programs, but about devices as well. In general (sic), generalisation is beneficial, precisely because it gives you *more* tools to attack a given problem with, and doesn't limit you to using XXX to solve problem YYY.

}
} This seems to be the inverse of that: when all the OS is going to give you
} is nails, then suddenly the only useful tool is a hammer. I don't relish
} the thought of trying to construct programs using only a hammer. Especially
} after spending 20 years building up a toolbox full of much more subtle tools.
}
} - Ian

But those subtle tools of yours are specific to a particular problem (at least, that's what I assume you mean by 'subtle'). Under un*x you have a myriad of tools to solve any problem to do with comms, because everything is a file.

The best example I can think of is the un*x debugger, which attaches to a running program, and regards it as a file, that is it stops the program when it has 'read' a little of what it has done, and lets the user decide what to do next - continue, look at memory/variables etc. This isn't an immediately obvious benefit of the EIAF idea, but it isn't possible without writing specific code elsewhere.

I might be blinding myself here, but I can't see what's wrong with having more utilities that work under more conditions...

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

575. SUMMARY: file ttransfer UNIX -> Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 22:36:47 UTC
From: jans@candida.nada.kth.se
Message-ID: <JANS.93Feb1233647@candida.nada.kth.se>
Source record: 40829

A few days ago, I posted a question about how to transfer files from a UNIX workstation to my newly bought Atari. Thanks to the helpful letters (and post) I received, I succeded in this venture. As m0ali001@ulkyvx.louisville.edu (M Ali) pointed out, the trick is to transfer the files to LOW DENSITY (720k) PC floppies, which appearently the Atari manages to read. I used Apple fileconverter to do this.

An email from toef@ukc.ac.uk (Tom Fuegi) verified this, and he furthermore recommended me to henceforth use my terminal program to transfer files. I certainly will, as soon as I understand the Kermit mode of UniTerm. He thought it wise to grap the file /atari/starter.tos at atari.archive.umich.edu so that I should be able to unpack files locally on my Atari; however I think I will use the UNIX versions of zoo et cetera and do the unpacking on my SUN.

Chris.Forker@newcastle.ac.uk on the other hand pointed out a more direct route. He said, I quote:

>If you can transfer information too a PC form your SPARCII then you
>can also transfer info to the Atari. Just insert a disc from the Atari
>into the SPARC and use your local method for mounting the floppy on
>the Sun. You will now be able to transfer data from the Sun onto the
>floppy. Un-mount the floppy drive when you have finished, then eject.
>Take the disk to the Atari, and with any luck you should have all the
>files you copied. When you move files from the Atari to the Sun using
>the procedure as above, do not forget to use the command `dos2unix'.
>This will make the files readable by UNIX. The Atari uses the same
>format as the PC in placing `^M' at the end of each line..
...

>PS- my commands are
>1) to mount the floppy: mount-fd
>2) to unmount the the floppy: umount-fd
>3) to ejetc the disc: eject
>4) the floppy drive is : /pcfs
>5) just use standard UNIX commands to access /pcfs

I have not tried this, but the manual entry for pcfs says

DESCRIPTION
PCFS is a filesystem type that allows users direct access to files on MS-DOS formatted disks from within the SunOS operating system. Once mounted, a PCFS filesystem provides

...etc, and generally supports Chris's claim. I did not know this. I thought the floppy was located somewhere under /dev/rsd0... You learn something every time you ask):.

My thanks to thoose who helped me.
--

Jan Snellman
jans@matematik.su.se

576. Re: MegaSTe hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 23:29:33 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb1182933@kropotkin.gnu.ai.mit.edu>
Source record: 40830

In article <5251@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>Also, ICD is on the verge of releasing their SCSI Professional
>utilities which don't require an ICD host adapter in the system to
>use them. You might want to check into this package as well. I
>prefer not to use Atari's hard drive utilities because ICD's have
>more features. You can order the package now, and you'll receive
>everything but the manual, which isn't finished yet. The package is
>$50 and I've heard that it includes CleanUp.

Toad Computers had the Pro utilities package and manual in the store
when I was there on Saturday. It could have been a pre-release
version, but it certainly looked "production". I believe it was
selling for approximately $65. I don't think it had Cleanup packaged
with it, but I may be wrong.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

577. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-01 23:59:16 UTC
From: ken@isgtec.com
Message-ID: <4133@isgtec.isgtec.com>
Source record: 40831

In article <1kekoeINNt1n@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
< > I'm surprised that noone on usenet has heard of ANSITerm. It is an
< > excellent terminal program with ANSI and VT-102 emulation. It is one of
< > the best emulations of VT-102 and ANSI that I have ever seen.
<
< It doesn't like VT-100 much though!

I tried Ansiterm. It instantly rebooted my computer every time I ran it.
(not crashed, *rebooted*). STe, TOS 1.6. Congratulations to the programmer. :)

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

578. Re: File transfer question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 00:01:54 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1993Feb2.000154.29152@zeus.franklin.edu>
Source record: 40832

In article <JANS.93Jan30102528@candida.nada.kth.se> jans@candida.nada.kth.se (Jan Snellman) writes:
>I have recently bought an Atari 1040 ST, and I would like to replace
>my old volker-craig terminal with this new piece of equipment. I found
>a terminal emulator on one of the major archive sites and downloaded
>it to my UNIX workstation. But now I am stuck. The manual says that in
>order to get started, I must have the two pertinent files on a floppy
>disc; I have no idea how to transfer files from a SUN SPARCSTATION 2
>to an Atari-readable floppy. Our equipment here is such that there is

>no problem in transfering the files to Macintosh floppys; and
>transfering to PC floppys is possible with a little work.
Transfer it to a MS-Dos 3.5 720K disk and teh st will be able to read it just fine...

>So can anyone help an absolute beginner?
>--
>
>Jan Snellman
>jans@matematik.su.se

--
||| ...Your future hasn't been written yet.
/ | \ No one's has. Your future is what
=Mysh+Krysa= you make it...
-Emmet L. Brown-

579. Re: Whats POSIX, and how would it help MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 00:06:20 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1993Feb2.000620.19466@fcom.cc.utah.edu>
Source record: 40833

In article <1993Feb1.174408.28154@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
>> the everything-is-a-file idea
>
> I'm not sure why everyone (or anyone) thinks that's a good idea. Everything
>is NOT a file, that's just not how computers work. Whenever I think about it,
>I can't help but think of the old proverb/cliche, "When all you have is a
>hammer, everything looks like a nail."
>
> This seems to be the inverse of that: when all the OS is going to give you
>is nails, then suddenly the only useful tool is a hammer. I don't relish
>the thought of trying to construct programs using only a hammer. Especially
>after spending 20 years building up a toolbox full of much more subtle tools.
>
>- Ian

I have to agree. One thing files do not really have is a time dimension. Unix suffers in the areas where it attempts to bolt the dimension of time onto the file paradigm. For instance, is there a key being pressed NOW on the keyboard? No, I don't want to read the value of the key, I want to know how long it was pressed. Signals and alarms are not files (at least under Unix -- I don't remember whether Plan 9 changed this or not.) Anyway, it seems like the "hammer' can be a little overkill when all you want to know is if a bit in an I/O register is set or cleared.

--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

580. Re: MiNT & minix filesystem questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 00:29:36 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.o5WnzTpdL9c@semprini.tdkcs.waterloo.on.ca>
Source record: 40834

In <C1Huwp.7un@agora.rain.com>, Eric Stuyvesant writes:
> P.S. Have any other Atari developers noticed the evil path Atari has taken
> as evidenced by the letter which came with the developer newsletter?
> Do they honestly hope to encourage new development for the ST? Also,
> a while back, I specifically requested and got the development
> information for FSMGDOS. Atari didn't even bother to tell me that it
> had been abandoned. I first found out through the net. :-(.

Can you tell us "normal" folks what it said, or will they sue your butt
of for ignoring non-disclosure?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

581. Re: What is user activity?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 01:39:47 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb2.013947.8747@mnemosyne.cs.du.edu>
Source record: 40835

> load...under Unix is the number of processes that are in the "runnable"
> queue. Using that measurement, you always get "1" for ordinary TOS.

Not true. It possible, and not even uncommon, for there to be more than one process waiting for execution cycles at any given time. The difference between "ordinary TOS" and MiNT is that with the former, several of the processes might be desk accessories, but only one of the processes can be a .PRG type program.

Under MiNT, the number is either 1, or at-least-1-more-than-your-machine-can really-handle.

- Ian

582. 2_5ram.zoo & ibmdrive.lzh: Any advice?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 01:47:02 UTC
From: mjmcken@unixg.ubc.ca
Message-ID: <mjmcken.728617622@unixg.ubc.ca>
Source record: 40836

I'm about to upgrade my 520STfm by adding more memory and an external 3.5" drive as explained in the files on atari.archive.

Before I do this, can anyone offer any comments regarding these files? Are they completely accurate?

I have the same board revision that the author of 2_5ram.zoo has, so hopefully everything will go smoothly.

Comments are appreciated.

Mike.
mjmcken@unixg.ubc.ca

583. HSC140 - AR.TTP is broken

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 02:29:33 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb2.022933.10262@mnemosyne.cs.du.edu>
Source record: 40837

I have received a variety of reports that AR.TTP in the HSC140 release is broken. It dies in various way (usually 2 bombs) on different machines. (It works just fine on my 14mb Falcon, so it's probably writing to memory it doesn't own, and it just doesn't hit anything real on my machine). For the time being, fall back to ar.ttp from the v1.3x release. (The only difference is that the new version does ARGV args, prior versions don't.)

I'll look into this and post a fix ASAP.

- Ian

584. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 02:54:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1225@usdtsg.DaytonOH.NCR.COM>
Source record: 40838

[stuff deleted]
>
>A REALLY major "bug" with ansiterm is that it won't run on mono
>monitors, and I am not prepared to subject my eyes to trying to read
>small text on a 12" .44mm dot pitch colour monitor. (ie - an Atari one)
>
>Basically, "nice to have the colours" but that's about it.
>
>--
>Alan Brown. (SysAdmin)
>dogbowl@dogbox.acme.gen.nz Palmerston North
>Dawghaus BBS -> +64 (6) 357-9245 New Zealand
> "A wet and windy place in the South Pacific"

Have you tried ConNect 1.91? It has an ANSI/VT102 mode, with what I
can tell is proper ANSI and VT handling. Of course, color-wise, you're
limited to what the particular graphics mode can display.

So of course, 2 colors in mono, 4 colors in Medium res, and 16 colors
in LOW res. Just for kicks, I loaded MonSTEr in low res (giving me a virtual
screen of at least 640x200) and ANSI-16colors worked fine. If only
I didn't have to scroll the screen (MonSTEr)...

However, I would assume that if you have a graphics mode that
does support the 16 colors (Crazydots board, TT 16-color modes, Falcon
16-color modes) then you should be able to get good ANSI emulation in
full color...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

oh, under the simulated 640x200x16 low res mode, I viewed a couple
pictures that were converted from GIF to ANSI (like the Bugs Bunny
picture) and they looked pretty good...

585. Re: Interrupt problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 08:02:57 UTC
From: srb242@chomsky.uni-muenster.de
Message-ID: <1kl9rilNNrc3@chomsky.uni-muenster.de>
Source record: 40839

In article <mmartin.728573448@neumann.une.edu.au> mmartin@neumann.une.edu.au (Mark Martin) writes:
>program the directory window is continuously updated. It looks like
>it's working off interrupt messages accumulated during the playback
>function where they are turned off using xbios to get into supervisor
>mode.
> The interrupts are enabled again at the end of the function
>Most of the time there is no problem but occasionally it misbehaves.
>I have looked at the vertical blank interrupt queue and it is not the
>cause of the problem as far as I can tell so, what gives?

I assume the keyboard processor is the cause of your problems. When you lock interrupts for a long period of time (which you should not do anyways) data that is to be transfered from the keyboard processor to the ST gets stuck. Eventually there will an overrun in the keyboard ACIA. Once interrupts are released the OS will get quite confused by the state of the ACIA and will receive lots of $00-Bytes. The OS could probably recover by looking at the overrun bit of the ACIA but none of the current versions do this :-(Since $00 is the scancode of the ESC-key, the computer is now receiving lot's of ESC's. Since ESC causes the desktop to refresh it's windows, this is the effect you mentioned in you message.

Workaround:
1) Do not lock interrupts :-)
2) If you have to lock them, lock them for a short time and stop the IKBD first (cannot remember the appropriate OP-code offhand); allow some time for the IKBD to actually stop.
3) After releasing interrupts, clear the overrun bit. For doing this you might have to do some detection of packet-structure...

I hope, this helps you...

Markus

586. Re: Atari SM144 to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 10:54:10 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1tIAA.7sv@newcastle.ac.uk>
Source record: 40840

In article <C1rwJE.4IH@gabriel.keele.ac.uk>, u0h36@keele.ac.uk (Adam Turnbull) writes:
>Lost Boy (mm68@unix.brighton.ac.uk) wrote:
>: I have finally reached that point where I am to get my new machine, its a
>: sad toss up between the Atari Falcon and the Amiga 1200 (and it is a *very*
>: hard choice indeed). My question is can I connect my existing Atari SM144
>: monitor to either of these machines?
>:
>Yes, I read in a magazine (STF probably) that you could. Although you
>might need some sort of adapter for it. This wuold be small and cheap
>though.
>
>Adam.

You need to use an adaptor block to plug ANY monitor in at all....
I use an old SM124 with my falcon, the adaptor cost 10 pounds (UK) from
Silicon Computers in Edinburgh (only place in UK with Falcons for sale).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

587. MiNT 0.99 - won't compile

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 11:01:43 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1tIMw.8FL@newcastle.ac.uk>
Source record: 40741

MiNT 0.99 won't compile on my Falcon - could Eric or someone who knows how it's done give me a few pointers to where my problem is...
When compiling bios.c with GCC v2.3.3,

signal.h parse error before ulong

Help ???

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

588. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 11:20:05 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C1tJHH.8q5@hermes.hrz.uni-bielefeld.de>
Source record: 40742

In article <...>, ersmith@netcom.com (Eric R. Smith) writes:

|> The later versions of MiNT (including the version which has memory
|> protection) are licensed only for source distribution, not for binary.
|> Please respect these terms; if major copyright violations occur, then
|> it is quite unlikely that Atari will give permission for its source
|> code to be distributed in the future (nor will I be inclined to
|> provide support for existing versions).

That's all quite ok to me and I think that I truly respect the work that's in this software and I'm *very* happy that I can get these things for free, but, what I do not understand at all: How to you want to prevent people from breaking copyright laws by only allowing the source distribution? What's the difference between me copying my compiled version for a friend, and me copying the source code plus a C compiler, who's binaries are for free? In my opinion distributing the source code is even more dangerous because I can make much more bullshit with it than with the binary form. The only idea which pops up in my brain might be that they want to suppress dealers to distribute it commercially...

Torsten
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de (sis onz nuu)
uteca066@unibi.hrz.uni-bielefeld.de (will fade away soon)
**********(EOT)*

589. Re: Dumb mistake (was: I need help with rsrc_load...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 13:24:56 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C1tp9K.7KM@cs.mcgill.ca>
Source record: 40743

In article <1993Jan31.213912.695@rivers> ph9991_imm@rivers.acc.uwrf.edu writes:
>
>But I have another question to anyone familiar with AES objects...
>What exactly does the RADIO_BUTTON attribute do? It seems to keep me
>from selecting two radio buttons at the same time, but what if I
>have more than one set of exclusive buttons? (like on the desktop Preferences..
>item) how do I define those objects?
>
>Any help will be gratefully appreciated. Thanks!
>
>Larry I.
>--
>larry.o.imm@uwrf.edu

If you have two (or) more sets of radiio buttons, then just place each set
inside a G_IBOX. The radio button attribute works with objects belonging to
the same parent. The G_IBOX's will seperate them from each other.

BTW, while we are at resources : I always used to type the resources in the
code myself, but I'd like to try some Construction Set. Is there any
available on ftp ? Thanks.

Patrick.

590. Re: ST Sees No Disks, Has No Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 13:28:29 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728659707.26327@minster.york.ac.uk>
Source record: 40744

In article <1993Feb1.151859.14758@cbnews.cb.att.com> nrc@cbnews.cb.att.com (N. Richard Caldwell) writes:
>I have an Atari ST that boots up showing no disk drives on the
>desktop. I have an old diagnostic cartrige and it says "No Floppies"
>when I try to test the drives. It also fails to produce any sound
>during the audio tests.
>
>It's been a while since I've fiddled with these things. Does this
>indicate a problem with the Western Digital chip or the Yamaha chip?

No sound suggests a dead Yamaha chip, which handles drive select lines and other stuff for the floppies as well as sound.

>"Don't drive too slowly." Richard Caldwell
> AT&T Network Systems
> att!cbnews!nrc
> nrc@cbnews.att.com

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

591. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 13:35:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A61093@K.maus.de>
Source record: 40745

b>I plan on installing Overscan3 from a.a to my 4 meg STE. Does anyone know
b>if there is any difference installing it to STE then ST?

The difference is: It doesn't work on STEs. The signal Overscan modifies is no longer available on the PCB of STE computers; the two chips that used this signal have been integrated into one.

592. Re: SCSI Hard Drive on Mega StE...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 13:38:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A61094@K.maus.de>
Source record: 40746

b>I want to know what kind of SCSI HD i can put in Mega Ste...
b>If i must have some sort of driver, cables etc...

First, you need Atari's drive mounting kit. It includes SCSI adaptor, cables and even the screws needed.

Then you can add any 3,5" SCSI drive, IF parity can be turned off on the drive.

- Peter -

593. Re: Falcon GEM version number plea

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 13:42:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A61095@K.maus.de>
Source record: 40747

a>objects yes or no. Since 3.0 is TT and 4.0 is MultiTOS (?)
a>I guess it's somewhere in between, so >3.0 should work?

No, this is AES 4.00 and higher.

Falcon ROMs have AES 3.3x.

594. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 14:27:38 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Feb2142034@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 40748

>>>>> On 30 Jan 93 19:44:14 GMT, ilepore@nyx.cs.du.edu (Ian Lepore) said:
> Really, with basic TOS totally stagnated, and MultiTOS going the direction
> of unix (nice for programmers, useless for end users, and most of your

That's a rather contentious statement. How would you prefer MultiTos to go from a users point of view? The Unix-like nature of the underlying system isn't going to effect the desktop, nor will it effect CLI users directly, since with Unix underneath the CLI can be made to feel like whatever you want. I really can't see any justification for this statement.

Kev

595. Can I use an Atari 1040 ST on a Macintosh network? etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 15:06:41 UTC
From: ashwin@pravda.gatech.edu
Message-ID: <1993Feb2.150641.28029@cc.gatech.edu>
Source record: 40749
Cross-posted to: comp.sys.mac.apps,comp.sys.mac.comm,comp.sys.mac.system,comp.sys.atari.st.tech,comp.sys.atari.st

I have an Atari 1040 ST (without a hard disk) and a Macintosh IIsi (with one). I was wondering whether I could (and if so, how?) --

i) use the Atari as a Macintosh through some kind of software or hardware emulation package. If so, which one is good? (Another thought: Are there IBM-PC emulators for the Atari as well?)

ii) use the Atari-emulating-a-Macintosh on an AppleTalk (or other) network to talk to the Macintosh-being-itself.

iii) use the Atari as a "terminal" and connect to the Macintosh IIsi (which would then run in two-user mode).

iv) use the Atari as itself but have it use the Macintosh's hard drive as a file server.

v) any other ideas?

Thanks,
Ashwin.

596. Can I use an sc1224 as a TV (for Trek..)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 16:04:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <C1twKw.6nx@acsu.buffalo.edu>
Source record: 40750

Does anyone know of a product or a way to convert the signals?

Or is it just blatantly impossible..

.Philip

597. Flaky CPU!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 16:05:02 UTC
From: pinelr@vccnw03.its.rpi.edu
Message-ID: <wyx3kwp@rpi.edu>
Source record: 40751

Hi there! Recently I've been having some trouble with my Mega 2. At first, when I turned it on, the monitor would stay black and I'd hear a faint hissing sound from the speaker. Then, all of a sudden, it would pop on and be fine. As time went on, this "blackout" startup would take longer and longer. Sometimes even after it started up, it would spontaneously reset itself a number of times before booting. Finally, it seems to have died.

Initial evaluation: The power supply is toast (well it is almost 6 years old!)

So what do I do? I open it up, and I find the 250V 47mfd capacitor blown with burnt ooze around its base. I replace it. I turn the computer back on and, nothing happens.

It seems that as long as the power supply is not connected to the mother board, it works (puts out 12 and 5 volts, fan works fine). As soon as I connect it to the mother-board, it's drained (put's out 6 and 2.5 volts, fan is weak and needs a "nudge" to get going.)

It seems that the power resistors in the vicinity of the blown cap are all ok, and the only thing more I can check is the big 16V 4700mfd cap on the motherboard. Has anyone else encountered a similar problem and know of a probable cause? I hate to think my motherboard is shorted and draining the power supply. I'll have to send it to Atari for god knows how long while they replace the sucker.

Email replies please.

--
||| | Rob Pinelli |5\ "Don't have your chimney swept... chimney fires
/ | \ | pinelr@rpi.edu |18\ are _cool!_ There's nothing better than walking
Atari ST| 203 North Hall |276\ down your block and seeing flames spewing 20
Mega 2 | Troy, NY 12180 |7080\ feet out of your neighbor's chimney!" --E.J.N.

598. Re: GDOS & WordUp printing on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 16:26:43 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb2.162643.6398@news.unige.ch>
Source record: 40752

In article <1993Jan27.042617.7169@eagle.lerc.nasa.gov>, fsctc@lerc03.lerc.nasa.gov (Clarence Chang) writes:
> Has anyone here successfully printed from WordUp on a TT using the GDOS mode?
>
> I have installed my WordUp copy on my TT but it doesn't want to print with
> GDOS. It works fine on my ST. The problems comes to something like "printer
> driver isn't there or out of memory. It shouldn't have happened since I
> installed the whole thing with the the original disks. Yes, I loaded devices
> 1-9 in the assign.sys file. Also, there's plenty of memory available.
>

This has happened to me with Easydraw. Have you tried switching off the cache before printing?

Mike

599. Re: HSC140 - AR.TTP is broken

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 16:28:09 UTC
From: klassa@aurs01.UUCP
Message-ID: <62082@aurs01.UUCP>
Source record: 40753

In article <1993Feb2.022933.10262@mnemosyne.cs.du.edu> Ian Lepore writes:

: I have received a variety of reports that AR.TTP in the HSC140 release is
:broken. It dies in various way (usually 2 bombs) on different machines.
:(It works just fine on my 14mb Falcon, so it's probably writing to memory
:it doesn't own, and it just doesn't hit anything real on my machine). For the
:time being, fall back to ar.ttp from the v1.3x release. (The only difference
:is that the new version does ARGV args, prior versions don't.)
:
: I'll look into this and post a fix ASAP.
:
:- Ian

I, of limited disk space & the intelligence of a walnut, overwrote my
whole 1.33i distribution when I installed the 1.40i distribution.
Including, of course, the 1.33i version of ar.ttp. :-(

Would somebody be willing to uuencode just ar.ttp (assuming that ar.ttp
is the only piece of the 1.40 distribution that doesn't work) and email
it to me? I'd be eternally in your debt. Well, for about a day or two,
anyway. :-)

Thanks...
John

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com \/ \/ \

600. Re: Can I use an Atari 1040 ST on a Macintosh network? etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 17:28:13 UTC
From: bjgrier@bnr.ca
Message-ID: <C1u0J2.B8q@news.rich.bnr.ca>
Source record: 40754
Cross-posted to: comp.sys.mac.apps,comp.sys.mac.comm,comp.sys.mac.system,comp.sys.atari.st.tech,comp.sys.atari.st

[assuming you know the original message]

1) Yes you there is a MAC emulator, Spectre GCR. There used to be another but that was long ago.

2) No. If you had a MegaST and the Mega-talk board then supposedly you could.

3) Sure any terminal emulation package

4) No. Many problems here, the least of which is the Mac's file names.

Brian

601. Re: TOS 2.06 + $1 works in 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 17:37:27 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480014@hpfcso.FC.HP.COM>
Source record: 40755

Get version 2.0. Version 1 has a mistake for the GLUE pin number for DTACK_.
Use pin 31 not 50.

Ted.

602. TOS 2.06 Upgrade Screw Up

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 17:39:43 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480015@hpfcso.FC.HP.COM>
Source record: 40756

Early last month I posted a description of how to upgrade a 1040ST to TOS 2.06 for the price of the ROMs plus a dollar. Well thanks to Arthur K Whitney I now know that I made a pin number mistake. The DTACK pin number is 31 not 50 on the GLUE chip. I uploaded a new version (2.0) of the upgrade to the archive that should be available soon. Anyway use 31 not 50.

Sorry

Ted.

PS. Art did get the upgrade to work.

603. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 17:54:56 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb2.175456.5825@mnemosyne.cs.du.edu>
Source record: 40757

> it takes the 386SX two instruction cycles to access 32 bits where the
> 68030 takes just one.

That's wrong. It takes the 386SX two bus accesses to move 32 bits, and it takes the 68030 just one. But a bus access does not equal an instruction cycle. The Falcon's 16mhz 68030 is riding on an 8mhz memory system. While the 68030's onboard caches certainly help, accessing memory is one of the Falcon's weak points. (I believe it takes 4 CPU cycles to access memory on the Falcon, but I could be wrong about that.)

> Add to this the fact that most 32-bit fetches are for the instructions.

A completely invalid generalization for both chips. The 386 has a set of instructions that operate on multiple memory locations (REP MOVS, REP STOS, etc). The 68030, with its onboard instruction cache, can run for a considerable amount of time without needing to access memory to fetch new instructions.

> The Falcon will be a state of the art machine.

To me, a state of the art machine (considering affordability, not what can be done on a labratory bench) is a 386DX or 486DX running at 33mhz or better, with at least 64k of fast SRAM cache in addition to on-chip caches. It includes graphics up to 1024x768x256color non-interlaced, and quite likely truecolor (real 24bit truecolor, not 16bit hicolor). Obviously the Falcon 030 doesn't do all that. But then, it's likely to be cheaper than the 386/486 system, I suppose.

> [The 386 would have to run much faster...] to compensate for the speed
> loss because of DOS and the BIOS.

Given that GEMDOS is virtually a clone of MSDOS, that doesn't seem to be a very valid point. And it doesn't even address the fact that MSDOS is the slowest of the DOS options for the 386 world. OS/2 blows it away, and we have nothing like OS/2 for the ST world. (Speak not of MiNT; it is an abomination, not an operating system.)

- Ian

604. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 18:12:12 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb2.181212.23675@netcom.com>
Source record: 40758

In article <C1tJHH.8q5@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <...>, ersmith@netcom.com (Eric R. Smith) writes:
>|> The later versions of MiNT (including the version which has memory
>|> protection) are licensed only for source distribution, not for binary.

>That's all quite ok to me and I think that I truly respect the work that's in
>this software and I'm *very* happy that I can get these things for free, but,
>what I do not understand at all: How to you want to prevent people from
>breaking copyright laws by only allowing the source distribution?

If the license allows only source distribution, then any other distribution is a violation of copyright. I think what you really wanted to ask was: "Why does the license say only source distribution?" The answer is, basically, that we want to make it absolutely, unequivocally clear that this version of MiNT is unsupported. If there are problems, you will need the source code to fix them. Moreover, the way I persuaded my bosses to allow this distribution is that I pointed out to them that by giving away the MiNT source code, we greatly expand the number of people who can find and fix bugs in MiNT, and provide enhancements to MiNT. That's obviously in everyone's best interest, so they agreed -- but it's something that only happens with the source code distribution.

(People who want a binary only version of MiNT can get MultiTOS; it should be available to the general public very soon now (note that I did *not* say "real" soon now :-)).)

Regards,
Eric

605. HELP:sozobon cross-compiler on SUN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 18:24:04 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1kme84INNshc@clover.csv.warwick.ac.uk>
Source record: 40767

HELP!

I recently found the file sozosun.zoo on atari.archive, and after reading the description I thought I'd try to compile sozobon C on a Sun Sparc.

This would enable me to compile large programs(such as PoV) on my 1 meg HD-less ST.

I followed the instructions, but when I try to compile it, I get hundreds of errors, mainly 'syntax error' and 'undefined'.
The doc says obtain the source for v1.4 from atari.archive, but I can only find v1.2 ,v1.33i and v2.0.

At the moment I am using the source from the file sozobon2.zoo at a.a. The info in this package says it is v1.2, but the version numbers in the individual programs say v1.01(this may be due to them not being updated when the source was).

When I 'patch' the files, only about half of the patches in the .diff file are carried out - I think this must be the problem.

My last question is why do the source files have ' ^M ' at the end of each line and on blank lines when viewed in jove, they are fine when I 'more' them. Could this be another problem?

I would really appreciate any help with this.
Thanks

Paul Donovan
cstadbs@csv.warwick.ac.uk

606. Re: Latest version of lharc?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 18:24:12 UTC
From: boyd@tait
Message-ID: <1993Feb2.182412.12896@mailer.cc.fsu.edu>
Source record: 40759

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
> I'm using v2.01h of Quester's lharc. What is the latest version?

2.01l (ell) is the newest one I can find. It is available on atari.archive.

> Does the latest version handle freshen properly?

Hmm, no idea.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

607. Re: Latest version of lharc?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-02 23:00:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A61113@K.maus.de>
Source record: 40760

```
i> I'm using v2.01h of Quester's lharc. What is the latest version?

AFAIK, version 2.01L is the latest version.

Bye, Andreas

MAUS-->: Andreas Hoffmann @ K
INET-->: Andreas_Hoffmann@k.maus.de
```

608. Clarification of interrupt problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 01:31:39 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.728703099@neumann.une.edu.au>
Source record: 40761

Regarding my last post:

I am having problems implementing a sample playback function in program I am writing on ST. The function is written in assembler and it is linked to a GEM program using Pure C. When the function exits the program can get quite unstable; there are repeated window restore messages, the cursor in the file selector box flashes and if I quit the program the directory window is continuously updated. It looks like it's working off interupt messages accumulated during the playback function where they are turned off using xbios to get into supervisor mode.

It seems that I was a bit ambiguous about my reasons for turning off interrupts. They are disabled so that the cpu can deal exclusively with the signal without also having to cope with regular interrupts which would cause the signal to break up. I should also say that the signal goes through a D/A converter via the cartridge port and that the computer is sometimes unstable when the converter is plugged in, but I don't think that this is the only cause of the problems that I mentioned in my original post. It now seems that the main problem is actually some kind of loop that occurs after the sample playback function exits... I have no way of checking if this is related to the converter because I can't get hold of a different converter in order to see if the same thing happens, so I am posting this in the hope that someone who has done this sort of thing before can point me in the right direction.

Mark.

609. Re: ST Sees No Disks, Has No Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 04:12:36 UTC
From: nisimura@sran233.sra.co.jp
Message-ID: <C1uuDH.B62@sranhd.sra.co.jp>
Source record: 40762

nrc@cbnews.cb.att.com (N. Richard Caldwell) writes;

> I have an Atari ST that boots up showing no disk drives on the
> desktop. I have an old diagnostic cartrige and it says "No Floppies"
> when I try to test the drives. It also fails to produce any sound
> during the audio tests.
>
> It's been a while since I've fiddled with these things. Does this
> indicate a problem with the Western Digital chip or the Yamaha chip?

MMU chip replacement may solve your problem.

I had same experience as yours after SIMM memory upgrade with old 1040f;
Internal floppy drive got crazy and no sound at all, however other
components continued to work flawlessy including HD with ICD adaptor.
Sometimes drive and sound worked just after boot for a while.

I checked power supply voltages at every suspecious points and resulted
in vain. Thus I drawed the conclusion I damaged circuit with my novice
soldering, got (aged, but sligthly newer than mine) 2nd 1040f for replacement.
Before I settled memory upgrade kit, I popped the MMU chip up from 2nd
1040f, insert it into older one. IT GOT WORK WITH CHARM. It seems original
MMU chip is so faulty that it can not handle unordinaral configuration.
(I desoldered all original DRAM chips on PCB) I donot confirm yet that old
MMU does NOT work even with 2nd 1040f.

I hope this information be your help.

Tohru Nishimura
Software Reseach Associates, Inc. Tokyo Japan
nisimura@sra.co.jp

610. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 05:34:56 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Feb3.063456.17152@solace.hsh.se>
Source record: 40779

In <1993Feb2.175456.5825@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> > it takes the 386SX two instruction cycles to access 32 bits where the
> > 68030 takes just one.
>
> That's wrong. It takes the 386SX two bus accesses to move 32 bits, and
>it takes the 68030 just one. But a bus access does not equal an instruction
>cycle. The Falcon's 16mhz 68030 is riding on an 8mhz memory system. While

I wonder where you got that idea??!? 8 MHz?? Sounds very strange to me.
If it was 8 MHz it couldn't handle the graphics that the specs says it can...

[stuff deleted]

> > The Falcon will be a state of the art machine.
>
> To me, a state of the art machine (considering affordability, not what
>can be done on a labratory bench) is a 386DX or 486DX running at 33mhz or
>better, with at least 64k of fast SRAM cache in addition to on-chip
>caches. It includes graphics up to 1024x768x256color non-interlaced, and
>quite likely truecolor (real 24bit truecolor, not 16bit hicolor).
>Obviously the Falcon 030 doesn't do all that. But then, it's likely to be
>cheaper than the 386/486 system, I suppose.

A PC-clone is in no way a 'state of the art' machine, it's a very crippled
architecture from the early 80's. And the cost for what you are calling
a 'state of the art' machine above you could easily buy a SUN SparcClassic,
and that is a state of the art machine. (And it's atleast 3 times as fast)

>
> > [The 386 would have to run much faster...] to compensate for the speed
> > loss because of DOS and the BIOS.
>
> Given that GEMDOS is virtually a clone of MSDOS, that doesn't seem to be
>a very valid point. And it doesn't even address the fact that MSDOS is
>the slowest of the DOS options for the 386 world. OS/2 blows it away, and
>we have nothing like OS/2 for the ST world. (Speak not of MiNT; it is an
>abomination, not an operating system.)

Well, it could have been worse.... it could have been MS Windows.. ;^)

'nuff said..

>- Ian

/Hasse
--

/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

611. Re: Reading BIOS Boot Paramete

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 09:12:43 UTC
From: julian@math.uni-muenster.de
Message-ID: <1ko2ablNNtmk@obelix.uni-muenster.de>
Source record: 40763

```
In article A21584@UN.maus.de, Martin_Koehling@un.maus.de (Martin Koehling) writes:
>
> {
> static char name[5] = "#:\\x" ;
> int handle ;
> name[0] = drive + 'A' ; /* <=== this may not be correct under MiNT!! */
> if ( (handle=(int)Fopen(name,0))>0 )
> Fclose(handle) ;
> }
>
> immediately before the Getbpb; this will cause GEMDOS to check the media
> change state before the Getbpb() destroys it.
>
> Martin

I doubt that this will always force a disk access. You'll have to use Atari's
hack (as published in the Rainbow TOS Release Notes and everywhere else), or you
can use two Dlock's when running MiNT. Note: when running an XHDI compatible
harddisk driver, you can get the BPB without having to care about this GEMDOS
stuff.
---
_________________ cut here ___________________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________
```

612. Re: Can I use an Atari 1040 ST on a Macintosh network? etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 09:49:43 UTC
From: thanatos@graphics.rent.com
Message-ID: <kT4DyB9w165w@graphics.rent.com>
Source record: 40781
Cross-posted to: comp.sys.mac.apps,comp.sys.mac.comm,comp.sys.mac.system,comp.sys.atari.st.tech

ashwin@pravda.gatech.edu (Ashwin Ram) writes:

> i) use the Atari as a Macintosh through some kind of software or hardware
> emulation package. If so, which one is good? (Another thought: Are there
> IBM-PC emulators for the Atari as well?)

There are both Macintosh emulators and PC emulators for the Atari ST. I
think the most popular Mac emulator is called "Spectre GCR" or something
like that.

> ii) use the Atari-emulating-a-Macintosh on an AppleTalk (or other) network to
> talk to the Macintosh-being-itself.

You'd probably need to fabricate your own cable, since the ST doesn't
have an AppleTalk port.

> iii) use the Atari as a "terminal" and connect to the Macintosh IIsi (which
> would then run in two-user mode).

"Two-user mode"? I don't understand. You can have the two computers
"talking" to each other by using terminal programs on each one and
connecting them with a null modem.

> iv) use the Atari as itself but have it use the Macintosh's hard drive as a
> file server.

I don't think that's possible.

613. Re: Reading BIOS Boot Parameter Block

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 09:55:20 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C1vA89.7MJ@hpbbrd.bbn.hp.com>
Source record: 40775

```
Martin Koehling (Martin_Koehling@un.maus.de) wrote:
> Please be _VERY_VERY_CAREFUL_ when using Getbpb() - if the disk (floppy or
> removable harddisk) was changed /after/ the last GEMDOS access to that drive,
> Getbpb() will clear the corresponding BIOS media change flag, so GEMDOS
> will never know that the medium was changed.
>
> The easiest solution: just do something like:
>
> {
> static char name[5] = "#:\\x" ;
> int handle ;
> name[0] = drive + 'A' ; /* <=== this may not be correct under MiNT!! */
> if ( (handle=(int)Fopen(name,0))>0 )
> Fclose(handle) ;
> }

I second that, with one small suggestion: You don't need to actually
open a file on the drive, a small Fsfirst("X:\\*.*",0) (where 'X'
is the drive ID) is sufficient, and it's faster.

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>-----------------------------------------------
```

614. ATARI Mega ST2 (4 MB) for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 10:48:58 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1993Feb3.104858.27007@nessie.mcc.ac.uk>
Source record: 40790

FOR SALE :

ATARI Mega ST2 (upgraded to 4MB),
SM124 Hi-Res Monochrome Monitor,
Recently serviced - has a 3 month warranty (within the UK).
Masses of software originals, including,
1st Word Plus
Outline Art
Degas Elite
Neodesk 3
ST-Basic
..and others which I can't remember off the top of my head,
all with manuals,

for 450 quid (or best offer)

Cheers,

Danny

615. Memory Upgrade 1MB -> 4MB

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 13:26:05 UTC
From: silvera@p4.cs.man.ac.uk
Message-ID: <1993Feb3.132605@p4.cs.man.ac.uk>
Source record: 40764

I need a bit of help regarding upgrading my STFM from 1MB to 4MB.
Currently my ST contains 32x256k chips which fills up the whole board.
Which would be the best method to upgrade to 4MB?

a) Get a SIMMS board and (is it possible?) use this WITH my existing RAM?

b) Throw away all the RAM and get a new set of 1M chips.

Any ideas please my email to: silvera@cs.man.ac.uk

Thanks.

616. TurboST bug with FontGDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 14:38:29 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C1vnC6.L2s@cs.bham.ac.uk>
Source record: 40770

Folks, I've just discovered that Turbos ST 1.84 (is that the latest? It has been out a while...) kills the bezier curve function in FontGDOS (v_bez - rave on :-P). Instead of a nice curvy shape, it draws a zig-zap (not even a similar shape :-(

I get the same problems with the AUTO version (fiddling the AUTO order doesn't do anything), and the ACC version. No joy.

T-ST should ignore all VDI opcodes it doesn't understand, IMHO, but it doesn't appear to.

Any suggestions anybody?

-- Chris Ridd -- C.J.Ridd@uk.ac.bham.cs

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

617. Re: Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 14:43:30 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb3.144330.1171@cs.ruu.nl>
Source record: 40788

In <1993Jan30.193628.8145@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>>> GemFast is using ob_flags bit #15
> > DON'T DO THAT!
>
> Well, rest assured, I'm desparately brainstorming on a way to undo it.
>You've got to understand that at the time I decided to use that bit, I asked
>myself: Is Atari going to ever use this bit? Then I answered myself with
>another question: Is Atari ever going to ehance the AES in any way, it has
>been 7 years since any significant changes were made.
>
> I figure at the rate Atari is moving (not even considering the backwards
>movement that seems to be present in some 'enhancements') I figure I'll have
>the bit 15 usage worked out some other way long before Atari gets around to
>using that bit.

I think it's a wise choice--- bits 9 and 10 for the 3d objects. I guess quite
a few programs are using bits 13--15, just because they appear on the left in
most RCS's. My programs do, but I will change that now. But if I were Atari,
I'd never touch 13--15. Even a better choice would have been 11 and 12, so that
neither people who use the highest bits neither those who choose to use the
lowest 'reserved' ones, 8, 9 and 10 would get problems.
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

618. Re: Falcon GEM version number please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 14:45:19 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb3.144519.1247@cs.ruu.nl>
Source record: 40789

In <11896@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
>> Also, I'd like to offer some food for thought for those at Atari working on
>>AES internals: please consider setting aside bit 15 of ob_flags and ob_state
>>for use by the application, and document it as such. Even better would be
>>bits 14 and 15, but that may be asking too much. If prior art holds any
>>weight, the GemFast library internals use bit 15 of ob_flags now to define
>>a moveable dialog; the object that can be grabbed to move the dialog has
>>bit 15 of ob_flags set to indicate such. I just couldn't find any other
>>way or place to stuff some indication of what the mover object is. (The
>>reason I'd like bits 14 *and* 15 is that then a rule could be formalized
>>that says 15 is reserved for library implementors, and 14 is reserved for
>>the end application.)
>
>Oh dammit, why do all my ideas get crunched?
>
>I thought the upper ob_flags and ob_state bits were "user-defined" not
>"reserved". I'm using 14 & 15 of ob_flags in my GEM++ library. Oops.

There you go. Personally I think that was a good move. If Atari were going
to add any bits, they would start with the lowest available ones. Now, I
think it should be officially admitted that using 13 upto 15 is so common
that it should be legalised.
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

619. How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 14:54:39 UTC
From: JOCKEL89@dosuni1.rz.uni-osnabrueck.de
Message-ID: <16B6ADFBF.JOCKEL89@dosuni1.rz.uni-osnabrueck.de>
Source record: 40783

Hello everybody!

Does anyone know a systemcall (VDI, AES) to place the mousecursor on a
(��������� I mean, a systemcall that works, not like
vdi escape "display cursor")
specific screenposition; e.g. place_mouse(200,100).

Joachim

==
Joachim Hoehne "Wie Du Dir, so ich mir!"
Fachbereich Physik
Universitaet Osnabrueck
# #
Bitnet : JOCKEL89@DOSUNI1.BITNET
Internet: jockel89@dosuni1.rz.uni-osnabrueck.de
or (better): jockel90@charon.physik.uni-osnabrueck.de
==

620. Re: ST Sees No Disks, Has No Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 15:09:43 UTC
From: nrc@cbnews.cb.att.com
Message-ID: <1993Feb3.150943.21201@cbnews.cb.att.com>
Source record: 40765

Thanks to everyone who responded to my question about my ST which
didn't recognize the disk drives and had no sound.

I suspected that it was the Yamaha chip since as someone pointed out,
it also provides the drive select lines. I intended to heat up each
of the solder joints before replacing the chip but I figured I'd tap
around on it a bit first. I had already reseated and tapped on
everthing else, the Yamaha chip is hidden under my memory upgrade
board.

A few taps on the Yamaha chip and the machine booted up just fine.
Sound and drive access is back to normal. It sounds like I probably
have a poor connection to the sound chip so if the problem resurfaces
I'll just resolder it.

Thanks again for your input.

"Don't drive too slowly." Richard Caldwell
AT&T Network Systems
att!cbemf!nrc
nrc@cbemf.att.com

621. Wanted 4x1MB Simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 16:03:34 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C1vr9z.F6o@brunel.ac.uk>
Source record: 40785

Wanted CHEAP 4 1MBx8(or9) SIMMs 120ns or faster.

cs89bsm@brunel.ac.uk

622. LaTeX and the EPIC/EEPIC libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 17:49:45 UTC
From: ifav503@ccwf.cc.utexas.edu
Message-ID: <1kp0jpINNq2q@geraldo.cc.utexas.edu>
Source record: 40766

I am using gnuplot (not a part of the GNU project) for some frequency response analysis. It has output for the LaTeX picture enviroment, but suggests using the EEPIC or EPIC environments.

I saw these environments available in TeXDraw but I never got them to work. What does one have to do to get the EEPIC environment to work with CS-TeX on the Atari-ST? I believe that extra fonts or some interface to the previewer and printer code is required. Has anyone here do it?

Does anyone use TeXDraw? I believe that the author abandoned the project when it was nearly finished. I would take over the project, but I am not fond of Pascal and I don't have a MiNT compatible Pascal compiler.

By the way, where can I get a FAQ about TeX/LaTeX related programs. I don't mean a document explaing how to use TeX/LaTeX but a FAQ describing the available tools for TeX/LaTeX and how to install them.

623. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 17:55:08 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb3.175508.25169@mnemosyne.cs.du.edu>
Source record: 40776

>> MultiTOS going the direction of unix
> How would you prefer it to go?

Hmmm, fair question. I guess I'd like to see it go in the direction of the Macintosh system software: you plug it in, you turn it on, it works. You don't have to read wieghty tomes and spend days trying to get the thing running. You don't have to spend even more days figuring out which of your existing applications will work and which don't. You don't have to constantly reboot your machine with it and without it, because its basic design is just incompatible with some kinds of software.

624. Re: Whats POSIX, and how would it help MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 17:55:50 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728762149.4367@minster.york.ac.uk>
Source record: 40768

In article <1993Feb1.174408.28154@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
>> the everything-is-a-file idea
>
> I'm not sure why everyone (or anyone) thinks that's a good idea. Everything
>is NOT a file, that's just not how computers work. Whenever I think about it,
>I can't help but think of the old proverb/cliche, "When all you have is a
>hammer, everything looks like a nail."
>
> This seems to be the inverse of that: when all the OS is going to give you
>is nails, then suddenly the only useful tool is a hammer. I don't relish
>the thought of trying to construct programs using only a hammer. Especially
>after spending 20 years building up a toolbox full of much more subtle tools.

"Everything is a file" makes for a very elegant and almost seamless integration of all the facilities of a computer *and all the other computers on a network*.

The "everything is a file" idea really comes into its own when you make CPUs and applications look like files. This means that you can (almost) seamlessly add and remove processing power and applications.

Need some more processing power? Simply mount another /dev/cpu and away you go (there is a kludge for the inherent problem of not being able to run, say, 68040 binaries on a SPARC). I suggest you read the Plan 9 papers, where these ideas are explored and evaluated.

>- Ian

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

625. Atari clipboard standard

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 18:33:12 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <728764392.4835@minster.york.ac.uk>
Source record: 40769

I keep reading about the Atari "official" clipboard standard. Can anyone post the standard to this group, or point me (and anyone else interested) at a description held on an FTP site?

Regards,

Mat

Mathew Lodge	"But my Lord! I've been in your family
mjl-b@minster.york.ac.uk	since 1532!" "So has syphilis"
Langwith College, Uni of York, UK	-- Blackadder II

626. Re: MiNT 0.99 - won't compile

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 19:06:21 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb3.190621.430@netcom.com>
Source record: 40771

In article <C1tIMw.8FL@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>MiNT 0.99 won't compile on my Falcon - could Eric or someone who knows how it's

> signal.h parse error before ulong

The only reason ulong should not be defined is if the symbol dLibs is
defined in mint.h. Check mint.h and make sure dLibs is *not* defined.
If it isn't and you're still getting problems, do a gcc -E bios.c -o bios.cpp
and check the preprocessed output to see that the right types.h was included
(it should be the one from the mint directory, *not* the one from the library
includes).

Eric

627. Re: 14.4 modem - What handshaking to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 19:19:12 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <25738@galaxy.ucr.edu>
Source record: 40772
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I believe I saw version 2 of serial fix program on Genie. Didn't have the time to download it though.
Paul

628. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 20:44:45 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Feb3.204445.22460@cs.yale.edu>
Source record: 40773

In all this debate about PCs and Falcons, I have seen a lot of words and no numbers as a sound basis of comparison. So far, no facts have been determined and nothing useful said. Since there are many types of PCs around, it would be useful to determine how fast a PC you need to equal the speed of a Falcon for non-numerical and numerical applications. That has not yet been established in all this argument over 16-bit, 32-bit, etc. architectures.

The simple way to establish computer speed is to run benchmarks. A controlled experiment would involve running the same benchmarks on a Falcon, a 386-25SX, 386-33DX, 486-25SX and a 486-33DX, using the same compiler (gcc comes to mind). I know no facts, but I suspect the Falcon will fall somewhere inbetween the 386-25SX and 486-33DX. Incidentally, unless you can run general-purpose benchmarks on the DSP chip, it is not usually useful to talk about the speed of the Falcon in terms of the speed of its DSP chip.

Once the speed of the Falcon has been determined, we need to carefully determine how much an equivalent PC would cost. A little bit of price shopping determines this for any local area. PC (and probably also Falcon) prices, however, vary all over the world, so a price comparison for the UK will not necessarily be valid for the US.

Furthermore, the price comparison should be broken down for the PC, since the Falcon comes bundled with some hardware pieces which are optional on a PC (MIDI, DSP). Some computer users may not want those pieces and if they chose to purchace a PC, would go without them.

--- Bob Fischer

629. Re: LaTeX and the EPIC/EEPIC libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 21:45:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Feb3.214507.12401@csi.uottawa.ca>
Source record: 40784

In article <1kp0jpINNq2q@geraldo.cc.utexas.edu> ifav503@ccwf.cc.utexas.edu (Brian Michalk) writes:
>I am using gnuplot (not a part of the GNU project) for some frequency
>response analysis. It has output for the LaTeX picture enviroment, but
>suggests using the EEPIC or EPIC environments.
>
>I saw these environments available in TeXDraw but I never got them to
>work. What does one have to do to get the EEPIC environment to work
>with CS-TeX on the Atari-ST? I believe that extra fonts or some interface
>to the previewer and printer code is required. Has anyone here do it?

I'd be very interested in hearing more about this too. I'm not
familiar with EEPIC/EPIC, although I've seen the acronyms a couple of times.

>Does anyone use TeXDraw? I believe that the author abandoned the project
>when it was nearly finished. I would take over the project, but I am
>not fond of Pascal and I don't have a MiNT compatible Pascal compiler.

Actually, it's Modula-2. I just acquired a Modula-2 compiler (The TDI
one), and am going to see what to do about TeX-Draw just after I
figure out the appropriate commands to make it work with GNU-Make. It
should be quite practical, I expect.

I don't have a mono monitor, and so have only made VERY limited use of
TeXDraw. If it was color compatible, I probably would have had more
diagrams in my thesis (submitted last Friday).

>By the way, where can I get a FAQ about TeX/LaTeX related programs. I
>don't mean a document explaing how to use TeX/LaTeX but a FAQ describing
>the available tools for TeX/LaTeX and how to install them.

I'd suggest taking a look around Comp.text.tex, for their FAQ. As far
as using the tools on the Atari goes, it's a little difficult to find
information.

I'd like to find out if the New Font naming System can be used with
CS-TeX; it APPEARS not, but I'm not certain. What I'd like MORE is to
figure out how to add extra "funny fonts," as my attempts to do so
have been unsuccessful to date.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

630. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 21:46:14 UTC
From: bjgrier@bnr.ca
Message-ID: <C1w753.80D@news.rich.bnr.ca>
Source record: 40774

Bob Fischer writes:
[entire message deleted because I wanted to]

This can not happen Bob. A controlled comparison of systems so that
the end user can make an informed decision. Sorry not allowed in the
"my variation of personal computing is better than your variation" arena.

Sorry we just refuse to make an informed decision! :)

Brian

631. Re: MINT is being ported to the Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 22:03:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1kpffaINNqi3@elroy.jpl.nasa.gov>
Source record: 40780

In article <mbernar-280193175636@esemac.erenj.com> mbernar@erenj.com (Marcelino Bernardo) writes:
>Here's something that this newsgroup might find interesting. I just saw
>this in the mac-recent list from mac.archive.umich.edu.
>
>/mac/util/developer/macmint.sit.hqx
> 186 1/24/93 BinHex4.0,StuffIt1.5.1
>
> Use ATARI ST development products on the Macintosh. An incomplete
> port of MiNT from the ATARI.
>
>Soon you'll be able to develop/run ST applications on an Atari ST, TT, or
>Falcon emulating a Mac using Spectre.:-)

Yeegods!!! What is the world coming to???

Oh well. After Minix-68k, it was only a matter of time...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

632. Re: Reading BIOS Boot Paramete

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 23:08:50 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb3.230850.9519@mnemosyne.cs.du.edu>
Source record: 40786

```
>>
>> {
>> static char name[5] = "#:\\x" ;
>> int handle ;
>> name[0] = drive + 'A' ;
>> if ( (handle=(int)Fopen(name,0))>0 )
>> Fclose(handle) ;
>> }
>>
>> immediately before the Getbpb; this will cause GEMDOS to check the media
>> change state before the Getbpb() destroys it.
>>
>> Martin
```

```
> I doubt that this will always force a disk access. You'll have to
> use Atari's
> hack (as published in the Rainbow TOS Release Notes and everywhere
> else), or you
> can use two Dlock's when running MiNT. Note: when running an XHDI compatible
> harddisk driver, you can get the BPB without having to care about this
> GEMDOS stuff.
```

```
The code originally posted WILL perform properly as advertised. The point
was not to force a media change (the subject covered "in the Rainbow TOS
Release Notes and everywhere else"). The point was to read the BPB in a
way that wouldn't cause GEMDOS to lose track of a possible media change.
The example code as shown does exactly that: in response to the Fopen()
call, DOS will check for a media change, and if one occurred, it will do
its own Getbpb() (which clears the "has changed" status). Following that,
you can safely do a Getbpb() call yourself, because you won't then be
changing the media change status in a way that causes DOS to miss the change.

Whether any physical disk activity actually occurs is not a factor in any
way.
```

633. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-03 23:23:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb3.232302.10087@mnemosyne.cs.du.edu>
Source record: 40787

>> The Falcon's 16mhz 68030 is riding on an 8mhz memory system.
> I wonder where you got that idea?
> If it was 8mhz it couldn't handle the graphics it says it can.

Do you have numbers to back that up? Consider that the Falcon cannot even
do 640x480x16bit hicolor mode on a VGA monitor. Why not? There isn't
enough memory bandwidth. Even at lower resolutions, the video steals
quite a few cycles from the processor, based on some empirical timings
I've done in trying to pump animation graphics at high speed at 640x480x8bit.

I could be wrong about the 8mhz memory system, maybe it is 16mhz, and I'm
just totally spoiled by my msdos machine, which can do graphics at about
(subjectively) a bajillion times the speed of the Falcon.

634. GEM++ 1.2 - C++ clases for GEM - now available.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 02:27:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <11948@uqcspe.cs.uq.oz.au>
Source record: 40777

I have uploaded "gem++12.zoo" to Atari archive - should be appearing in
/atari/Programming shortly.

This is a set of C++ classes that allow easy coding of GEM interfaces.

By using the "INDIRECT" flag of the GEM OBJECT structure, we have tightly
coupled our GEMobject class to the standard GEM OBJECT, thus allowing for
simple and efficient call-backs.

Included in the library are classes to perform:

gemap - Application registration (appl_init, appl_exit)
gema - Activity (the event_multi loop)
gemal - Alert (RSC-based alert boxes)
gemd - Desktop (replace desktop with form)
geme - Events (event_multi events encapsulated)
gemf - Forms (Dialog boxes)
gemfs - File selector (File-selector with nice programmer interface)
gemfw - Forms in Windows (active dialog boxes as window contents)
gemhf - Hot Forms (like popup menus)
gemimgo - Image object (IMG files give contents of GEM G_IMAGE)
gemks - Key Sink (where hey events go to)
gemm - Menus (Plain old GEM menus)
gemo - Objects (The basic GEM OBJECT - extended)
gemr - Resource (rsrc_load)
gemsl - Slider (A derived class of gemo)
gemt - Timer (Handles multiple GEM timer events, scheduled)
gemto - Text object (A derived class of gemo)
gemuo - User object (User-defined-type derived class of gemo)
gemvo - VDI object (VDI-supporting derived class of gemuo)
gemw - Windows (GEM windows, with all there events)
vdi - VDI (VDI graphics, encapsulated)
img - GEM IMG format images (Load, save, modify)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

635. Floptical Drive Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 02:33:11 UTC
From: beureej@newton.ccs.tuns.ca
Message-ID: <1993Feb4.023311.16104@newton.ccs.tuns.ca>
Source record: 40778

I've recently bought one of those 21meg floptical drives (you know,
the cheap kind from the colored mountain place). I've been experiencing
some problems with it, and thought someone here might be able to help me
so I don't have to run up a huge phone bill asking the people I bought it
from.

Anyway, the problem is that one of the disks seems to have a bad sector.
I'm using the ICD utilities with the Link on it. If I partition the
disk with a 1 pass verify, everything seems to be fine until I get about
2 meg of data on it, and then the drive acts as if the power is turned off
and on, then just keeps seeking back and fourth. Anyway, I re-partitioned
with a 4 pass verify, but when the partitioning reached around sector 29440,
the drive started seeking back and fourth for a bit, and then I got a
'drive C not responding' message reporting a sense code $FF. If I partition
with 1 pass, which seems to work, then use the utility prg to map out
bad sectors, it doesn't find anything wrong!

The rest of my disks seem to work fine, so I thing its the disk thats
causing the problem, but I can't seem to fix it with ICD's utilities.
I'm using a 1040STfm, 1 meg with TOS 2.06. Any suggestions?

Another thing worth mentioning...after the partition that didn't work,
I couldn't use the drive for a while. When I would change disks or
turn the power off and on, it would just make a humming noise like
the heads were stuck. After leaving it off for a few minutes it
seemed to work. I'm really beginning to wonder about the quality...

Any help would be really appreciated.

Jerry (beureej@newton.ccs.tuns.ca)

PS While I'm on the subject, does anyone know how to set up the
floptical to boot the computer. Its already drive C, but the
ICD utilities say that it doesn't support booting. Is there
some way of changing this?

636. MIDI & MultiTos/Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 04:15:31 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1kq593INN37f@shelley.u.washington.edu>
Source record: 40782

Greetings,
I have a couple of questions with regard to the way MIDI programs (e.g. sequencers) will work under MultiTOS on the Falcon. I realize this is purely hypothetical at present, but perhaps some of you MiNT-knowledgeable folks can make some educated guesses.

1. I understand that many sequencers install their own MIDI interrupt handlers; what implications does that have for multiple MIDI applications under MTOS? Apparently these new handlers are necessary because the OS routines can lose data when the mouse is moved or a key is pressed; does the higher processing speed of a Falcon obviate the need for such hijinks?

2. Would it be possible to have a task run concurrently with a sequencer and have it intercept the MIDI data stream on the way to and from the sequencer? As a blue-sky example, imagine an improviser/accompanist process, which analyzes the outgoing MIDI (from a concurrently executing sequencer process) and the incoming MIDI (from a human player), mixing into the MIDI streams additional notes it has chosen to fit the current rhythm and harmony. Is MTOS' multitasking sufficiently fine-grained to allow this sort of co-processing? Are there provisions for one process to "redirect" another's MIDI I/O?

I eagerly anticipate any and all replies, by post or by e-mail. Thank you in advance.

--m

637. Re: FZDS - TERMINAL PROGRAM & IRC - USAGE; brrrr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 08:59:49 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <eyyFyB1w165w@dogbox.acme.gen.nz>
Source record: 40711

ken@isgtec.com (Ken Newman) writes:

> I tried Ansiterm. It instantly rebooted my computer every time I ran it.
> (not crashed, *rebooted*). STe, TOS 1.6. Congratulations to the programmer. :

Let me guess - you have a monochrome system.

You're right of course, this shouldn't happen.
(Yes, it does work OK if I switch to my colour monitor, but that's got
lousy resolution)

--
=> Dogbowl <=

638. Re: Reading BIOS Boot Paramete

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 10:14:25 UTC
From: julian@math.uni-muenster.de
Message-ID: <1kqqa1INNI28@obelix.uni-muenster.de>
Source record: 40691

```
In article 9519@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> The code originally posted WILL perform properly as advertised. The point
> was not to force a media change (the subject covered "in the Rainbow TOS
> Release Notes and everywhere else"). The point was to read the BPB in a
> way that wouldn't cause GEMDOS to lose track of a possible media change.
> The example code as shown does exactly that: in response to the Fopen()
> call, DOS will check for a media change, and if one occurred, it will do
> its own Getbpb() (which clears the "has changed" status). Following that,
> you can safely do a Getbpb() call yourself, because you won't then be
> changing the media change status in a way that causes DOS to miss the change.
>

I still don't believe that :-) Even if this works as you think (which might
not be true with large GEMDOS buffers or other file systems), you might
still run in race conditions where you actually skip one media change.

> Whether any physical disk activity actually occurs is not a factor in any
> way.

---
_________________ cut here ___________________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________
```

639. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 10:17:11 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C1x5wn.G25@hermes.hrz.uni-bielefeld.de>
Source record: 40692

In article <...>, ersmith@netcom.com (Eric R. Smith) writes:

|> If the license allows only source distribution, then any other distribution
|> is a violation of copyright. I think what you really wanted to ask was:

Well, if - and IF - I remember correctly, I didn't see any such note in the
mint992.zoo archive, because there was NO documantation at all in it. Not that
I in any way intended to copy it illegaly, but I read about its restriction
far later in the news. Just to point it out: That's no problem for me.

|> "Why does the license say only source distribution?" The answer is,
|> basically, that we want to make it absolutely, unequivocally clear that
|> this version of MiNT is unsupported. If there are problems, you will need
|> the source code to fix them. Moreover, the way I persuaded my bosses
|> to allow this distribution is that I pointed out to them that by
|> giving away the MiNT source code, we greatly expand the number of people
|> who can find and fix bugs in MiNT, and provide enhancements to MiNT. That's
|> obviously in everyone's best interest, so they agreed -- but it's something
|> that only happens with the source code distribution.

I can see that you're now having "problems" when speaking about MiNT, now that
you represent a bigger company (see you signatures). It's just that for a
normal, mortal user it's a bit difficult to deal with the obviously new
strategy Atari uses for feedback from users, don't know how about developers,
but at least it was often enough reported to be rather bad.

|> (People who want a binary only version of MiNT can get MultiTOS; it should
|> be available to the general public very soon now (note that I did *not*
|> say "real" soon now :-)).)

See, that's the point I'm a bit afraid about. Looking at the prices for older
TOS upgrades I think it's a bit too suspicious and too unprobable that THIS,
probably the best version Atari ever released of its OS, should come for free.
And I doubt that you would like to spend your time for nothing to give support
for a second, public domain or so, version of it. Don't know about the details
your deal with Atari includes, so please don't show this letter to them, in
order not to lead them to bad ideas :-) ...

Torsten
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de (sis onz nuu)
uteca066@unibi.hrz.uni-bielefeld.de (will fade away soon)

**********(EOT)*

640. MIDI/KEYBOARD PROBLEMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 13:23:15 UTC
From: a908570@server1.tiuk.ti.com
Message-ID: <1993Feb4.132315.25426@csc.ti.com>
Source record: 40693

I've been suffering from a MIDI problem I saw mentioned in a
message 'MIDI & MutliTos/Falcon030'.

I have some C code which uses Bconin etc to send MIDI data around
a ring. Everything is fine until I start hammering the keyboard then
bytes occasionally get corrupted. I'm fairly sure the problem is
not in my code, I've managed to reproduced the same problem in a couple
of different languages.

Midi and keyboard events are handled by the same ACIA, and so I've
suspected the interrupt handler for quite a while. I had a look
through the interrupt code but couldn't spot any obvious mistakes.

Does anybody out there:-

1) have (or know how to get) a patch for the problem.

2) know the details of what is wrong with the OS midi/keyboard
routines, so I can avoid making the same mistakes when I write my own.

Thanks,

John Keay (a908570@server1.tiuk.ti.com)

641. IKbd

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 14:37:02 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb4.143702.5494@dcs.warwick.ac.uk>
Source record: 40696

Here are more details of the IKbd (Intellegent Keyboard) handling on the ST, as promised.
The Ikbd chip sends data to a ACIA (Async. Comms. Interface Adapt.) on the motherboard via a serial link. This ACIA, and another one handling the MIDI port interrupt the processor via the MFP (Multi-Function Peripheral) when a byte is received. On the ST the MFP is in autovector mode with vectors starting at #64, and as both ACIAs are at level 6, the processor will jump through vector 70 (This corresponds to $118 on STs, but it is best to change it via Setexc(70,...) for compatability). The vector points to $FC29CE on my TOS V1.02.
The following bit of C defines some system variables I mention in the disassembly below.

```
typedef struct Address (TOS dependant)
{
void (*midivec)(void); $E12
void (*vkbderr)(void); $E16
void (*vmiderr)(void); $E1A
void (*statvec)(void); $E1E
void (*mousevec)(void); $E22
void (*clockvec)(void); $E26
void (*joyvec)(void); $E2A
void (*midisys)(void); $E2E
void (*ikbdsys)(void); $E32
} ACIA_VBASE;

ACIA_VBASE base=Kbdvbase();
```

Here's the partial dissassembly I promised:

```
*-------------------- ($118) --------------------*
00FC29CE MOVEM.L D0-3/A0-3/A5,-(A7) * Save registers
00FC29D2 LEA 0,A5 * Clear A5 for faster 16-bit addressing

00FC29D8 loop MOVEA.L $E2E(A5),A2 * Get midisys in A2
00FC29DC JSR (A2) * Call midisys
00FC29DE MOVEA.L $E32(A5),A2 * Get ikbdsys in A2
00FC29E2 JSR (A2) * Call ikbdsys
00FC29E4 BTST #4,$FFFFFA01 * Is an interrupt pending?
00FC29EC BEQ.S $FC29D8 [loop] * Yes - repeat

00FC29EE BCLR #6,$FFFFFA11 * Clear interrupt in-service bit
00FC29F6 MOVEM.L (A7)+,D0-3/A0-3/A5 * Restore registers
00FC29FA RTE * Return from exeception
```

```
*------------------- (midisys) ------------------*
00FC29FC LEA $D84(A5),A0 * Get MIDI iorec in A0
00FC2A00 LEA $FFFFFC04,A1 * Get MIDI ACIA control in A1
00FC2A06 MOVEA.L $E1A(A5),A2 * Get (vmiderr) in A2
00FC2A0A BRA.S $FC2A1A [acia] * Jump into ACIA handling routine

*------------------- (ikbdsys) ------------------*
00FC2A0C LEA $C76(A5),A0 * Get IKBD iorec in A0
00FC2A10 LEA $FFFFFC00,A1 * Get IKBD ACIA control in A1
00FC2A16 MOVEA.L $E16(A5),A2 * Get (vkbderr) in A2

00FC2A1A acia MOVE.B 0(A1),D2 * Get ACIA control regsiter
00FC2A1E BTST #7,D2 * Interrupt generated by this ACIA?
00FC2A22 BEQ.S $FC2A40 [done] * No, exit
00FC2A24 BTST #0,D2 * Byte in data register?
00FC2A28 BEQ.S $FC2A34 [over] * No.
00FC2A2A MOVEM.L D2/A0-2,-(A7) * Save some regs.
00FC2A2E BSR.S $FC2A42 [getbyte]* Call getbyte (see below)
00FC2A30 MOVEM.L (A7)+,D2/A0-2 * Restore regs.
00FC2A34 over ANDI.B #$20,D2 * ?Mask out all except bit 5?
00FC2A38 BEQ.S $FC2A40 * If bit 5 clear finish
00FC2A3A MOVE.B 2(A1),D0 * Otherwise load D0 with IKBD data
00FC2A3E JMP (A2) * And call error routine (v???err).
00FC2A40 done RTS * Return

*------------------- getbyte ------------------*
00FC2A42 MOVE.B 2(A1),D0 * Read data register into D0
00FC2A46 CMPA.L #$C76,A0 * Which ACIA are we talking about?
00FC2A4C BNE $FC2E34 [midi] * Jump if MIDI, fall through for IKBD

*-------------------- ikbd --------------------*

00FC2A50 TST.B $E36(A5) * Are we half way through a packet
00FC2A54 BNE.S $FC2AB6 * If yes, jump somewhere
00FC2A56 CMPI.B #$F6,D0 * $F6 and above head data packets
00FC2A5A BCS $FC2B5C [keypress]* Less than $F6 - keypress/release

...(Handle status, mouse, clock and joystick packets through vectors)

*------------------- keypress ------------------*
00FC2B5C MOVE.B $E61(A5),D1 * Get shift status (Kbshift value)
00FC2B60 CMPI.B #$2A,D0 * Left shift pressed?
00FC2B64 BNE.S $FC2B6C * No, jump over
00FC2B66 BSET #1,D1 * Set left shift bit in D1
00FC2B6A BRA.S $FC2BE0 * Jump over
00FC2B6C CMPI.B #$AA,D0 * Right shift released?
00FC2B70 BNE.S $FC2B78 * No, jump over
00FC2B72 BCLR #1,D1 * Clear left shift bit in D1

...(And so it goes on for each shift key)
```

Print screen and reset keypresses are also handled here. Proper keys are inserted into the keyboard buffer, and autorepeat counter initialised.

```
*---------------------- midi --------------------*
00FC2E34 MOVEA.L $E12(A5),A2 * Set A2 to (midivec)
00FC2E38 JMP (A2) * Call (midivec)
*------------------------------------------------*
```

There are a few conclusions to draw from this:
Firstly, any routine that you place at (vkbderr), (vmiderr), (ikbdsys), (midisys) must either exit with RTS, or preferably (in the case of the last two), jump to the old routine. My documentation says they should return with RTE - In the case of (ikbdsys) this would cause corruption of the A5 and A2 registers every time a key is pressed!
If you want to detect keypresses even when (ikbdsys) has been replaced with a routine that doesn't call the old one, simply change vector 70 to point to your own routine (which should called the old one afterwards). The disassembly should give you some idea what you should do (but remember addresses above $600 are almost guaranteed to change between TOS versions). (ikbdsys) will be called when a a midi byte is received, and vice-versa, so if you patch at this level you must check that a character really is available from that ACIA.

In summary, the whole thing is a mess and that guy who said that despite Atari's marketing, organisation and business sense, their technical work was actually quite good the other day doesn't know what he is talking about. For example, when patching (ikbdsys), you have to check that the byte really came from the IKbd and read it by accessing the hardware directly. If TOS only called the routine when a byte is from the Ikbd (as per it's specification) and loaded the byte in D0, Atari could change the keyboard processor at any time without incompatabilities. Key handling would be faster, more compact and easier to patch.
A good project/exercise would probably to rewrite the whole thing from scratch (especially if you have TOS before V1.04 where keyboard repeat and buffer overflow checking are buggered and keyboard reset not implemented). However, the same can be said for just about any part of TOS.

- Leo

642. Re: New mouse, which one not ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 15:40:16 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Feb4.094017.70@janus.arc.ab.ca>
Source record: 40694

In article <otterw.728129514@retina>, feil@prl.philips.nl (Hans Feil) writes:
>
>My old mouse is gone...
>
>I have to replace it. What are good/cheap mouses?
>Are there mouses that don't work with a 1040ST?
>
>Hans Feil.

Well I just picked up a Beetle Mouse and I am very happy with it. My brother had a Golden Image optical mouse and it died after about a year and is glued together so there isn't even much hope of servicing it.

Bob

643. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 16:07:44 UTC
From: bobf@wadati.geology.yale.edu
Message-ID: <1993Feb4.160744.1703@cs.yale.edu>
Source record: 40709

BTW, all but the newest and fastest MS-DOS machines use an 8-MHz system bus. This has caused problems in making fast graphics, which have been solved in various ways, usually by making a fast proprietory bus. A new fast-bus standard for PCs is just coming into use, and promises to eliminate the old proprietory buses.

I don't know what bus the Falcon uses.

--- Bob

644. CALAMUS & SLM804 Laser Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 16:56:59 UTC
From: danny@nessie.mcc.ac.uk
Message-ID: <1993Feb4.165659.22362@nessie.mcc.ac.uk>
Source record: 40695

I'm posting this for my mother really.
She's trying to print out from the CALAMUS DTP paclage to
the laser printer, but so far has failed to get anything out.

Is there some special driver which needs to be
installed at boot time ? Is it possible at all (must be!) ?
Or is there some internal CALAMUS parameter which
she must set ?

Thanks for your time,

Danny

645. Re: MIDI/KEYBOARD PROBLEMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 17:28:55 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1krjonINNk0c@shelley.u.washington.edu>
Source record: 40710

a908570@server1.tiuk.ti.com (John Keay) writes:

> I've been suffering from a MIDI problem I saw mentioned in a
>message 'MIDI & MutliTos/Falcon030'.

I am the author of that posting, and I'm still waiting for replies... :)

> I have some C code which uses Bconin etc to send MIDI data around
>a ring. Everything is fine until I start hammering the keyboard then
>bytes occasionally get corrupted.
...
> Midi and keyboard events are handled by the same ACIA, and so I've
>suspected the interrupt handler for quite a while. I had a look
>through the interrupt code but couldn't spot any obvious mistakes.

As I understand it, the problem arises because keyboard and mouse
event processing requires enough time that, by the time the
interrupt handler finishes, one (or more?) MIDI bytes may have
come and gone. One solution is to install a new keyboard interrupt
handler that merely stuffs the ACIA data into a queue, to be processed
at a lower priority by, for instance, a VBI routine. I have
successfully done just that, but did not manage to make it compatible
with OS calls (not a problem for my particular application).

--m

646. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 17:49:09 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb4.174909.19492@mnemosyne.cs.du.edu>
Source record: 40704

> [how to place the mouse at an arbitrary screen x/y]

First ask yourself: Do I really need to do this? Do I really really need to do this? Will I be disorienting the user by jumping the mouse around? Is my need so great that it justifies stepping outside the normal idiom of the system, in which only the user can change the mouse position, by actually moving the mouse?

If you make it through the questions after giving them serious thought, and you still want to hyperspace the mouse, actually doing it is pretty easy:

Just plug the new x/y values into the Line-A data structure's g_cur_x and g_cur_y locations. Do it only when the mouse has been turned off via a graf_mouse() or v_hide_c() call. Do it only when you have wind_update(BEG_MCTRL) in effect, so that you are sure it is your application that has total control of the mouse and you won't be adversely affecting other processes that might be tracking the mouse.

In the seven or eight years I've been programming ST machines, I've come across exactly one situation where I considering programmatically moving the mouse to be justified: In an application that changes screen resolution from whatever you have set to low rez, I note the position of the mouse in the original resolution, then after switching to low rez, I change the mouse x/y so that the mouse appears to stay in the same screen position in the new resolution. That is, if you're in 640x480 rez and the mouse is at 320,240 (ie, centered), then after changing the rez I change the mouse location to 160,100 (still centered in the new rez).

The net effect is that the mouse seems to stay in the same position on the screen during a rez change. This is the *only* time I've been able to justify the action based on all those questions in the first paragraph. Instead of taking control away from the user and possibly disorienting him/her, I considered it to be just the opposite. Having the mouse jump around on a rez change was a bit disconcerting. Forcing it back to the center of the screen wasn't much better (that's what newer TOS versions do on a rez change).

647. Re: Atari to VCR ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 17:50:24 UTC
From: bjgrier@bnr.ca
Message-ID: <C1xqw0.Ktv@news.rich.bnr.ca>
Source record: 40697

> I need to record an animation on a video tape.
> Is there any solution, even in Monochrone ?
>
> (I've a 1040STE + Monochrome Monitor + TV)
>
> Thanks
>
> Eric.
> dillon@esial3.u-nancy.fr

I use the composite and sound outputs to go right into my 8mm VCR.
You must be in either colour resolution.

After I get the sequences I want on the tape, I edit from the
8mm VCR to the VHS VCR. This work sort of OK. I would like to
get a Genlock but that would mean a hacking my ST a little more
than I like.

Brian

648. Max for atari st?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 17:53:38 UTC
From: v035550@stortek.com
Message-ID: <1993Feb4.175338.4405@stortek.com>
Source record: 40698

Has anyone ever tried to port MAX from the Mac to the Atari ST? Please respond via email or post- your choice. Many thanks.

sjm

649. Re: Atari to VCR ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 18:29:13 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1232@usdtsg.DaytonOH.NCR.COM>
Source record: 40725

In article <813@muller.loria.fr> dillon@bergamote.loria.fr (Dillon Eric) writes:
>
> Hi !
>
> I need to record an animation on a video tape.
> Is there any solution, even in Monochrone ?
>
> (I've a 1040STE + Monochrome Monitor + TV)

I dunno about recording in Monochrome (no doubt it can be done, but I'm not sure how). But there is an easy way to videotape a color screen or animation. Use the RF port (the one where you'd hook the STE into a TV set), plug it into the switch box, and plug the SWITCH BOX into the CABLE IN port of the VCR. That way, anything feeding from the STE will go through the VCR before getting to the TV, and thus you can record it.

For even more fun, if you have a stereo VCR, you could connect the STE's stereo RCA jacks to the audio inputs of the VCR, and record it in stereo then...

I sort of did a mix and match once. I plugged my MegaSTE into my VCR with the above hookups, and then plugged my CD player into my VCR's audio inputs. That way, I videotaped myself playing a video game while "Jospehina" (Gene Loves Jezebel) played in the background.

Come to think of it, you can use the above hookups to record an Atari 8-bit, and any other system that you would normally plug into the cable-in port of your TV - just plug it in the VCR and then plug the VCR to the TV, and voila!

Hope this helps...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

650. Re: MIDI & MultiTos/Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 19:07:19 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1krph7INN4tl@elroy.jpl.nasa.gov>
Source record: 40699

In article <1kq593INN37f@shelley.u.washington.edu> mpark@stein.u.washington.edu (Michael Park) writes:
>Greetings,
>I have a couple of questions with regard to the way MIDI
>programs (e.g. sequencers) will work under MultiTOS on
>the Falcon. I realize this is purely hypothetical at
>present, but perhaps some of you MiNT-knowledgeable folks
>can make some educated guesses.
>
>1. I understand that many sequencers install their own MIDI
> interrupt handlers; what implications does that have for
> multiple MIDI applications under MTOS? Apparently these
> new handlers are necessary because the OS routines can
> lose data when the mouse is moved or a key is pressed;
> does the higher processing speed of a Falcon obviate the
> need for such hijinks?

I would guess that the Falcon is fast enough to obviate the need, but whether or not your software will actually observe this capability is obviously another matter...
>
>2. Would it be possible to have a task run concurrently with
> a sequencer and have it intercept the MIDI data stream on
> the way to and from the sequencer? As a blue-sky example,
> imagine an improviser/accompanist process, which analyzes
> the outgoing MIDI (from a concurrently executing sequencer
> process) and the incoming MIDI (from a human player), mixing
> into the MIDI streams additional notes it has chosen to
> fit the current rhythm and harmony. Is MTOS' multitasking
> sufficiently fine-grained to allow this sort of co-processing?
> Are there provisions for one process to "redirect" another's
> MIDI I/O?

MiNT allows the MIDI device handles to be redirected, so yes, you could insert a long pipeline of processes if you wished.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

651. 38400 Baud serial port...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 19:16:39 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Feb4.191639.14436@prime.mdata.fi>
Source record: 40700

I just tried to solder my STe into having a 38400 bps serial port, but it acts just like normal (it still uses 19200). I did it by cutting the connection between the 68901's pins 10 and 16, and then I soldered a 4040 like this :

4040 68901

7 7
8,11 34
10 18
16 11

The numbers indicate which pins were soldered to which.
As I have never done anything like this before, I don't know how much one has to scratch the platine to make a disconnection, I used a pocket knife and made a visible scratch. I counted the pins on the 68901 by using the pin marked by a small ball as number one (it is in the upper right corner of the MFP when you look from behind the keyboard, at least on my machine).

Any help is greatly apperciated!
--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
---

652. Atari formats PC better than PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 19:19:54 UTC
From: mayfiej@ucunix.san.uc.edu
Message-ID: <C1xv16.Kq@ucunix.san.uc.edu>
Source record: 40701
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I do a lot of disk swapping between my ST and my PC. I use a number of different devices and programs to format my disks. Recently, I noticed that different disks seem to read data at different speeds. I knew that the interleave of sectors can affect this but I doubted that this was the case for two reasons: 1.the write speed always seemed to be the same no matter which disk I used, and 2.I have never intentionally formatted a disk with a different interleave the default.
I conducted a simple test comparing the formatting, writing and reading speeds of my different devices. To do this, I took four COMPLETELY blank double density 3.5" disks and recorded how long each device/program took to format a disk with 80 tracks, 9 sectors per track (MS-DOS standard). Next, I recorded how long it took my PC to copy three files that added up to 578,293 bytes (564.74 k) onto each floppy and how long it took to read those files from each floppy.
The devices I used were 1.an Atari 520STfm with 1 meg and DS/DD drive, a Toshiba T5100 laptop PC compatible and a Roland Sound Brush MIDI file player (which formats/writes/reads IBM format disks). I used two different programs to format on the ST: PS2FORM and DCFORMAT v 3.02. I just used standard MS-DOS protocol to format the disk on the Toshiba (FORMAT a: /f:720). The data are as follows:

Device	Program	Format Time	Write Time	Read Time
ST	PS2FORM	1:23	0:49	0:34
ST	DCFORMAT	1:07*	0:48	0:33
PC	MS-DOS	1:35	0:48	0:41
Sound Brush	N/A	1:07	0:48	0:41

* DCFORMAT requires that you write an MS-DOS boot sector to the disk after formatting if you want the disk to be PC compatible. This only takes a moment, however. Plus, you can only write the MS-DOS boot sector to disks formatted in 'normal' mode (not 'skewed').

Interestingly, the PC took the longest time, overall. Although the write/read results were identical for the PC and Sound Brush, the PC took an extra 28 seconds to format! Of the Atari programs, the write/results were very close, however DCFORMAT took less time to format than did PS2FORM. (Of course, then you have to write the MS-DOS boot sector when using DCFORMAT, so the results are a bit closer. You will notice that ALL of the disks performed equally well during writing, but BOTH of the Atari-formatted disks took significantly less time when READING. This is important, since your computer generally reads more stuff than it writes.
I should note that the FORMATTING results would probably have been

different if I had used disks that were already formatted rather than completely blank ones. Usually, it takes less time to format a disk if there's already stuff on it... USUALLY. (If the disk was previously in a very different format from what your computer's used to it can take a lot longer. Sometimes you even have to erase such a disk before your computer will let you format it!)
I do not know why the Atari programs performed better on this test. Perhaps the Atari just defaults to a different step rate, allowing it to read sectors more quickly. There are other Atari programs that will format in MS-DOS mode, but the others I've tried have either been buggy or have performed very innefficiently (when reading a disk formatted in the MS-DOS mode on my ST communications program, it takes longer than it would to FORMAT!) If you know of any others, or of an alternative PC formatting procedure/program I would very much like to know.

-Joshua L. Mayfield (02/04/93)
mayfiej@ucunix.san.uc.edu

--

"Don't get nervous, folks- it's only humor." -Pat Cooper

653. Re: MIDI/KEYBOARD PROBLEMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 19:46:26 UTC
From: demo@korg.enet.dec.com
Message-ID: <2491@sousa.tay.dec.com>
Source record: 40702

In article <1993Feb4.132315.25426@csc.ti.com>, a908570@server1.tiuk.ti.com (John Keay) writes...
>
> Midi and keyboard events are handled by the same ACIA, and so I've
>suspected the interrupt handler for quite a while. I had a look
>through the interrupt code but couldn't spot any obvious mistakes.
>
> Does anybody out there:-
>
>2) know the details of what is wrong with the OS midi/keyboard
> routines, so I can avoid making the same mistakes when I write my own.
>

> Midi and keyboard events are handled by the same ACIA, and so I've
>suspected the interrupt handler for quite a while. I had a look
>through the interrupt code but couldn't spot any obvious mistakes.
>
> Does anybody out there:-
>
>2) know the details of what is wrong with the OS midi/keyboard
> routines, so I can avoid making the same mistakes when I write my own.

Hi John,

I believe this is a "known" problem in the Atari OS... I
spent a LONG time rewriting the interrupt handler for the
level 6 interrupts myself...

Unfortunately I had to wwrite my own mouse and keyboard
and routines (along with MIDI), so it's not compatible
with any of the XBOIS routines.

Also, because of this, I can't use GEM either. SO, I started
writing a Motif-like system, that would allow me to have
buttons, text "widgets", scrollable lists, etc., and I
haven't quie finished it.

What I did in the interrupt handler was to look at the MIDI
byte register FIRST, before mouse and keyboard. This way
it was possible to get 100% data accuracy in MIDI input
functions. I'll have to warn you this is a LOT of work!
I'm currently buried in my full time job, and haven't been
able (or up to) spending much time finishing my Atari work.

Hope this helps,

John

654. Re: Memory Upgrade 1MB -> 4MB

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 20:50:27 UTC
From: mbernar@erenj.com
Message-ID: <1993Feb4.205027.5881@erenj.com>
Source record: 40707

In article <1993Feb3.132605@p4.cs.man.ac.uk> silvera@p4.cs.man.ac.uk (Andrew Silver) writes:
>I need a bit of help regarding upgrading my STFM from 1MB to 4MB.
>Currently my ST contains 32x256k chips which fills up the whole board.
>Which would be the best method to upgrade to 4MB?
>
>a) Get a SIMMS board and (is it possible?) use this WITH my existing RAM?
>
>b) Throw away all the RAM and get a new set of 1M chips.
>
>Any ideas please my email to: silvera@cs.man.ac.uk
>

After seeing how close my 1040STF power supply came to frying without any memory extension or cartridge port expansion of any kind, I would be afraid to add 32x1Mbit chips or 4 simms to it without either removing the on-board rams or upgrading the power supply.

Marcelino Bernardo
mbernar@erenj.com

655. Hardware scrolling? (and thanx)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 21:02:00 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Feb4.150200.706@rivers>
Source record: 40703

Me again!

Thanks to everyone that helped me with my resource questions :) :)

but yet, another question...

I've seen it mentioned once in a while that my STe has a special
hardware scrolling operation (as part of the enhancement). Since I
only have manuals that describe TOS and GEM before the STe, does
anyone know the proper call (I'm assuming it's a BIOS or XBIOS routine)
and parameter(s)?

If anyone does I would need information that I could use with C or Basic
(that is, function number, parameter list)

Thanks everyone for all your help!

Larry I
--
larry.o.imm@uwrf.edu - where the cows roam freely

656. _HELP_ Uniterm UpLoad

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 21:37:50 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb4.163750.14448@umiami.ir.miami.edu>
Source record: 40708

I am having trouble u/l to my host with Uniterm 2.0c. I set the send packet length and the file type and go to u/l and I get a NAK error from the Uniterm program. I don't understand what's wrong. Any ideas?

Thanks
Mark Santora

657. More good news on Atari to format IBM disks

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 22:47:59 UTC
From: mayfiej@ucunix.san.uc.edu
Message-ID: <C1y4o0.BAG@ucunix.san.uc.edu>
Source record: 40705
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

After posting my findings on the differences between Atari and IBM
formatting procedures, I discovered that disks formatted on the ST with
DCFORMAT 3.02 leave 2k less to the user than disks formatted on the IBM
or with PS2FORM. I was, at first disappointed by this, since DCFORMAT
was the quickest, overall in my original tests and I was thus planning to
register it and make it my official formatting utility- but I didn't want
a formatter that left less free space on the disk than it should.
But then I thought, "Hey, DCFORMAT lets you format up to 82 tracks.
I wonder if that would fly on the PC?" So I tried it, and it worked. To
test whether my PC would handle stuff on the extra 2 tracks, I filled the
disk up with small text files, so that every data block on the disk was
occupied. Not only did it copy without error, but the files, when accessed
loaded just as quickly as the other files on the disk. Here's a list of
the formatters that I tested previously and the amount of free space they
leave on your disk:

Device Software	Free Space (in bytes)	Free Space (in k)
ST DCFORMAT (80 tracks)	728,064	711
ST DCFORMAT (82 tracks)	746,496	729
ST PS2FORM	730,112	713
PC MS-DOS	730,112	713
Sound Brush	N/A	730,112	713

So, DCFORMAT 302 gives you 16,384 bytes (16k) more space on your
disk (if you format 82 tracks, 9 sectors per track [in "normal" mode!])
than if you format the same disk on a PC with the standard 720k format
command.
Now, please note that when you format a 720k disk, you're NOT going
to get 720k free space. See, some of the sectors are reserved for booting
and for the directory. That is why the PC, Sound Bruch and PS2FORM leave
us with 713k instead of 720. Some formatters allow you to change the number
of sectors allocated to the boot table and directory, but I don't encourage
doing that unless it's really necessary; I've had problems on other peoples'
disk drives and computers when I mess around with that stuff.
I am now very impressed with DCFORMAT, and am going be using it for
quite a while. (Unless I find something even better!)

-Joshua L. Mayfield (02/04/93)
mayfiej@ucunix.san.uc.edu

--

"Don't get nervous, folks- it's only humor." -Pat Cooper

658. Re: MiNT 0.99 - won't compile

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-04 23:13:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.2XGWsaIvS&E@semprini.tdkcs.waterloo.on.ca>
Source record: 40706

In <C1tIMw.8FL@newcastle.ac.uk>, Craig Graham writes:
>
> MiNT 0.99 won't compile on my Falcon - could Eric or someone who knows how it's
> done give me a few pointers to where my problem is...
> When compiling bios.c with GCC v2.3.3,
>
> signal.h parse error before ulong
>
> Help ???

I've had a problem on my 1040 with GCC 2.2.2; it compiles fine (doesn't
even complain), but when I try to boot with it, it exits with an
"Exit code 65503" or something like that... I haven't had a chance to
track it down. Any suggestions?

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

659. Re: _HELP_ Uniterm UpLoad

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 05:15:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Feb5.051509.25224@csi.uottawa.ca>
Source record: 40729

In article <1993Feb4.163750.14448@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
> I am having trouble u/l to my host with Uniterm 2.0c. I set the send packet
>length and the file type and go to u/l and I get a NAK error from the Uniterm
>program. I don't understand what's wrong. Any ideas?

You're using Kermit, I presume.

The problem is very probably that the parity is set incorrectly at one
end or the other (or both :-)).

If you're running C-Kermit under UNIX, you probably want to invoke it
using a command like:

kermit -p e -i -e 300

This means:
-p e
^^^^ Even parity (if you're on a 7 bit line, this is probably
what's messing you up)

-i
^^ - Binary mode (assuming it's binary, and you don't want
file translation)

-e 300
^^^^^^ - Use receive packet length of 300 bytes.
Choose your favorite value.

If the RS-232 setup screen says "even parity", then you need -p e. If
it says "odd parity" (very rare!) you need -p o. Otherwise, the
parameter is not needed at all.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

660. Re: MIDI & MultiTos/Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 06:10:12 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1kt0c4INN4d6@shelley.u.washington.edu>
Source record: 40719

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <1kq593INN37f@shelley.u.washington.edu> mpark@stein.u.washington.edu (Michael Park) writes:
...
>>2. Would it be possible to have a task run concurrently with
>> a sequencer and have it intercept the MIDI data stream on
>> the way to and from the sequencer?
...
>> Is MTOS' multitasking
>> sufficiently fine-grained to allow this sort of co-processing?
>> Are there provisions for one process to "redirect" another's
>> MIDI I/O?

>MiNT allows the MIDI device handles to be redirected, so yes, you could
>insert a long pipeline of processes if you wished.

Ok, that's good news. Any thoughts on the timing aspect?

--m

661. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 08:18:22 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb5.081822.13932@dcs.warwick.ac.uk>
Source record: 40714

In article <1541.724.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>This is NOT a flame! It's just an extract from a letter in a magazine
...
[A Magazine says in reply to a letter:]
>instruction cache. The 80386SX is a 32-bit processor internally, but
>with only a 16-bit data bus externally. Thus it takes the 386SX two
>instruction cycles to access 32 bits of memory, where the 68030 takes
>just one. Add to this the fact that most 32-bit fetches are for the
>instructions themselves and it becomes clear that clock speed does not
...
>The letter does not end there..but this is the part I wanted to let
>you all read.. Can anyone disprove what is said in this letter? If
>so, write the fact and then underneath the disproof. I repeat I'm not
>flaming. I just want the facts, whatever side of the line they lie
>on, as I use a PC at work and will be using a Falcon at home (soon).

I can disprove it just by naming the magazine - ST Format. This magazine
is well known for it's inaccuracy. The part of the reply I have quoted is
absolute crap - on the Falcon the 68030 effectively has a 16 bit data bus
like the 386SX.
However, a few points made were correct - a Falcon probably is faster then
a 25MHz 80386SX (even ignoring the DSP), and the subjective difference is
greater when using GEM agaist Windows. The point about the speed of VGA cards
is also valid.

- Leo

662. Re: CALAMUS & SLM804 Laser Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 08:18:33 UTC
From: marc@targon.UUCP
Message-ID: <2922@targon.UUCP>
Source record: 40712

In article <1993Feb4.165659.22362@nessie.mcc.ac.uk> danny@nessie.mcc.ac.uk (Danny Graham) writes:
>I'm posting this for my mother really.
>She's trying to print out from the CALAMUS DTP paclage to
>the laser printer, but so far has failed to get anything out.
>
>Is there some special driver which needs to be
>installed at boot time ? Is it possible at all (must be!) ?
>Or is there some internal CALAMUS parameter which
>she must set ?
>
>Thanks for your time,
>
>Danny

I don't know SL, but in 1.09 you had to load a driver from within Calamus, i.e. in the dialog you get when you select the print command. Before you have done that, the upper part of the dialog box is empty or it says that no driver has been loaded. After you have loaded the driver you see some slm804 settings and may change them.

Anyway, it is not troublefree indeed. I had to get a more recent slm.sys (the old version was sm804.sys) to get it to work, and even then printing a page from calamus has once erased the partition table of my disk!

Marc

663. jpeg --> gif files (or jpeg viewer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 09:17:33 UTC
From: awest@ub.d.umn.edu
Message-ID: <1kulhdINNtck@ub.d.umn.edu>
Source record: 40713
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I would like to know if anybody out there knows where I could get a jpeg -->
gif file covnerter, or (even better) a jpeg viewer.

Thanx

Andrew

--
| |) |==| "We're all in the *
| | | | mood for a melody, *
*. * * * and you've got us *
feelin' alright." *

664. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 10:27:31 UTC
From: ts9@irz204.inf.tu-dresden.de
Message-ID: <1ktfej$997@irz401.inf.tu-dresden.de>
Source record: 40715

Hi!

In article <1993Feb4.160744.1703@cs.yale.edu>, bobf@wadati.geology.yale.edu (Bob Fischer) writes:
>BTW, all but the newest and fastest MS-DOS machines use an 8-MHz
>system bus. This has caused problems in making fast graphics, which
>have been solved in various ways, usually by making a fast proprietory
>bus. A new fast-bus standard for PCs is just coming into use, and
>promises to eliminate the old proprietory buses.
>
>I don't know what bus the Falcon uses.
>
>--- Bob
>

Why do we talk about the power of pc and falcon? The pc *IS* faster - and maybe cheaper. I don't like the pc, I don't the the ancient MS-DOS and the kidding WINDOWS. I think the OS-structure of MultiTOS will be much better than DOS+WIN#!$. But if I had to spend about $2000 for a good Atari, I've to think about a good PC (not for games!!!!) for about $1000, too.

Any ideas?

God save the falcon - ketchup

665. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 10:46:22 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.728909182@rw8.urc.tue.nl>
Source record: 40716

Hi,

I was wondering if the PureC stuff can also use the shared text stuff,
like the GCC compiled version can?
Is the PureC version any smaller than the GCC version by the way?

Erlend.

666. Disabling 68030 Processor cache...?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 11:27:35 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C1z3u0.L7t@newcastle.ac.uk>
Source record: 40717

As there has been no reply as yet, I'll ask again....

Could any one tell me HOW you turn off the processor instruction cache in a 68030 based atari machine....this is meant to help improve compatibility with things like Llamatron (all praise Jeff Minter).

My machine is a Falcon030, but if any TT owners could tell me how to do it on a TT then perhaps I could manage something on the Falcon. MultiTOS has the option in a pull down menu from the desktop, but the version I've seen doesn't run correctly on a Falcon (it has masses of memory allocation problems & cann't display the desktop).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

667. Tos 4.01

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 11:31:27 UTC
From: f92sk@efd.lth.se
Message-ID: <1993Feb5.113127.12595@lth.se>
Source record: 40718

Does anyone have Tos 4.01 or newer. I've only got 4.00 so
I'm interested in an upgrade... (I need only the tosdumps
since I modify my Tos)

Sven Karlsson/Istari Software

668. Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 11:57:04 UTC
From: S.J.Harrison@newcastle.ac.uk
Message-ID: <C1z575.s5@newcastle.ac.uk>
Source record: 40720

I would like to upgrade my 1040STe to $M, but am unsure about how fast the SIMM memory modules need to be. Will slower modules slow my machine down, or just crash it, and what is the slowest module I could use without loosing speed? Will four 1Mx9 100nS SIMMs modules do? I've looked in the FAQ, but can't find any of this information. Any help would greatly be appreciated.
Thanks,
Simon.

S.J.Harrison@uk.ac.newcastle

669. Re: Memory Upgrade 1MB -> 4MB

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 12:42:28 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.728916148@sun>
Source record: 40721

the signals of the internal driver chips are too weak to
drive all the old RAMs AND 4MB of new ones. You will have
to cut them out.

Regards,
Walter.

670. Re: LaTeX and the EPIC/EEPIC libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 13:41:13 UTC
From: dirk@cs.tu-berlin.de
Message-ID: <DIRK.93Feb5144106@arkon.cs.tu-berlin.de>
Source record: 40722

In article <1kp0jpINNq2q@geraldo.cc.utexas.edu> ifav503@ccwf.cc.utexas.edu (Brian Michalk) writes:

From: ifav503@ccwf.cc.utexas.edu (Brian Michalk)
Date: 3 Feb 1993 17:49:45 GMT

I saw these environments available in TeXDraw but I never got them to
work. What does one have to do to get the EEPIC environment to work
with CS-TeX on the Atari-ST? I believe that extra fonts or some interface
to the previewer and printer code is required. Has anyone here do it?

I`ve used TeXDraw very frequently in my papers, and have formatted these
with CS-TeX. There are no extra fonts needed. Just make an "OUTPUT to LaTeX-
Style" and include eepic.sty to the documentstyle-options.
In the document I put following rows:

```
\begin{figure}[htbp]
\leavevmode
\hfuzz51pt
\begin{center}
\input{w_top}
\caption{Oberste Widget-Hierarchie}
\label{abb:w_top}
\end{center}
\end{figure}
```

while w_top.tex was the name of the file TeXDraw generated.

I found it easy to use, like old GemDraw and it is not as buggy in V1.86 like
it was before. I didn't use the more sophisticated functions like
Output to Metafont or so. It did fit my bare essential needs.

--
Gruss, Dirk
--
Dirk Ahrens TU-Berlin Email: dirk@cs.tu-berlin.de Tel:030-3928865
technische universitaet berlin Informatik Spenerstr 33 1B21

671. Re: CALAMUS & SLM804 Laser Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 13:54:16 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.RGBIuv6yRBA@s0jxb.exnet.co.uk>
Source record: 40723

In <1993Feb4.165659.22362@nessie.mcc.ac.uk>, Danny Graham writes:
>I'm posting this for my mother really.
>She's trying to print out from the CALAMUS DTP paclage to
>the laser printer, but so far has failed to get anything out.
>
>Is there some special driver which needs to be
>installed at boot time ? Is it possible at all (must be!) ?
>Or is there some internal CALAMUS parameter which
>she must set ?

You don't give the equipment spec. - to use Calamus with an Atari laser
printer you must have a minimum of 2mb RAM as the image must be built
up in the computers' RAM as Atari haven't put any in the printer! If
you have some other make of laser printer then you will need a printer
driver for that make and model - drivers are around for almost all printers.
The printer driver is loaded from the PRINTER page found by clicking on the
PRINTER item in the first menu. There is a box labled LOAD PRINTER DRIVER
just click on this and you will get the file selector to select the printer
driver for your printer.
Email if you need more help

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

672. NFSS (was Re: LaTeX and the EPIC/EEPIC libraries)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 14:11:02 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Feb5.141102.19484@cs.ruu.nl>
Source record: 40724

>>>>> cbbrowne@csi.uottawa.ca (Christopher Browne) (CB) writes:

CB> I'd like to find out if the New Font naming System can be used with
CB> CS-TeX; it APPEARS not, but I'm not certain. What I'd like MORE is to
CB> figure out how to add extra "funny fonts," as my attempts to do so
CB> have been unsuccessful to date.

I use the NFSS for some time with CS-TeX without any problems. I just
copied the whole thing after installing CS-TEX and run the initex stuff.
--
Piet van Oostrum <piet@cs.ruu.nl>

673. Re: MIDI/KEYBOARD PROBLEMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 16:00:04 UTC
From: a908570@server1.tiuk.ti.com
Message-ID: <1993Feb5.160004.24366@csc.ti.com>
Source record: 40726

>> I have some C code which uses Bconin etc to send MIDI data around
>>a ring. Everything is fine until I start hammering the keyboard then
>>bytes occasionally get corrupted.
...
>> Midi and keyboard events are handled by the same vector, and so I've
>>suspected the interrupt handler for quite a while. I had a look
>>through the interrupt code but couldn't spot any obvious mistakes.

> One solution is to install a new keyboard interrupt
>handler that merely stuffs the ACIA data into a queue, to be processed
>at a lower priority by, for instance, a VBI routine. I have
>successfully done just that, but did not manage to make it compatible
>with OS calls (not a problem for my particular application).

Any chance of digging out your interrupt handlers and sending
me a listing?

Either way I'll try your suggestions, and thanks for the response.

John Keay (a908570@server1.tiuk.ti.com)

674. Re: CALAMUS & SLM804 Laser Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 17:45:25 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb5.174525.2846@news.unige.ch>
Source record: 40727

In article <2922@targon.UUCP>, marc@targon.UUCP (Marc Dierikx) writes:
> In article <1993Feb4.165659.22362@nessie.mcc.ac.uk> danny@nessie.mcc.ac.uk (Danny Graham) writes:
> >I'm posting this for my mother really.
> >She's trying to print out from the CALAMUS DTP paclage to
> >the laser printer, but so far has failed to get anything out.
> >
> >Is there some special driver which needs to be
> >installed at boot time ? Is it possible at all (must be!) ?
> >Or is there some internal CALAMUS parameter which
> >she must set ?
> >
> >Thanks for your time,
> >
> >Danny
>
> I don't know SL, but in 1.09 you had to load a driver from within
> Calamus, i.e. in the dialog you get when you select the print command.
> Before you have done that, the upper part of the dialog box is empty
> or it says that no driver has been loaded. After you have loaded
> the driver you see some slm804 settings and may change them.
>
> Anyway, it is not troublefree indeed. I had to get a more recent
> slm.sys (the old version was sm804.sys) to get it to work, and
> even then printing a page from calamus has once erased the partition
> table of my disk!

Yup, you do indeed have to install some driver like SLM804.sys (in the same menu as the different paths). I really cannot remember if you need to have the diablo emulator in your AUTO folder - I think you do. Try it and see if it helps). (Hey, I'm at work here, and my docs are at home ;-)

Mike Morris

675. Re: Tos 4.01

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 17:47:16 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb5.174716.2905@news.unige.ch>
Source record: 40728

In article <1993Feb5.113127.12595@lth.se>, f92sk@efd.lth.se (Sven Karlsson) writes:
> Does anyone have Tos 4.01 or newer. I've only got 4.00 so
> I'm interested in an upgrade... (I need only the tosdumps
> since I modify my Tos)
>
> Sven Karlsson/Istari Software
>

4???? Didn't know it existed. What's it got that 3 doesn't?

Mike M.

676. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 20:22:48 UTC
From: rosenkra@convex.com
Message-ID: <1993Feb05.202248.14252@convex.com>
Source record: 40730

pls move this discussion elsewhere. this is a .tech newsgroup....

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

677. Re: CALAMUS & SLM804 Laser Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 21:01:28 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.1jNW4Owbj9E@fredrik.atari.no>
Source record: 40731

Not many who seems to KNOW calamus real good her:^) I've seen some strange advices in this thread!

Facts follow:
Calamus uses its own printerdriver for the SLM printers (SLM804.CPD).
The driver is loaded from within the PRINT dialog.
The driver adresses the hardware (printerport) directly and does NOT need anny resident driver loaded at boot-time.

There is howewer a epson emulator for the SLM printers called LASERBRAIN. This emulator was made by DMC years ago. It is loaded at boot time, and stays resident. This driver CAN be used from Calamus, but this one ALSO need a special driver (LASBRAIN.CPD i think it was called) loaded from the PRINT dialog in Calamus. I hav not tried this myself, but I've had reports that this last aproach gives faster printouts in Calamus (at least on MST(E)s) than using the SLM804.CPD!

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-------------------------------------------------------
```

678. Re: Disabling 68030 Processor cache...?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 21:46:27 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb5.214627.20802@mnemosyne.cs.du.edu>
Source record: 40732

> How to turn off CPU cache on Falcon 030

On my pre-production Falcon, the General Setup CPX had a Chip Select section that let you turn cache and blitter on or off. But I seen on the more recent machine (TOS 4.01) that CPX is missing the Chip Select stuff.

I can post a short bit of assembler code that'll do the trick, if you can use that.

679. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 23:39:54 UTC
From: mashton@dcs.warwick.ac.uk
Message-ID: <1993Feb5.233954.28261@dcs.warwick.ac.uk>
Source record: 40733

In article <1993Feb5.081822.13932@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <1541.724.uupcb@almac.co.uk> craig.dunn@almac.co.uk (Craig Dunn) writes:
>>This is NOT a flame! It's just an extract from a letter in a magazine
>[A Magazine says in reply to a letter:]
>>instruction cache. The 80386SX is a 32-bit processor internally, but
>>with only a 16-bit data bus externally. Thus it takes the 386SX two
>>instruction cycles to access 32 bits of memory, where the 68030 takes
>>just one. Add to this the fact that most 32-bit fetches are for the
>>instructions themselves and it becomes clear that clock speed does not
>...
>>The letter does not end there..but this is the part I wanted to let
>>you all read.. Can anyone disprove what is said in this letter? If
>>so, write the fact and then underneath the disproof. I repeat I'm not
>>flaming. I just want the facts, whatever side of the line they lie
>>on, as I use a PC at work and will be using a Falcon at home (soon).
>
>I can disprove it just by naming the magazine - ST Format. This magazine
>is well known for it's inaccuracy. The part of the reply I have quoted is
>absolute crap - on the Falcon the 68030 effectively has a 16 bit data bus
>like the 386SX.
> However, a few points made were correct - a Falcon probably is faster then
>a 25MHz 80386SX (even ignoring the DSP), and the subjective difference is
>greater when using GEM agaist Windows. The point about the speed of VGA cards
>is also valid.
>
>- Leo
The 68030 itself has a 32bit data bus, but that doesn't mean the Falcon has,
as Leo quite rightly says above. One point in the Falcon's favour here
however is the read ahead instruction cache which should mean that although
it takes two clock cycles to read in 32bit data, this can be done _while_
the processor is busy on the previous few instructions as with the 68020.
The '030 would normally be better at this than the '020 because it can
burst mode read in the instruction. Sadly, if the Falcon has a 16bit data bus
then it certainly doesn't have burst mode(aka Page mode) RAM.

---
mashton@dcs.warwick.ac.uk
The best way not to be unhappy is not to have a word for it.

The opinions expressed are entirely those of myself and the little purple
people that visit me from time to time. They are not those of my employer,
basically, because I haven't got one.

680. Re: Tos 4.01

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-05 23:45:41 UTC
From: gfarrell@cs.sfu.ca
Message-ID: <1993Feb5.234541.29478@cs.sfu.ca>
Source record: 40734

In article <1993Feb5.113127.12595@lth.se> f92sk@efd.lth.se (Sven Karlsson) writes:
>Does anyone have Tos 4.01 or newer. I've only got 4.00 so
>I'm interested in an upgrade... (I need only the tosdumps
>since I modify my Tos)

TOS upgrades...I've heard of those! Mind you, I have no proof that they
actually exist.

You see, I've been trying to upgrade my TT to 3.06/1.44fd for, oh, about 5
months now, with little success. The local dealer I've been dealing with still
hasn't managed to find a supplier that has the damned thing in stock.

Sorry about the flaming, but I'm just a teensy bit annoyed about the
whole thing.

P.S.: Isn't sending dumps of TOS binaries to other people kind of, well,
you know, illegal?

>
>Sven Karlsson/Istari Software
>

--

Gordon Farrell |e-mail:gfarrell@cs.sfu.ca |"Shee, you guys are so unhip
| gordonf@sfu.ca | it's a wonder your bums
Simon Fraser University | | don't fall off."

681. Re: CALAMUS & SLM804 Laser Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 03:55:24 UTC
From: ekrimen@wet.UUCP
Message-ID: <5270@wet.UUCP>
Source record: 40735

In article <2922@targon.UUCP> marc@targon.UUCP (Marc Dierikx) writes:
>In article <1993Feb4.165659.22362@nessie.mcc.ac.uk> danny@nessie.mcc.ac.uk (Danny Graham) writes:
>>I'm posting this for my mother really.
>>She's trying to print out from the CALAMUS DTP paclage to
>>the laser printer, but so far has failed to get anything out.
>
>I don't know SL, but in 1.09 you had to load a driver from within
>Calamus, i.e. in the dialog you get when you select the print command.
>Before you have done that, the upper part of the dialog box is empty
>or it says that no driver has been loaded. After you have loaded
>the driver you see some slm804 settings and may change them.

This procedure is the same in SL. In fact, you can use 1.09 drivers in SL.

To the poster of the original message, how is the laser printer (an SLM I assume) connected? Is it daisy-chained at all? Are you sure you have enough memory? The computer needs at least 4megs to do anything useful on an SLM laser printer.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

682. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 03:58:25 UTC
From: ekrimen@wet.UUCP
Message-ID: <5271@wet.UUCP>
Source record: 40736

In article <C1z575.s5@newcastle.ac.uk> S.J.Harrison@newcastle.ac.uk (S J Harrison) writes:
>
> I would like to upgrade my 1040STe to $M, but am unsure about how fast the SIMM memory modules need to be. Will slower modules slow my machine down, or just crash it, and what is the slowest module I could use without loosing speed? Will four 1Mx9 100nS SIMMs modules do? I've looked in the FAQ, but can't find any of this information. Any help would greatly be appreciated.

(Wow, that's one long line.)

The slowest SIMMs you can use are 150ns. 70s, 80s, and 100s are the most common and you can use any of them (of the same speed) in your STE.

Yes, 100ns 1megx9 will work fine.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

683. Re: Tos 4.01

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 03:59:38 UTC
From: ekrimen@wet.UUCP
Message-ID: <5272@wet.UUCP>
Source record: 40737

In article <1993Feb5.174716.2905@news.unige.ch> mike@medsun.unige.ch (michel morris) writes:
>
> 4???? Didn't know it existed. What's it got that 3 doesn't?

A Falcon connected to it. :^)

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ E.KRIMEN (GEnie)

684. Re: AutoSwitch Overscan/Spectre-(Q)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 04:30:40 UTC
From: dsmall@well.sf.ca.us
Message-ID: <C20F74.7Cy@well.sf.ca.us>
Source record: 40738

I've long, long, long looked into making AutoSwitch Overscan work on Spectre. That is one slick package and a very clever idea.

In the newsletter you reference, at the time I wrote it, I believed I had a way to make
AO work with Spectre. I was wrong. It happens. It just plain did not work. The difference was
the implementation on a color monitor vs. monochrome; as you probably know, in mono, the
border is artificially generated by AO.

This gives the Mac absolute fits, because it *insists* it is running on a Mac, with continuous
screen memory -- e.g., the last byte of the first line is right next to the first byte of
line two. In AO, there are extra "black bar" bytes to force a border to exist, and it spazzes
out Quickdraw. I have never found a solution, although I have tried the obvious ones:

1. Tell Quickdraw I have a bigger screen. No luck, it erases the black bars, and monitor sync
goes *tweeep*

2. Artifically copy the real screen to the AO screen. Possible, 50% degradation in performance.
Lynch mobs. Ropes. Torches. Trees. Slowly twisting in the wind.

3. Wave a dead chicken at it.

I'm totally croggled. I would *love* to get AO and Crazy Dots working on Spectre. I don't know
how. Probably out there someone has the clever idea I need to make it work -- but Apple didn't
invent *device independent* screen drivers until the ROMs on the NuBUS cards for the Mac II.
[Now, how would I know that?].

Oh, PLEASE don't start a mailing campaign to try to get me to do this. I've got a to-do list
that would horrify Hercules and the Aegean stables called Spectre 3.1 that I'm trying really
hard to get "out the door" for TT people with SCSI drives. It'll just slow me down.

In the tech world, some things can't be made so by repeated requests or demonstrations.

Thank heavens I am not in politics. (Well, I sort of am, being on a Net...)

-- thanks, Dave Small / Gadgets by Small / Bottlewasher & Programmer

685. Re: Can Spectre parallel output -> serial?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 04:45:20 UTC
From: dsmall@well.sf.ca.us
Message-ID: <C20FvL.7pt@well.sf.ca.us>
Source record: 40739

The referenced note talks about Spectre parallel vs. serial.

It's a really keep-it-simple-stupid implementation, to be honest with you. When a byte
comes winging my way from what the Mac book cheerfully calls the printer, I check a flag
that is set by Spectre's front menu. If it says "divert to parallel", I do it, strobing
the byte through the printer. It is a known fact about Spectre that it is NOT fast printing
parallel compared to programs that optimize the printer port, but on the other hand, I haven't
got a speed-demon operating system handing me bytes, either! If the flag is not set, I shoot
the byte into the 68901 MFP at whatever baud rate it's set up for. (Of course, I don't overrun).
There is now some CTS/RTS and XON/XOFF checking code in there, as of Spectre 3.0, but the
whole concept terrifies me so I hold up garlic whenever I bring up SERIAL30.S on the CRT.

Oh, yes. We also check if you diverted output to the laser printer driver emulator. I forgot
that.

As for input, well, you'll have to do some bit-banging on the Yamaha chip to reprogram it for
input. I'd be particularly grateful if you wouldn't hand Spectre an interrupt it doesn't
have any idea what to do with; the Mac printer drivers *are* serial devices, but they're
funny; there's a serial "device" that's output-only, a serial "device" that's input-only,
for both serial ports. Don't ask me, I didn't design it. Anyway, IF you open the proper SERD
driver, you could *probably* use the JIOxxx vectors to circular buffer data winging in from
a printer port you've reprogrammed.

Please be nice and reprogram the Yamaha chip before you give control back to Spectre.

On serial input, I have a 512 byte circular buffer on the input interrupt. This is strictly
because I *hate* serial overruns, especially during modeming, and that makes it far less

likely. The program is pretty lame if it can't manage with that big a front-end.

Feel free to email me at dsmall@well.sf.ca.us for more info, or DAVESMALL at the Genie hookup,
or 76004,2136 at the Compuserve hookup. This sounds sorta neat.

You will have to be terribly careful on interrupts. The Mac sits at IPL 0, we sit at 3 or 6
depending on 60/70 Hz VBL selection. The MFP arbitrates level 6 interrupts and you could get
into some real fun there. I'll help you all I can.

-- thanks, Dave / Gadgets / Diet Pepsi Can Recycler

686. Re: Disabling 68030 Processor cache...?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 05:04:58 UTC
From: dsmall@well.sf.ca.us
Message-ID: <C20GsA.871@well.sf.ca.us>
Source record: 40740

First, be sure you want to clobber the caches. They are responsible for a lot of the
Falcon030's speed. Llamatron might end up real slow.

You want to call your local Motorola office and ask for a 68030 reference manual. They
live to give them away. Otherwise you can get into trouble with this.

You basically want to whap two bits in the CACR, the cache control register. I believe
you want to put a $0808 into it, but I've been looking at Spectre 3.1 code for so long
I may well have forgotten.

Okay, the CACR, which you must do a MOVEC (not a regular MOVE, it's supervisor and 68030
ONLY) into, will turn off the instruction and data caches, plus clear them, if you ram
a $0808 into them. To switch them back on, try a $03111; that will enable the caches, and
click on data and instruction "burst mode enable", which is a slick, fast way to fill them,
which the Falcon doesn't use. Don't want burst mode? Use $0101. The low 4 bits are instruction
cache; the next 4 are instruction burst and not-used, the 8th position nybble is data cache,
and the 12th position nybble is data burst and write allocate.

You MUST do this in supervisor mode, and your Falcon is going to be
hurting when you do it.
There is a darn good reason Atari removed the Blitter enable and the Cache enable...
the Falcon is highly tuned to rely on them.

[Hi, Ian! Hey, Denver is really the center of Falcon development, hunh?]

-- thanks, Dave Small / Gadgets

p.s. Please get the 68030 data book. It will be free from Motorola if you tell them you are
looking into new processors for a project. You need to know the cache stuff to be doing this.

p.p.s. Take my word for it. Do a PFLUSHA after you dump the caches. I know, I know, you're not
supposed to have to -- but the SST stopped having conniption fits when I adopted the habits.

I theeeenk the caches are still looked at even when technically disabled.

687. Re: MiNT 0.99 - won't compile

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 06:15:19 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Feb6.061519.16858@csi.uottawa.ca>
Source record: 40641

In article <H.ea.2XGWsaIvS&E@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>In <C1tIMw.8FL@newcastle.ac.uk>, Craig Graham writes:
>>
>> MiNT 0.99 won't compile on my Falcon - could Eric or someone who knows how it's
>> done give me a few pointers to where my problem is...
>> When compiling bios.c with GCC v2.3.3,
>>
>> signal.h parse error before ulong
>>
>> Help ???
>
>I've had a problem on my 1040 with GCC 2.2.2; it compiles fine (doesn't
>even complain), but when I try to boot with it, it exits with an
>"Exit code 65503" or something like that... I haven't had a chance to
>track it down. Any suggestions?

I asked the very same question (I may not have noted the fact that the
code was 65503, but I think that was roughly the number I got) a
couple of weeks ago; the sundry replies led me to the following "fix":

In the makefile, make sure you compile WITHOUT the option -DMULTITOS.
Comment out/remove -DMULTITOS, and it should work fine. It will work
as MiNT, instead of MultiTOS, but the only differences are:

a) The messages displayed
and

b) If you are not actually running on a Falcon, or some machine with
MultiAES, the loading of \AUTO files and the likes gets done by TOS.
On Falcon (and the likes), MultiTOS is used to moderate the loading of
programs in the \AUTO folder.

The "crash" takes place when it tries to load C:\MULTITOS\GEM.SYS,
which I think is supposed to contain MultiAES.

I'm not sure about all of these details; they're vaguely educated
guesses, based on a cursory look at the source code. I expect someone
else could explain the "crash" better.

At any rate, take out -DMULTITOS from the Makefile, and it should work
great!

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but

Master of System Science Program | stupidity is not thus handicapped.

688. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 10:18:02 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b738319@Kralizec.fido.zeta.org.au>
Source record: 40642

Original to: ilepore@nyx.cs.du.edu
In a message of <29 Jan 93 19:03:54>, ilepore@nyx.cs.du.edu (3:713/602) writes:

i> Really, with basic TOS totally stagnated, and MultiTOS going the
i> direction of unix (nice for programmers, useless for end users, and most
i> of your existing aps won't work right with it), I really sometimes wonder
i> what I'm doing still messing with these machines.

Oi! relax a little, Ian!

MTos isn't really all that bad - and the number of people I've talked to (both professionals and lay-users) about it, shown bits of it to, have generally agreed that it's no more complex, and in many ways simpler than, say OS/2 or windows...

Why mess with these machines? Because they're _fun_.

Other architectures amy offer 'more' of everything else, but they lack the element of real fun I have with the TT.

Oh, and so far I haven't had to ditch _anything_ for its unusability under MiNT...

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

689. Re: Whats POSIX, and how would it help MiNT/MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 10:24:04 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b73842c@Kralizec.fido.zeta.org.au>
Source record: 40643

Original to: R_Tim_Coslet@cup.portal.com
In a message of <30 Jan 93 23:35:17>, R_Tim_Coslet@cup.portal.com
(3:713/602) writes:

>> What I also like about MiNT is that it borrows some ideas from Plan 9,
>> the "successor" to Unix. This includes the "everything is a file" idea.
RT>
RT> "successor"?!?!? This "everything is a file" idea goes BACK to
RT> Multics, which preceded UNIX (if not before that in some lesser known
RT> system).

However it is 'new' again in that it's not something that has been prevalent
in small computer operating systems for quite some time.

RT> I always find it surprizing how many things in computing people think
RT> are "new" that have been around for decades, or go back even before the
RT> digital computer. (although they were often in systems that never got
RT> much further than the lab, often because the companies had no idea what
RT> to do with them then).

I strongly suggest you read up on Plan 9. Apart from being an amazing movie,
the OS is quite a radical, and in my opinion, wonderful new idea. Hopefully
it isn't hampered by _too_ many standards...

RT> R. Tim Coslet

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

690. Monochrome monitor woes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 11:05:09 UTC
From: s19184@seb.se
Message-ID: <1993Feb6.120509.1@seb.se>
Source record: 40644

In article <ByxC9E.5Mx@watserv1.uwaterloo.ca> Brett Maraldo wrote
> These three caps are the only things that have caused my 124 problems.
> There may be other problems. Mostly it is a cap problem because
> of heat stress. Those 124 really heat up and there aren't really
> enough heat vents on the monitor case. You can check for a failed
> cap by opening up the monitor and examining the circuit board.
> Look for caps that have brown goo leaking from them. These should
> be replaced.

Thanks for the tip, Brett. I had assumed that I had a broken trace,
which needed to warm up in order to get a picture. The bad cap
explanation is a lot more logical.

I have a 1987 vintage SM124 which has been used for many long sessions,
initially standing flat on the table, which could have reduced
ventilation.

It turned out that NINE of my caps had leaked goo: C402, C403, C610,
C714, C715, C716, C717, C718 and C909. I have identified eight of them,
but cannot positively identify C714 marked 2.2uF 50V (BP). Am I right
in assuming that this is a bipolar capacitor? I cannot seem to find such
a value in the local well-assorted electronic shop's catalogue.

Thanks for any help
/Mike (looking forward to returning to the sharpness of an SM124 from a
colour monitor any day now.)
--
Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
SEB Data R Telephone: +46-8-639 33 70
S-106 40 Stockholm Fax: +46-8-639 37 62
Sweden Internet: mike@seb.se

691. Problem with MINT .99?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 15:07:33 UTC
From: tevans@cs.utah.edu
Message-ID: <1993Feb6.080733.3283@hellgate.utah.edu>
Source record: 40645

I recently got Mint .99 to compile on my Mega2ST w/ 4 Megs of Ram, but for some reason when I start up a shell (ksh and others) it doesn't seem to recoginze my environment variables. If I set up my PATH in my ksh startup scripts it doesn't recognize them for some reason. I can set them however after ksh is started up. The variables worked and still work as normal with the .96 binary.

Has anybody else expreienced this problem? If so, any suggestions? Maybe some kind soul could upload the .99 binary for a non-multios OS system to a.a.u.e so alot of us wouldn't spend hours waiting for it to compile.

Thanks,

tevans@cs.utah.edu

692. Lost your address... :-(

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 15:54:01 UTC
From: srb242@chomsky.uni-muenster.de
Message-ID: <1l0mupINNbsk@chomsky.uni-muenster.de>
Source record: 40646

Hi,

a couple of days ago somebody posted a problem with locking all interrupts and then being unable to reset the IBKD to a proper mode. He even sent me e-mail detailing his problems. Unfortunately, due to problems with our mailer software I lost *all* mail of the last couple of days. So I have no clue whatsoever who posted this article :-(

Could you please send yet another message to srb242@math.uni-muenster.de? I will reply as soon as I get the message, so you will know, that it did not get lost again...

Thanx

Markus

693. How to read system variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 16:02:22 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b73e13b@p15.f202.n281.z2.fidonet>
Source record: 40647

Hi everyone,

How can I _periodically_ read the system variables in supervisor-only
memory without hogging the CPU?
If I switch to supervisor mode all the time, multitasking won't go well at
all, so what are the other solutions that'll keep working OK with MultiTOS?

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl
IRC : VincentP (NickServ-proof!)

--- MARSmail v1.20/4D
* Origin: Gateway BBS: ++31-(0)3200-45021, Mon-Fri 22-08, Sat-Sun 22-1 (2:281/202.15)

694. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 18:34:29 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb6.183429.2185@mnemosyne.cs.du.edu>
Source record: 40648

> pls move this discussion elsewhere. this is a .tech newsgroup.

As near as I can tell, this is a .tech discussion.

If we can't discuss CPU caches, burst-mode bus accesses, number of CPU cycles required to access main memory, and other such subjects here, then what exactly DOES qualify as technical in your mind?

695. Can ICD really be that BAD?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 22:46:46 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1l1f4mlNN85u@tamsun.tamu.edu>
Source record: 40649

I've had a 127Mg Quatun ELS drive for a month now. I purchased it in a hard drive case with an ICD AdSCSI Plus ST card and power supply.

The drive worked without error for quite a while.

I formatted the disk and partioned it to my liking.

Then I took my failing 60Mg hard drive out of the Supra Case, gutted the drive down to its adaptec adapter and Control Data drive. I place the drive in the 5.25" empty expansion bay of the hard drive case, connected the spare SCSI cable to the Adaptec card and I connected the spare power supply cables to both the Adapter card and to the Control Data 60 Mbyte hard drive. I then placed a thin wire around the jumper pins that identify the Quantun ELS 127 drive as SCSI ID#1. Last I removed the terminating resistor from the Quantum ELS 127 Drive. The result was two functioning hard drives.

I had been getting <Sense $11> and <Sense $13> codes from my drives.

According to the AdSCSI ST Series manual, a SCSI <Sense $11> means "Unrecovered read error of data blocks." It further says "The operation was terminated with an unrecovered error condition probably caused by a flaw in the medium. This indicates that there is a problem, probably a bad sector. You should run a program such as Cleanup ST tocheck for and map out bad sectors.

"If this message appears while you are running Cleanup ST but no errors are reported by the program, then there are probably bad sectors that have already been mapped out. Similarly, any program that reads sectors without checking to see which are marked bad in the FAT may cause this message to appear, although there is no problem.

"If new bad sectors begin to appear and it becomes necessary to map them out often, there is probaby a problem with the hard drive mechanism."

And <Sense $13> says "No address mark found in data field"

I didn't know what caused this. Then I decided to get mean and do an intense bad sector mapping. I typed the bad sector map data that was printed on the Control Data drive into the ICD format program (ICDFMT.PRG). Then I realized that the drive had always been formarted as a TANDON 755 drive which was wrong. I chose the appropriate Control Data Drive type (seceral digits followed by a 51M) and formatted the drive along with a good bad sector map. The Controll Data drive has never again given me a <Sense $11> or a <Sense $13>. But the brand new under two year warranty Quantum ELS 127 still gives me <Sense $11> and <Sense $13>.

I purchased CleanUP ST! and ran a bad sector map in both BIOS/FAT and SCSI/SCSI mode with 50 re-reads on each sector. CleanUP ST! can't find a bad secter. But I get a <Sense $11> and a <Sense $13> when I run CleanUP ST!. The drive did not come with a bad sector map and I cannot chose any drive types when I format that drive.

So what are your suggestions? Could the Control Data be eating up too much signal and causing data transfer between the Quantum ELS 127 drive and the computer to be damaged? Whenever I do large data transfers or hundreds of files to the last partition on the Quantum ELS 127 drive, I also get a TOS error indicating that Data on the Drive is damaged. This is in addition to the <Sense $11> and <Sense $13> codes. It is quite annoying.

--

Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

696. Ethernet & ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-06 23:08:00 UTC
From: iclcms@cix.compulink.co.uk
Message-ID: <memo.928312@cix.compulink.co.uk>
Source record: 40650

The difficulty of adding a lan connection to STs etc has been mentioned here before. Has anyone tried using one of the parallel printer port<->lan adaptors used on laptop PCs? What sort of throughput can the parallel port handle?

--
Terry iclcms@cix.compulink.co.uk
t.billany@wak0103.wins.icl.co.uk

697. Re: Problem with MINT .99?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-07 02:52:34 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb7.025234.8015@netcom.com>
Source record: 40651

In article <1993Feb6.080733.3283@hellgate.utah.edu> tevans@cs.utah.edu (Terry Evans) writes:
> I recently got Mint .99 to compile on my Mega2ST w/ 4 Megs of Ram, but
>for some reason when I start up a shell (ksh and others) it doesn't seem
>to recoginze my environment variables. If I set up my PATH in my
>ksh startup scripts it doesn't recognize them for some reason. I can
>set them however after ksh is started up. The variables worked and still
>work as normal with the .96 binary.

How is ksh looking for its startup file? Have you remembered to set
the "HOME" environment variable in your mint.cnf file? If so, and
if it's still not working, make sure that you remove the -DMULTITOS
line in the makefile and recompile it.

>
>Maybe some kind soul could upload the .99 binary for a non-multios
>OS system to a.a.u.e so alot of us wouldn't spend hours waiting for it
>to compile.

Please read the file "copying" that was included with the source code.
Distribution of binaries is not permitted (for a variety of reasons
that I've mentioned before). Please respect this condition; otherwise,
it is unlikely that free versions of MiNT will continue to be
made available.

Regards,
Eric

698. TT cache vs. pagestream printing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-07 03:39:03 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <1993Feb7.033903.28849@eagle.lerc.nasa.gov>
Source record: 40652

I just hooked up our new HP Laserjet 3P to use in our office. Previously, we've been using a HP Deskjet +. Since both unit suse HP's control language, we thought it was going to be an uneventful process. Well, almost.

Okay, first the setup. I've got a TT w/ 4 MB ST RAM and 16 MB TT RAM on a GE Soft board. I normally run the TT with the cache turned on.

The printer is hooked up through the TT's printer port, routed thorugh an automatic switcher, and then into the LJ3P's parallel port.

ASCII text dump works fine. Screen dump with a Deskjet driver installed also works fine. GDOS printing works fine through Easydraw, and Opus. However, when I go to print with Pagestream 2.2 using the included Laserjet driver, gibberish comes out and pages and pages gets ejected. It doesn't matter what print density I use. When the TT's cache is turned off, it works like old times. I tried configuring the program to run from both the TT RAM as well as the ST RAM. It didn't make any difference.

Any care to take a stab at the problem and the solution?

Clarence

ps. The same printer is shared (through the auto-switch) with a Gateway 2000 i486 machine and an Apple IIe. They don't seem to be affected.

--

Clarence T. Chang | phone: 216-433-8561
NASA Lewis Research Center |
Cleveland, Ohio 44135 | email: fsctc@avelon.lerc.nasa.gov
---

699. STE Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-07 05:27:41 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C22CI6.5F7@sdf.lonestar.org>
Source record: 40653

I would like to create a sound driver for MiNT so that my own programs can access the driver instead of the STE sound hardware. Hopefully I can make the driver "mix" sound data from different applications stopping the annoying problems when 2 programs try and use the same sound hardware at once.

What I need is documentation on the sound hardware. Does anyone know what memory locations to set and with what data? I have no idea how to make the sound, control the GIA mix, the bass/treble, etc. If anyone can post this info, please do, Thank You MUCH!

700. Program Registration Keys (How do I incorporate this?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-07 10:36:38 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.YUa&eI3HbgQ@elfhaven.ersys.edmonton.ab.ca>
Source record: 40654
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There is an interesting method of releasing Shareware programs that seems to be growing in popularity. The program is released with all functions intact, but key functions locked out unless the user enters a "key". CoNnect is a program that does this, as does MasterCache.

How is this done, though? I would like to use this method of releasing programs (faster for the user, cheaper for me).

How do I generate the key (based on the name of the user)?

Lastly, I would like to know what people think of this method of releasing software (which is why I crossposted to comp.sys.atari.st). Do you like it?

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

701. 38400 Baud problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-07 12:10:52 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Feb7.121052.3612@prime.mdata.fi>
Source record: 40655

Now I got the 38400 bps serial port working, to some extent. I downloaded a textfile at just over 3000 CPS, but I still couldn't upload the same file at more than approx. 1920 CPS, seems like only the download is working at 38400. Moreover, characters disappear every once in a while, with Uniterm and FreeZe Dried Terminal, but with Miniterm this doesn't happen (It is in ACC "mode", would that have any effect?). So it seems that the machine isn't able to fetch all the data at the same rate it arrives. I have tried many flowcontrol patches, but none of them would help the situation. In FreeZe Dried I can't even download anything, as soon as the XYZ's Zmodem screen displays, it begins filling up with CRC errors (I have an error correcting modem), and occasionally maybe a few blocks get through. From the desktop I am able to download at high speeds, though. Any help on my problems would be _greatly_ apperciated.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
---

702. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-07 16:22:55 UTC
From: elric@nx35.mik.uky.edu
Message-ID: <C236u8.45s@ms.uky.edu>
Source record: 40656

In article <5271@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>
>The slowest SIMMs you can use are 150ns. 70s, 80s, and 100s are the most
>common and you can use any of them (of the same speed) in your STE.

Interesting. Do all the SIMMs have to be the same speed, anyone?

If no one knows, I can open my STe and pop in a 120ns amongst the 100ns and
see what happens. I had visions of using it as a backup, but that may not work,
eh?

--
Elric
Chris Dotson - elric@mik.uky.edu

"If it ain't broke - mess with it until it is. Then fix it." -Me

703. Re: 38400 Baud problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-07 19:19:30 UTC
From: ekrimen@wet.UUCP
Message-ID: <5280@wet.UUCP>
Source record: 40657

In article <1993Feb7.121052.3612@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>Now I got the 38400 bps serial port working, to some extent. I
>downloaded a textfile at just over 3000 CPS, but I still couldn't
>upload the same file at more than approx. 1920 CPS, seems like only
>the download is working at 38400. Moreover, characters disappear every

Have you tried Bill Penner's SerialFix 2.0? He just released this new version.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

704. Re: CALAMUS & SLM804 Laser Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 00:57:02 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1l4b4uINNoi3@rs1.rrz.Uni-Koeln.DE>
Source record: 40658

In <H.1jNW4Owbj9E@fredrik.atari.no> jornmoe@fredrik.atari.no (Joern Moe) writes:

>Facts follow:
>Calamus uses its own printerdriver for the SLM printers (SLM804.CPD).
>The driver is loaded from within the PRINT dialog.
>The driver adresses the hardware (printerport) directly and does NOT
>need anny resident driver loaded at boot-time.

It can't be that the driver accesses the printer port. The Atari
Laser printers are hooked up to the computer via ACSI.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

705. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 02:39:20 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Qwqq05IfiUo@semprini.tdkcs.waterloo.on.ca>
Source record: 40659

In <1993Feb4.174909.19492@mnemosyne.cs.du.edu>, Ian Lepore writes:
> > [how to place the mouse at an arbitrary screen x/y]
>
> First ask yourself: Do I really need to do this? Do I really really need
> to do this? Will I be disorienting the user by jumping the mouse around?
> Is my need so great that it justifies stepping outside the normal idiom of
> the system, in which only the user can change the mouse position, by
> actually moving the mouse?

IMHO, this is _the_ most annoying thing any programmer can do in a
program. Well, maybe not _the_ most annoying thing, but it certainly
bugs me. It seems to suggest that the user is too unco-ordinated to
actually _move_ the mouse to the next button/whatever on their own.

The other Most Annoying Thing is writing a GEM-ized program using the
VDI instead of the AES. GER2ENG v 1.9 managed to do this in such a way
that it crashes wickedly if Warp-9 is installed. Not to mention the
fact that it does unpredictable things on screen. Since a newer version
hasn't shown up on GEnie or atari.archive yet, I haven't been able to
see if version 2.? fixed these little problems.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

706. Re: MiNT 0.99 - won't compile

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 02:43:34 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.QFzJQ90RMEM@semprini.tdkcs.waterloo.on.ca>
Source record: 40660

In <H.ea.2XGWsaIvS&E@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
> I've had a problem on my 1040 with GCC 2.2.2; it compiles fine (doesn't
> even complain), but when I try to boot with it, it exits with an
> "Exit code 65503" or something like that... I haven't had a chance to
> track it down. Any suggestions?

On a hunch, I removed "-DMULTITOS" from my MiNT 0.99 Makefile... Now
MiNT locks up at the end of mint.cnf (when it tries to execute INIT= or
go to the GEM desktop).

Any suggestions?

Any idea why a MultiTOS MiNT kernel would be different from a "SingleTOS"
MiNT kernel? I haven't bothered trying to analyse the code; I just want
to use it!

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

707. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 02:47:40 UTC
From: ekrimen@wet.UUCP
Message-ID: <5286@wet.UUCP>
Source record: 40661

In article <C236u8.45s@ms.uky.edu> elric@nx35.mik.uky.edu (chris dotson) writes:
>
> Interesting. Do all the SIMMs have to be the same speed, anyone?

I think you can mix speeds, but it's not recommend as it might cause
problems down the road.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

708. Re: How to read system variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 04:01:21 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb8.040121.6100@mnemosyne.cs.du.edu>
Source record: 40662

> how to read system variables periodically

What do you mean by periodically? If there are a few variables that you need to see relatively often, you could install a VBI routine that copies the variables from the OS area to your data area on every vblank. Since the VBI handler gets control in supervisor mode, there's no extra overhead for switching modes.

If you need to know the up-to-the-instant value (ie, the values from the last vblank may not be timely enough), and you'll be doing it often and performance is a factor, you can grab an unused trap vector and install your own function to access the variables. Then to get the variable(s) you'd just do, say, TRAP #15, and your handler would retrieve the variables and return them, or stuff them in your local data area.

(I've been wondering lately if there's any standard for finding and grabbing an unused trap vector for this sort of thing. I've been wanting to do exactly that myself, but I don't know if there's a way to avoid stepping on other programs that are doing the same sort of thing.)

- ian

709. Bob Brodie GEnie Conference _FEBRUARY_

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 04:16:30 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Feb7.231630.14464@umiami.ir.miami.edu>
Source record: 40663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following is the ENTIRE transcript from this month's Bob Brodie Conference help on-line on GEnie. I am posting this as several people were interested after last month's posting of that transcript...

Mark Santora

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Special Edition Friday Night Conference
GEnie ST RoundTable

Dateline Atari! with Bob Brodie
Host - Lou Rocha

February 5, 1993

<[Lou] ST.LOU> Welcome to another session of Dateline Atari! with Bob Brodie. Let me begin by thanking Bob and his colleagues at Atari (Bill Rehbock, John Towns, Greg LaBrec, Dan McNamee) for their online support of GEnie members. Their participation has been most helpful to all and has certainly raised the excitement level in the ST Round Table.

Since we last met Bob, there has been increasing information about new software to be bundled with the Falcon030. We have also heard about MultiTOS, SpeedoGDOS and that great new integrated application, Atari Works <originally named ST Sutra, then Concierge>.

Bob, I have really been looking forward to tonight's RTC. I think the transcript for this one may set a new record for downloads surpassing even your last meeting with us. So let's get this show on the road with your opening comments. GA

<BOB-BRODIE> I'd like to welcome every one to our February installment of Dateline Atari! I hope that all of you are enjoying these conferences as much as I am. I'm pleased with the opportunity to interact with each of you, and share with you all the latest events in the Atari Community.

Tonight, I want to start things off by discussing the current status of the Atari Falcon030, and then we'll talk about our integrated package, Atari Works.

At our last session of Dateline Atari, I told you about the delay in the shipments of the Atari Falcon030 to North America. The reason for the delay was unacceptable performance from one of the contracted manufacturers that Atari is dealing with. At that time, I also indicated to you that we would be bringing on another firm to supply us with Atari Falcon030s, as well as attempting to resolve the quality concerns with the units at the original manufacturing site. I'm pleased to report that the new factory has come on-line in the speedy fashion that we anticipated that they would. We have seen the first runs off of that line, and the quality is dramatically better than the original units. A recent run tested out at less an 0.5% defect rate, which is thrilling news to me! This means that our projections last month that Falcons would be available in North America in March is right on target! We _WILL_ to have the machines in stock in March!!

The added plus of this delay is that we have completed MultiTOS, and all of the machines in North America will ship with MultiTOS! There will be no customers that will purchase Atari Falcon030s that will have to be "retrofitted" with MultiTOS! While we are still debating internally how we want to distribute MultiTOS to the established user base, I'm very pleased that it is _done_. In addition to the inclusion of MultiTOS, we will be finalizing Atari Works as well, and hope to have that available as well to ship with each Atari Falcon030, along with SpeedoGDOS.

Let's talk about Atari Works at this point, and try to give you a glimpse of what is coming with that product. Atari Works is a fully integrated word processor, database, and spreadsheet. It's intended to provide the average user just about anything that they might require in a package to be used in either the home, or for a small business/home office scenario. Most of our energies with Atari Works have been focused on the word processor component of Works, as we believe that word processing is still the most common usage for home users. The Atari Works word processor offers multiple documents, full cut and paste between documents and the other portions of Works, easy set up of justification (left, right, center, or proportional), and importing of GEM metafile images. Atari Works has full SpeedoGDOS support, which means multiple scalable outline fonts with multiple sizes, and your usual bold, italics, underline, outline, superscript, subscript, footnotes, and headers. Works uses the Proximity dictionary system, and updated version of the system that was used with Word Up and Word Flair II. There is also a thesaurus included with Works. Works has full search and replace capabilities, again easily activated by drop down menus.

One of the features that I really enjoy in using Atari Works is the exceptionally easy mail merge capabilities with Atari Works database module. It's always been something of a pain for me to have to mail merge. It seemed to me that there was never really a system that felt very intuitive to me for mail merging. With Works, there is a drop down menu called "Begin Merge" that allows you to begin the process. It's TERRIFIC!!! On the editing side of the coin, Works allows you to transpose letters that just need to be flip-flopped with a Control-T command. Its also "intelligent" about it's editing, in that if you begin moving around text, Works will recognize the need for additional spaces and automatically insert the spaces for you. There are also commands that will allow you to do a number of different text commands, like setting areas to all caps, or all lower case, and other text handling.

The word processor of Atari Works also supports the importation of standard ASCII text, the Microsoft Rich Text Format (RTF) files. This is an increasingly popular format used with PC and Mac word processors, like Microsoft Word. The logical extension of that is that your documents at work can be saved out as .RTF files, and readily brought into Atari Works with the formatting fully intact!!

The database portion of Atari Works will import .DBF files, tab delimited ASCII, and comma delimited ASCII. The Atari Works database is a breeze to set up and work with, too! If you start a new database file, the system begins prompting you for field names, until you tell it you're done. Once the fields are entered, you simply click on the fields and hold down the mouse button while you drag the field to the desired size! Simple, eh? You can add additional fields later by simply clicking on the database form with your mouse. Fields are moved about the page simply by clicking and dragging them. You can display the records in a form fashion, or in a list fashion that looks very spreadsheet-ish to me. :) Since everything in Atari Works is fully GEM compliant, you can also highlight portions of the database records, and save out the area as a GEM metafile and drop it into your document! Of course, this also applies to the spreadsheet as well. That makes displaying graphs and tables as part of your document easier than it's ever been before.

Bill Rehbock, the product manager for Atari Works, tells me that the database portion of Works will feel very familiar to anyone that has ever used a database on a Mac. My sentiment was that I didn't find an overpowering need to run to the docs just to get things going, the database has a very comfortable "feel" to it. I'm not generally comfortable with ANY database, so I have great confidence that most of you will really enjoy the database portion of Atari Works.

The spreadsheet portion of Atari Works is Excel command compatible. Our intention with the spreadsheet is not to compete

against stand alone products like LDW Power, but to provide a good, basic speadsheet for users to be able to chart, graph, and track their finances. We have some portions of our business presently tracking their finances under the spreadsheet of Atari Works.

I could go on a little bit longer about the spreadsheet, but I think I've gone on about as long as I dare on this opening. Let's see what kind of questions are out there, Lou!

<[Lou] ST.LOU> Bob, this is terrific news. Thank you for preparing these opening comments. Since we have so many new users with us tonight, could I please ask everyone to use the /nam (your name) command before you /rai your hands. Our first question is from Bob Frazier of the Kansas City Atari group. Go ahead Bob.

<[kcac-prez] B.FRAZIER2> Bob....I need to know if you found a firm date for the Kansas City Atari Fest..We are at a standstill

<BOB-BRODIE> Hi Bob, I spoke with Garry Tramiel today, and don't have a yes or no about our attending CES in June yet. The possibility exists that we might still have a booth at that show to launch the new Atari Jaguar Game Console. We'll pick this up in email later on, with Dorothy Brumleve. I also got a fax from the CT. Show folk, and they are looking at a June Show Date as well. I'm very happy that we have you online now here on GEnie, as it is making our planning for what is shaping up to be an EXTRAORDINARILY busy show summer much easier. I know that the gang from San Antonio, Indy, and Asheville also very much appreciate the cooperative spirit that you have shown. ga

<[Lou] ST.LOU> Bob... do you have any questions about the Falcon or Atari Works? You may have a followup.

<[kcac-prez] B.FRAZIER2> No....I just needed to know about the show date...Thanks...

<[Lou] ST.LOU> OK... our next question comes from JCD at New Dimensions.

<[JCD] NEWDIMENSION> Hi Bob. The upcoming Atari products are excellent as ususal, but are we really going to see an major increase in Atari's market share in the computer industry? Will Atari _finally_ understand that a national advertising campaign is desparately needed. It seems more advertising dollars are put toward the Lynx than the computer line. GA

<BOB-BRODIE> Hello, Jeff. Nice to see you again online tonight. As I have indicated in previous conferences, Atari has the confidence that this machine will be a tremendous success. Sam Tramiel indicated back in August of last year that Atari didn't have the same confidence in the Mega STE/TT030 line as a major success in the US, due to the pricing/features/performance

constraints. In short it's not a question of Atari finally understanding that they need a national advertising campaign, it's a question of Atari having the faith in a product that can be a national success. The Lynx is clearly a technically superior product to the other handhelds in the marketplace, which explains the advertising support that the Lynx has enjoyed. The Atari Falcon030 is also a product that represents a major technical advancement over the existing CPUs in the marketplace. As a new dealer, I'm sure that you can also understand the importance of not just having a product that you are a fan of, but a product that the public can see a real value in for them to buy. I know that you'll also be pleased to hear that the number of dealer inquiries since the article in BYTE have skyrocketed. You'll probably not be the only Atari dealer in your area for very long. ga

<[Lou] ST.LOU> JCD... there is quite a lineup of questioners. Please hold your additional question for now and /RAI again. Thanks. Next is Joe Torres.

<[STimpy!] J.TORRES17> I have a three part question on ATARI WORKS (YEAH!): 1)Does it support graphics (lite DTP)? 2) What resolutions will it support (falcon only?)? 3)Is it too early for price/availabilty for existing STe Users? GA

<BOB-BRODIE> Hiya, STimpy, it supports GEM metafiles in the word processor which are readily available both online here, and in packages from people like Migraph's Easy Draw. Atari Works will function in any mode that supports 80 columns, which of course includes ST Medium resolution. Pricing is still under discussion, but will include a bundling of SpeedoGDOS and about 14 BitStream fonts in the package. It will be competitive with other verions of WORKS that are already in the marketplace on other platforms. ga

<[Lou] ST.LOU> Bob... John Cole from Lexicor is our next guest. GA John...

<[Lexicor] J.COLE18> Bob, just got the latest version today, fast and great. My first bug report is that I just looked up the plural for 'spelling' and it's 'spelling' not 'spellings' as in the menu bar :-) Fantastic program and I cant wait for it and Falcon. GA

<BOB-BRODIE> John, glad to hear that you like it. The bug is probably related to the Indian roots of our programmer, Pradip Fatepuria. ga

<[Lou] ST.LOU> Thanks John. Next is Eric Nickolaise.

<E.NIKOLAISE2> Hi Bob! What is Atari doing to get Developer Support for the Jaguar game system?

<BOB-BRODIE> Hi Eric, most of that information is covered by non-disclosure at this point. I can tell you that we have development units out, to a number of very talented software houses now. We've

also had at least two developer conferences for Jaguar, one here and one in the UK. Both of them have been greeted with a great amount of enthusiasm by the developers and their publishers. ga

<[Lou] ST.LOU> Scott Lapham has our next question, Bob. GA Scott.

<[Scott L.] S.LAPHAM1> Bob. at the beginning of the conference, you said that the quality of the Falcons coming off the "new" line are much better than before. My question is are any of those units off the first line going to be sold? And if so, how would one tell if you bought a Falcon if it was off the first line or second? GA

<BOB-BRODIE> Scott, the units *_have_* been sold. They are already out the door in Germany. As long as you don't try to mail order one from Deutchland, you shouldn't have to worry about. it. ga

<[Lou] ST.LOU> Thanks Scott. Next is Robb Albright.

<[Robb] R.ALBRIGHT7> Bob, I hear that the deal with Ingram Micro (Distributor) has been tabled, and that Atari plans direct marketing for the first push for Falcon. Are there any deals set with larger chains to carry the Falcon, or any planned, and if not, what will be the way that thousands can get their hands on one?? ga

<BOB-BRODIE> Gee, Robb. That's new to me. Might I enquire what your source is for that information?

<[Robb] R.ALBRIGHT7> A local developer said he got this from Bill Rehbock about a month ago. ga

<BOB-BRODIE> Well, Robb, Thanks for bringing this rumor to the light of day. I appreciate the opportunity to dispel this type of disinformation at the earliest possible time. We have a number of different arrangements working for Falcon distribution, and I'm confident that the thousands of people that want to have Atari Falcon030s will be able to get them. Regardless of what you're un-named local developer might have suggested to you. <grin> ga

<[Lou] ST.LOU> Thanks for clarifying that Bob. Next we have I.DUCKETT... welcome.

<[Evil E] I.DUCKETT.> How will the release of the Falcon help, The STE user? GA

<BOB-BRODIE> I see why your nickname is Evil. <grin> How did the release of the Quadra help the Mac? How did the release of the 486 help the 386? The answer to that is it gives the STE user a higher quality machine to upgrade to that retains a high degree of software compatibility that protects your investment in software. Does it mean that the STE is obsolete? No. It does mean that you can upgrade to a newer, more powerful machine and not have to lose your investment in Atari and Atari related products. ga

<[Lou] ST.LOU> Good answer Bob. BTW folks... I have been using Atari Works on my ST and STE... runs great. Next we have Steve Miller. GA Steve..

<[Steve] S.MILLER58> Hi, I am a somewhat digruntled TT owner who has been an atari owner aince the ole 400 and this my question where is the TT going to be when the Falcon _finally_ makes its appearance? Is the 68030 going to be supported on both systems or will the TT be a fluke machine here in the US sticking me with $6000 worth of unsup. hardware? and if the TT is going to be 'supported' when is the software going to be there to take advantage of he 68030 and the math co??????

<BOB-BRODIE> The TT030 will continue to be a high end, powerful workstation even when the Falcon030 makes it's appearance NEXT MONTH here in the US. The 68030 will continue to be support on both systems. There are products already that take advantage of the 68030 and the FPU, like DynaCadd, all Lexicor products, and Calamus SL. In addition to those products, there are other things like PageStream and Touch Up that are very happy on a TT030, especially when they have a graphics card installed in it, like an AlberTT card, a Crazy Dots board, or a Matrix card. I've also seen an goodly number of Musicians that are happy with their TT030s, and development tools like Lattice C 5.5 that have 030 libraries and FPU libraries. ga

<[Lou] ST.LOU> Thank you Steve. T.WILSON is next, Bob.

<[Dark.Oak.Sof] T.WILSON14> Are we going to see more guidelines from Atari on building apps for MultiTOS? I'm writing a multi-tos Zmodem program and was wondering if I should make it with GDOS, clipboard support, or would a simple .ttp CLI-callable be ok?

<BOB-BRODIE> Are you a registered developer, Tim? Our last developer newsletter had an article on user interface guidelines.

<[Dark.Oak.Sof] T.WILSON14> I can't afford it at the moment, I'm using net knowledge.

<BOB-BRODIE> Net knowledge is a little too far from the source, and I urge you to register as a developer at the earliest possible time. We provide a good deal of documentation to the developers as a portion of the MultiTOS distribution packet. Right now, that is only available to registered developers, and most of the support is done online, in our Atari.RSC area here on GEnie. ga

<[Lou] ST.LOU> Mike McFee from Pittsburg, California is next Bob.

<M.MCFEE> BOB when will MultiTOS be out for the TT if at all?

<BOB-BRODIE> Hi Mike, it will be released for all Atari Computers, as I THINK I indicated in my last conference. :) As I indicated in my opening remarks tonight, we're still having discussions regarding the distribution method to be used with MultiTOS. I

remain a staunch proponent of the "upload it and let nature take it's course" stance, but cannot guarantee that we'll be doing that. The product is done, we just have decisions to make now. ga

<[Lou] ST.LOU> I have a little surprise for everyone... we have a free one year subscription to EXPLORER to give away. Then Scott Lapham will have the next question. Here goes a roll of the dice....

<[Lou] ST.LOU> Job 24... you win! Dorothy!!!!

<BOB-BRODIE> It's not a fix, I swear it is not a rigged deal you guys!!!!

<[Lou] ST.LOU> Dorothy is the winner! Dot... any words? ;-)

<D.A.BRUMLEVE> Thank you, thank you! Maybe this subscription will actually arrive at my door! My other one hasn't. ;-) And I've been so interested to see how the new staff is coming! So thank you very, very much!

<[Lou] ST.LOU> Next we have Scott Lapham....

<[Scott L.] S.LAPHAM1> Bob, have you heard any new news on any products that will allow the SLM lasers to work on the Falcon?? GA

<[Lou] ST.LOU> Bob says he has another subscription to give away folks. Right after this answer.

<BOB-BRODIE> Scott, sorry for the delay, was sending. :) Yes, I have. There is a company that is working on this product, and we have discussions scheduled with them this next week to ensure that it WILL BE DONE, and users of SLM series laser printers will be able to use it with the Atari Falcon030. ga

<[Lou] ST.LOU> OK... here goes another roll of the dice.... Job 15... Chuck Haines is the winner of a free one year subscription to Explorer! Congratulations. Any comments Chuck?

Chuck is speechless!

<E.NIKOLAISE2> Does anyone (if so who?) make a VME RAM board that can be used with the Mega STE? Thanks! GA

<[Lou] ST.LOU> Folks, there are only two in the queue. This is a good time to /raise if you have a question.

<BOB-BRODIE> Erik, I'm not aware of any such ram board. I've heard that they do exist on the VME bus, but don't think that the software exists to make our system aware of the ram once such a board has been installed. ga

<[Lou] ST.LOU> Next is Robb Albright.

<[Robb] R.ALBRIGHT7> Bob, any announcements of terrific, *BLOW-EM-AWAY*, mind boggling games that will be released for the Falcon.

Either planned or set-in stone. ga

<BOB-BRODIE> Robb, there are about 35 games that are being developed for... the Atari Falcon030. Most of them are better than anything... that I have seen on any other computer game anywhere. And for that matter, better than most of the console games, too. We covered that in an edition of Atari Explorer Online a coule oops Couple of weeks ago, when we had a review of them from Andreas Barbiero when he came over to the office and sat down with a Falcon030, and one of those really cool joysticks for about oh...three hours or so. :) In particular, the sound is dramatically better than any other system that I've heard. I'm sure that we'll be able to convince Andreas to come back to the office again, to write a few more lines about Falcon gaming without too much arm twisting...at least until it's time for him to leave the office. :) ga

<[Lou] ST.LOU> Steve Miller is back with another question for you, Bob. Oh, and thanks, Robb.

<[Steve] S.MILLER58> Is the Atari community ever going to be tightened between us and Europe so that when new and interesting software/hardware comes out there, we can take advantage of it here? It seem as if we always have to wait for A LONG time for it to trickle down to us. GA

<BOB-BRODIE> Steve, much of that depends on distribution arrangements. Some of the developers don't like to have to support their products overseas, or mess around with translations. I know that some of the German developers have a hard time with the needs of the US users, as they have a particular view on things like users interface. :) But we are working on those arrangements, and I expect that you will be pleased with the way that things are going to turn out. ga

<[Lou] ST.LOU> I Duckett has another question too.

<[Evil E] I.DUCKETT.> Is there any way I can get info on the Falcon here in New York and support for all Atari system in my area?

<BOB-BRODIE> Regarding info on the Falcon030, there is a wealth of info in the Atari BB area right here on GEnie. We've posted a HUGE amount of information in a number of conferences, and in the BB message area itself. I'd suggest that you look at those files first. After that, I'd suggest one of the high quality mags that are out in the marketplace, like our own Atari Explorer Magazine or the equally wonderful AtariUser Magazine. Both of them do a excellent job of being factual in their reporting. And of course, be sure to check the weekly issues of Z*Net Online Magazine, which is also uploaded here weekly in the Atari Roundtable. We upload our own online magazine, Atari Explorer Online Magazine

here bi-weekly. That should give you plenty of reading material about the Falcon030. As far as support goes, why don't you send me e-mail with your specific questions and I'll be happy to deal with them personally rather than tie things up here any longer tonight. :) ga

<[Lou] ST.LOU> I.Duckett... I suggest you use FEEDBACK and you will get lots of help from my fellow sysops! ;-) Next we have Joe Torres, then Bob Frazier, Mike Allen and Andreas Barbiero.

<[STimpy!] J.TORRES17> (Let me just put down my LYNX - Pinball Jam :>) Does SPEEDOGDOS support a wider range of printers than FontGDOS does/did? I have a Panasonic KXP1142pi printer and was basically told by tech-support 'tough luck'

<BOB-BRODIE> SpeedoGDOS has support for the following printers at this point.. Atari Laser printer, SMM-804, Canon Bubble Jet 10e, Epson FX-80.
Epson LQ-570, HP PaintJet, DeskJet 500, HP LaserJet, NEC P Series Okimate 20, Star NB24-15, Star NX-1000, and of course, STraight Fax as well. :) You should be able to use the Epson LQ-570 driver with your unit. Just be sure that you have the dip switche in the Epson emulation mode. Have you tried that yet? Most of the time you have to have the printer off when you change the switches, and then re-start it. ga

<[Lou] ST.LOU> Thanks... now fellow sysop and RTC Shotgun <shogun?>... Mike Allen

<MIKE-ALLEN> Bob - I wonder if the SpeedoGDOS/Works combo is going to be available through Atari dealers in the near future? I'd really like to support my local dealer.

Also I still have to disagree about the Mega STe. I really feel that it is a product that suffered from improper marketing. A good product that no one outside of the Atari user community knew about. ga.

<BOB-BRODIE> Mike, I respect your opinion about the Mega STE, and share it. However, I don't own enough stock to change the decisions on that type of issue, and have to rely upon my persuasive ability from time to time on those matters. I think that part of the reason that the Mega STE didn't get a better "shove" is because the Falcon030 was expected sooner that this time frame. Now, re the shipments of Atari Works/SpeedoGDOS, the manuals are.. being done now, I suspect that it will be in the March time frame as well. Not two weeks, but likely six weeks at the max. I'm still twisting a few arms here on a couple of points about Atari Works, like allowing the importation of IMG files as well as just GEM files. If we can have that added, I think it's worth a little delay in shipping the product. ga

<[Lou] ST.LOU> Andreas has been waiting very patiently :-) GA

<[Andreas@AEO] AEO.2> Bob, I have been inundated by info from NAMM, and while I might have missed something due to bad phone lines earlier tonite on it, I was wondering if you could comment further on the FEEDING frenzy that went on with the new dealers?

<BOB-BRODIE> Andreas, the timing for NAMM was excellent for us. The write ups in Keyboard, Electronic Musician, and EQ Magazine are very exciting, and it appeared that most of the show attendees had read the magazines. :) We got a large number of dealers that are very interested in the Falcon from NAMM, and expect even more

<[Lou] ST.LOU> Joe has the last question... unless I missed someone's /RAI ? GA Joe Torres...

<[STimpy!] J.TORRES17> I am concerned about the apparent throw away memory boards on the Falcon... The fact that you have either a 1, 4 OR 14 meg board. Why not a user expandable version (I would eventually like a 14 meg... GA

<BOB-BRODIE> Joe, there is simply not enough real estate for that to happen via a normal/conventional means like your basic throw away SIMMS <grin>. What is going to happen with the Falcon030 is the same thing that happened with the STE and Mega STE. People will buy bigger supplies of RAM, and try to sell or trade in their old memory units. Dealers will capitalize on this to have a ready source of ram available. There are already other developers that have announced plans for third party memory boards. For example, Zubair will have a board as well. However, it will not use SIMMS either. There is simply not enough room SIMMS in the Falcon case. ga

<[Lou] ST.LOU> Bob... two more questions and then a wrap... OK? First J.VOGH then John Stanley. GA J.VOGH.

<J.VOGH> What about PC boards for the Falcon? What is the staus of 468 emulation?

<BOB-BRODIE> Oh, that. Had me worried for a second there. As we reported in our online magazine, Atari Explorer Online at COMDEX, COMPO Software is working on a 486 board. I was personally assured by the company president, Theo Bruers, that the product would be done in March. It is to support the full VGA Color, etc, etc, etc. Although I recognize that having such an item is attractive to some people, I think that you will find that products like Atari Works will make you much less inclined to have to sully your machine with MS-DOS. <grin> ga

<[Lou] ST.LOU> Bob... last question from John Stanley...

<[John STanley] JLS> I got here late so this may have already been asked. What's the current eta for MultiTOS? (Ballpark estimates... 2 days, 2 weeks, 2 months, 2 __??__) ga

<BOB-BRODIE> You're right, it was already answered...:) It's done, and will be shipping with Falcons. We're still discussing internally here how we want to handle the distribution of the product to the existing user base. I guess the answer from most perspective will be 2 long. :) BTW, you also missed the drawings for free subscriptions to Atari Explorer, too! :) ga

<[Lou] ST.LOU> Bob... my local dealer wants to order 50 packages of Atari Works. Please tell me what he needs to do and can it be ordered directly from Atari by the individual user?

<BOB-BRODIE> Gee, Lou, he must have been really impressed with it!

<[Lou] ST.LOU> All I did was tell him about my beta copy!

<BOB-BRODIE> At this point, he can't. But we'll be making our dealers aware of all the pricing on Atari Works as soon as possible. The manual will probably be inserted here in the US in the Falcons at this point. It will be available via the normal sources, both directly from Atari, and from our distributors as well. ga

<[Lou] ST.LOU> Bob... what can I say.... I am really excited and can't bear the thought of a few more weeks. Let's hope that our next Dateline Atari! has some real shipping dates. Thank you once again for such a terrific evening. GA

<BOB-BRODIE> Thanks, Lou. As always, it's a pleasure to be online here on our official online resource, GEnie. Thanks to everyone for taking the time to be here tonight, and I hope that you got a little bit better feel for how things are progressing. In our next issue of Atari Explorer Online Magazine, we'll be featuring a preview of Atari Works, including screenshots of the program. It'll be up here in the libraries in about a week for you to download. Thanks again for attending!!

710. Re: 38400 Baud problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 06:49:52 UTC
From: pauld@umbc.edu
Message-ID: <1l62vgINN3tc@rpco25.acslab.umbc.edu>
Source record: 40664

What program locks the port at high speeds? (More than 19.2).. I have tried one, but even doing normal calling with no file transfers involved, it would drop characters all over the place. How can I fix this?

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
-------------------- Vs lbh ner ernqvat guvf lbh unir gbb zhpu serr gvzr ------

711. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 08:08:44 UTC
From: johan.nordlander.@eng.emu.se
Message-ID: <johan.nordlander.-080293090849@nod.eng.umu.se>
Source record: 40665

```
In article <5286@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) wrote:
>
> In article <C236u8.45s@ms.uky.edu> elric@nx35.mik.uky.edu (chris dotson) writes:
> >
> > Interesting. Do all the SIMMs have to be the same speed, anyone?
>
> I think you can mix speeds, but it's not recommend as it might cause
> problems down the road.
>
>
> --
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ AEO.5 (GEnie)

Not only can you mix speeds but you can also mix 1x8 SIMM with 1x9 ones,
provided you keep the same sort of SIMM in each of the memory banks. In
March 93 I installed a SIMM configuration consisting of: One bank of 1x8
80ns SIMMs and the other bank of 1x9 70ns SIMMs. This was done in a machine
belonging to a friend of mine and he hasn't reported any problems
whatsoever as yet.
```

□

Johan Nordlander
Dept.of English
University of Ume&#65533;
Sweden
johan.nordlander@engelska.umu.se

712. Re: MiNT 0.99 PL2 for PureC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 09:59:07 UTC
From: julian@math.uni-muenster.de
Message-ID: <1l5atbINNjp8@obelix.uni-muenster.de>
Source record: 40688

In article 728909182@rw8.urc.tue.nl, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> Hi,
>
> I was wondering if the PureC stuff can also use the shared text stuff,
> like the GCC compiled version can?
> Is the PureC version any smaller than the GCC version by the way?
>
> Erlend.

Of course. MiNT 0.99 compiled with PureC is just that: the same source compiled with a different compiler.

Oh yes: you can't *create* shared-text programs with PureC, true...

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________

713. GNU EMACS 18.57 under TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 11:00:40 UTC
From: 3S@IBM3090.BHAM.AC.UK
Message-ID: <930008110040@ibm3090.bham.ac.uk>
Source record: 40686

==========

HI,
Well after downloading GNU EMACS 18.57 from my local shadow of atari.archive
I find I get "terminal type <ATARI�VT52�FRED> is not powerfull enough to
run EMACS.....
I have seen this problem before but can any one tell me how to solve it ???.
Ta.

Dave Wade, 3S @ IBM3090.BHAM.AC.UK, DAVEW%D.SSS.CO.UK @ IB.RL.AC.UK

714. Re: VDI 'load fonts' question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 11:01:45 UTC
From: and@thor.mim.uni-hannover.dbp.de
Message-ID: <and.12@thor.mim.uni-hannover.dbp.de>
Source record: 40666

In article <A52792@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:
>p>I have a problem with the VDI routine 'load fonts'. Does the
>p>workstation handle have to be a physical or a virtual one?

>Generally spoken, use the handle of the workstation you want to use the fonts
>on. For the screen, it's a virtual one, for other devices, it's physical.

>p>And, if it may be a virtual handle, do I need to load the fonts
>p>for every new virtual workstation or is one time enough?

>You have to load them for every workstation, since resolutions will differ on
>different devices.
>p>
>p>How many virtual workstations are possible? Fixed number or not?

>No docs on this topic... You can open workstations as long as v_opnvwk()
>doesn't return an error condition :-)

Atari VDI uses a linked list for managing the virtual workstation data
structures. Therefore there is no limit except the number of memory blocks
in JAMDOS.
NVDI uses an array of fixed length. This is much much much faster than the
other solution, but the number of entries is limited.

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

715. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 11:39:48 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2b764717@p11.f607.n285.z2.fidonet>
Source record: 40667

In a message of <Sun 7 Feb 93 17:22>, chris dotson (2:281/202.0) writes:

cd> In article <5271@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>>
>> The slowest SIMMs you can use are 150ns. 70s, 80s, and 100s are
>> the most common and you can use any of them (of the same speed) in
>> your STE.
cd>
cd> Interesting. Do all the SIMMs have to be the same speed,
cd> anyone?

No, certainly not, I have a Mega STE4 with 2 70ns Simms and 2 100ns Simms
and never had a problem at all.

But when using a Extra Ram Deluxe card (or any other card for that matter)
in my old 1040STf I do have problems with different SIMMS, very strange
indeed :-)

.\\arco

--- MARSmail v1.20
* Origin: Don't go away mad.... Just GO AWAY!! (2:285/607.11)

716. Re: Can ICD really be that BAD?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 12:07:48 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.31.729173268@dhhalden.no>
Source record: 40668

In article <1l1f4mINN85u@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>From: lehmann@cs.tamu.edu (Mark A Lehmann)
>Subject: Can ICD really be that BAD?
>Date: 6 Feb 1993 22:46:46 GMT
>Keywords: ICD, AdSCSI Plus ST
>I've had a 127Mg Quatun ELS drive for a month now. I purchased it in
>a hard drive case with an ICD AdSCSI Plus ST card and power supply.
>
>The drive worked without error for quite a while.
>
>I formatted the disk and partioned it to my liking.
>
>Then I took my failing 60Mg hard drive out of the Supra Case, gutted
>the drive down to its adaptec adapter and Control Data drive. I
>place the drive in the 5.25" empty expansion bay of the hard drive
>case, connected the spare SCSI cable to the Adaptec card and I
>connected the spare power supply cables to both the Adapter card and
>to the Control Data 60 Mbyte hard drive. I then placed a thin wire
>around the jumper pins that identify the Quantun ELS 127 drive as
>SCSI ID#1. Last I removed the terminating resistor from the Quantum
>ELS 127 Drive. The result was two functioning hard drives.
>

Should not the terminating resistor pack been left on the disk??? Like it
says it terminates, that it is the last of the SCSI units!!!!!!??????

R.A.W

717. Re: Hardware scrolling? (and thanx)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 12:18:38 UTC
From: rh@dmu.ac.uk
Message-ID: <1993Feb8.121838.27045@dmu.ac.uk>
Source record: 40669

In article <1993Feb4.150200.706@rivers>, ph9991_imm@rivers.acc.uwrf.edu writes:
> Me again!
>
> Thanks to everyone that helped me with my resource questions :) :)
>
> but yet, another question...
>
> I've seen it mentioned once in a while that my STe has a special
> hardware scrolling operation (as part of the enhancement). Since I
> only have manuals that describe TOS and GEM before the STe, does
> anyone know the proper call (I'm assuming it's a BIOS or XBIOS routine)
> and parameter(s)?
>
> If anyone does I would need information that I could use with C or Basic
> (that is, function number, parameter list)
>
> Thanks everyone for all your help!
>

As I recall, there are no system calls for hardware scrolling - it is all
done by "talking" to the video shifter directly.

VERTICAL SCROLLING: Is done by merely moving the physical screen address
by 160*number of lines. That is the previous limit of physical screens
being on 256-byte boundaries is no longer true - now they can be on word
(even) boundaries. This could be done via the xbios(5,....) call.

HORIZONTAL SCROLLING: Is done by using a couple of new chip registers.
One set allows the screen to be "wider" - that is some hidden sections
"behind" the border so that things scroll on smoothly. Another register
controls the offset of the display 0-15 - it is this register that allows
for smooth scrolling.

Note that without a hblank interrupt to do cleverer things these affect the
whole screen. Sorry I haven't listed the addresses or lots of details but
I don't carry my documentation round with me. I shall look the full info
up for you - if someone else doesn't beat me to it.

Hope this helps...

> --- Richard Hackett <
> <
> <
> N E X U S D E S I G N <
> <
>Richard Hackett, 8 The Hawnelands, Halesowen, West Midlands, B63 3RT, England<

> <
> INTERNET: rh@dmu.ac.uk <
> <

718. MultiSync to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 13:04:40 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <57872@olivea.atc.olivetti.com>
Source record: 40687

I Folks,

Sorry if my question is a FAQ:

Is it possible to hook up a MultiSync Monitor
to my St ?

I know that should be possible but I need more
detailed information, on which requirements have to
have such a monitor and how to connect it to my ST
(do I need to wire myself the cable?)

I own a 1040 St with Hi Rez Monocromatic Atari monitor,
and I'd like to use both my lovely Cubase and some
of the nice games and others color programs, without
2 monitors on my little desk...

Thanks in advance.

Savino

719. Re: MiNT 0.99 - won't compile

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 13:57:24 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C24urp.7yG@newcastle.ac.uk>
Source record: 40670

Right, I've sorted most of my problems, and have mint v0.99 running on my Falcon.
However, if you run mint030.prg, it refuses to recognise the 68030 in my Falcon, reporting that
a 68030 processor is required to run this program. Now - am I missing another small point here?

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

720. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 14:05:05 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb8.140505.19584@cs.ruu.nl>
Source record: 40671

In <16B6ADFBF.JOCKEL89@dosuni1.rz.uni-osnabrueck.de> JOCKEL89@dosuni1.rz.uni-osnabrueck.de (Joachim Hoehne) writes:

>Hello everybody!
>
>Does anyone know a systemcall (VDI, AES) to place the mousecursor on a
> (������������ I mean, a systemcall that works, not like
> vdi escape "display cursor")
>specific screenposition; e.g. place_mouse(200,100).

You can use appl_tplay and appl_trecord. (use record to see how mouse actions are stored, then rebuild a mouse movement action, and play it). I never tried this, but I'm sure it will work.
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

721. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 14:10:14 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb8.141014.20614@cs.ruu.nl>
Source record: 40672

In <1993Feb4.174909.19492@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> The net effect is that the mouse seems to stay in the same position on
>the screen during a rez change. This is the *only* time I've been able to
>justify the action based on all those questions in the first paragraph.
>Instead of taking control away from the user and possibly disorienting
>him/her, I considered it to be just the opposite. Having the mouse jump
>around on a rez change was a bit disconcerting. Forcing it back to the
>center of the screen wasn't much better (that's what newer TOS versions do
>on a rez change).

I don't agree. Have you ever seen the SUN VIEW scroll bars where the mouse
follows the scroll bars? I planned something similar: make a scrollbar move
slower than the mouse moves, so that you can scroll through your
document more accurately, and make the mouse move slower than it is actually
moved as well.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

722. Re: Memory Upgrade 1MB -> 4MB

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 14:46:33 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Feb8.104633.1@sscl.uwo.ca>
Source record: 40673

In article <1993Feb4.205027.5881@erenj.com>, mbernar@erenj.com (Marcelino Bernardo) writes:
> In article <1993Feb3.132605@p4.cs.man.ac.uk> silvera@p4.cs.man.ac.uk (Andrew Silver) writes:
>>I need a bit of help regarding upgrading my STFM from 1MB to 4MB.
>>Currently my ST contains 32x256k chips which fills up the whole board.
>>Which would be the best method to upgrade to 4MB?
>>
>>a) Get a SIMMS board and (is it possible?) use this WITH my existing RAM?
>>
>>b) Throw away all the RAM and get a new set of 1M chips.
>>
>>Any ideas please my email to: silvera@cs.man.ac.uk
>>
>
> After seeing how close my 1040STF power supply came to frying without
> any memory extension or cartridge port expansion of any kind, I would
> be afraid to add 32x1Mbit chips or 4 simms to it without either
> removing the on-board rams or upgrading the power supply.
>
> Marcelino Bernardo
> mbernar@erenj.com
>
>
I got a SIMMS upgrade board from Evesham Micros (UK) for my venerable 520STm (@1985/6) adn have had NO problems. I simply stuck in 2 1meg SIMMS and voila...2.5 megs!!! To go to 4megs I will have to disconnect the onboard, original .5meg (so the manual says). I have had no overheating problems or anything...I love it! And, if *I* can install it it MUST be easy...I have trouble using my stereo, and it has a remote control!!! :^)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!

723. Re: More good news on Atari to for

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 14:49:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A62943@K.maus.de>
Source record: 40674

Hi Joshua!

I think I can add some stuff to your formatting experiences.

m>I discovered that disks formatted on the ST with
m>DCFORMAT 3.02 leave 2k less to the user than disks formatted on the IBM

This could be due to a bug in GEMDOS. Older versions (at least <= TOS 1.02) just saw 4 sectors (i.e. 2kb) less than there were present. (I don't know if this has bin fixed in later versions of TOS.)

m>But then I thought, "Hey, DCFORMAT lets you format up to 82 tracks.

Virtually every formatting/copying utility today can do so. On most Floppy drives you can format even more tracks. NEC drives e.g. are said to allow 85 tracks.

And even more: You can format a disk with 11 sectors per track. That gives you more than 900000 bytes free space. BUT: 11 sectors can cause writing errors, when your drive speed is too high (i.e. > 302 rpm; 300 is ok, 299 is better)!

All this can be done with pd/sw software like HYPERFOMAT os FCOPY3 (at least the latter might be available from atari.archive).

eehm... Just to be honest: All these things weren't born in _my_ head: I read these things in 'Scheibenkleister -- The slightly different Floppy book' by Claus Brod (the slightly different floppy hacker...;-) Hi Claus!)

Now the MS-DOS part of the game. Usually the IBM BIOS won't understand that a 3.5" disk can be formatted with 82 tracks, 10 sectors or other nice things like that. There might be differences from BIOS to BIOS, depending on version number and supplier, but I wouldn't expect that each and every DOS reads such disks. To manage this you will have to add a special BIOS floppy driver which can handle such formats. There are several of these drivers available in the public domain. Also you will need a copy program, since the DOS diskcopy command won't work (although there are drivers that make such disks look quite ok for the copy and xcopy command).

I'm sorry but I can't tell you any Name of a program that will do this for you. I'm not so much involved in DOS stuff. But I think you should find something on a nice ftp tour, looking for filenames that contain '820' or something similar.

Greetings from Cologne, an keep hacking
Andreas

MAUS-->: Andreas Hoffmann @ K
INET-->: Andreas_Hoffmann@k.maus.de

724. Disk Partition Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 15:18:43 UTC
From: shanka@lanai.Eyring.COM
Message-ID: <1993Feb8.151843.24371@fcom.cc.utah.edu>
Source record: 40675

Hi - I made a serious error by deleting my desktop.inf file without making a backup. I had my hard-drive broken up into 3 partitions, but now I can only access the first one, TOS can't find the other two.

Question: is there a program out there which will sniff out the partittion information on my hard-drive for me so that I can get back to using the other two thirds of my Megafile 30 (without re-formatting the drive)?

Thanks,

Steve Hanka
shanka@eyring.com

725. micro emacs documentation?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 16:05:56 UTC
From: v035550@stortek.com
Message-ID: <1993Feb8.160556.9524@stortek.com>
Source record: 40592

Recently, I inherited a bunch of discs that had a bunch -o- public domain stuff on 'em. Contained on one of those discs is micro emacs for the ST. Problem is, there is ABSOLUTELY NO documentation anywhere. I am uncertain what the version number is, but could some kind soul please send me the file called "keybind.doc."? When I press the 'HELP' key the editor asks me to "please visit file keybind.doc." I sure would appreciate it. Many thanks.

sjm
(Steve_Monroe@stortek.com)

726. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 16:28:36 UTC
From: abaddon@uk.ac.liverpool.scm.suprenum
Message-ID: <ABADDON.93Feb8162116@suprenum.uk.ac.liverpool.scm.suprenum>
Source record: 40676

>>>>> On 2 Feb 93 17:54:56 GMT, ilepore@nyx.cs.du.edu (Ian Lepore) said:
> we have nothing like OS/2 for the ST world. (Speak not of MiNT; it is an
> abomination, not an operating system.)

That's a bit strong isn't Ian? You've already mentioned you've had problems getting to grips with Unix like environments, but most of us are quite happy with them. In what way do you consider MiNT to be an abomination, other than its similarity to some features of Unix?

Kev

727. MiNT Distribution Kit installation info.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 18:25:41 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb8.182541.14063@sol.ctr.columbia.edu>
Source record: 40591

Hi folks,
It seems I've been less-than-perfect in the 'requirements'
section of the docs that come with the MDK. To successfully install
a minixfs partition, you'll need at least 9Mb or so of space for the
programs/compiler etc. on your chosen partition AND (this is what was
left out) 512-byte sectors on that partition. For most of us I believe
that means a partition of less than 16Mb, unless you can tell your
software to specifically format as 512-byte sectors on a > 16Mb
partition. I *think* ICD has this. I'm not sure.

Sorry this wasn't included - My partition size is ~15Mb, so I didn't
come across it. The reason is that 'minit.ttp' needs 512-byte sectors.

Simon.
(*Still* finding problems ...)

--

```
_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

728. Re: CALAMUS & SLM804 Laser Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 18:50:46 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.9qCYJK_ekDc@fredrik.atari.no>
Source record: 40677

In <1l4b4uINNoi3@rs1.rrz.Uni-Koeln.DE>, Jan T. Kim writes:
>In <H.1jNW4Owbj9E@fredrik.atari.no> jornmoe@fredrik.atari.no (Joern Moe) writes:
>
>>Facts follow:
>>Calamus uses its own printerdriver for the SLM printers (SLM804.CPD).
>>The driver is loaded from within the PRINT dialog.
>>The driver adresses the hardware (printerport) directly and does NOT
>>need anny resident driver loaded at boot-time.
>
>It can't be that the driver accesses the printer port. The Atari
>Laser printers are hooked up to the computer via ACSI.
>
>Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

Oh, shit, real bummer that one. Of cours you'r right! I meant the ACSI port.
It's so confusing talking about PRINTERS on ACSI ports:^)
Oh, well, on my TT, there's only a printer residing on the ACSI port and a
EPROM programmer on the Printer port so i tend to think of the ACSI port
as the printerport}:^)

--

```
------------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
------------------------------------------------------------
```

729. Reading Serial-in data

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 19:10:46 UTC
From: pinelr@rs6115.ecs.rpi.edu
Message-ID: <63434=m@rpi.edu>
Source record: 40593

ok, here's a question I've been wondering about for a while. One of my fascinations is with weather and I had written a weather forecasting program on my old 8-bit 1200XL. I now have a Mega ST2 (in the shop for repairs :( ) and am planning on getting a Falcon when they are released.
There are a number of scientific weather instruments on the market which will measure wind direction, speed, rainfall, temp, pressure, etc. Some of these are digital and are equipped with (I assume) RS-232 ports for connection and use to a PC compatible. What I'd like to know is, would it be possible for me to buy one of these units and then write my own Atari-specific software for it? Here are my problems:

1.) Do they use the RS-232 port or do they require an expansion card with a special jack?

2.) Would it be possible to obtain from the company the signals that the device sends over the com line, or would it be proprietary?

3.) If I had to get the info myself, how would I go about reading the serial port in such a way as to decipher the info the device sends?

Any help appreciated! Email or post!

--
||| | Rob Pinelli |5\ "Don't have your chimney swept... chimney fires
/ | \ | pinelr@rpi.edu |18\ are _cool!_ There's nothing better than walking
Atari ST| 203 North Hall |276\ down your block and seeing flames spewing 20
Mega 2 | Troy, NY 12180 |7080\ feet out of your neighbor's chimney!" --E.J.N.

730. Need HELP with "Dr. T's" Music Sequencing Software...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 19:55:02 UTC
From: M14563@mwvm.mitre.org
Message-ID: <16B6FD1C7.M14563@mwvm.mitre.org>
Source record: 40678

I am a NEW ATARI-1040ST user. Presently, I am using my Atari to help me sequence music. I have purchased the most recent version of the KCS's "Dr. T's" software (Omega version ?). Though I have become somewhat familiar with this package, I am experiencing a few problems with it. My most frustrating problem with this software involves the "looping" of tracks and/or sequences. Even after painstakingly following all instructions on how to end up with a "clean" loop for a track or sequence, (ie. making sure that the last "deleted event" falls on the first step of the first beat of the first measure AFTER the last measure of real music -- that is, for a 15 bar song, the deleted event should fall on the first step of the first beat of measure 16!) I still experience slight, but VERY NOTICEABLE hesitations when looping from the end of a track/sequence back to the beginning of that track/sequence. I have used quantization where possible, and this helps some, but NOT in all cases. I've tried moving/deleting control changes, modifying durations, changing timings, you name it! I am hoping that someone out there will be able to help me with this problem. I have some important work to do involving this sequencing, so would appreciate any and all assistance in this matter. (Oh, by the way, I did call Dr. T's technical support line and talked to them for about one hour about this and other problems. Unfortunately, they could give me any additional insight into this particular problem.)

My configuration is an Atari-1040ST with 4MB RAM. I am running the software from a DD floppy drive.

I would also be interested in knowing how the package "Master Tracks Pro" (?) compares with the Dr. T's package. I have heard a few negative things about Dr. T's and have heard that "Master Tracks" is better. Could someone out there give me a brief pros and cons list? (And, if by chance you have a pros and cons list for Dr T's, that would also be appreciated.)

In advance, thank you so very much for your time and help.

E. Terry Coles
etcoles@mwvm.mitre.org

731. Re: Whats POSIX, and how would it help MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 19:55:22 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1993Feb8.195522.1909@uvm.edu>
Source record: 40690

From article <1993Feb1.220706.29991@sol.ctr.columbia.edu>, by sjg@phlim.ph.kcl.ac.uk (Simon Gornall):
> In article <1993Feb1.174408.28154@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> }
> } > the everything-is-a-file idea
> }
> } I'm not sure why everyone (or anyone) thinks that's a good idea. Everything
> } is NOT a file, that's just not how computers work. Whenever I think about it,
> } I can't help but think of the old proverb/cliche, "When all you have is a
> } hammer, everything looks like a nail."
>
> Hmm - I'm not sure what couldn't be expressed as a file in the
> computing model we have today. Basically the 'EIAF' idea is to do with
> communication between peripherals and the CPU. Since all comms is
> going to be in the form of a stream of data, what is wrong with
> looking at it as a file - and look at the strengths that gives you.
>
> The idea that anything's input can be redirected to anything's output
> is *incredibly* powerful. I'm not talking about programs, but about
> devices as well. In general (sic), generalisation is beneficial,
> precisely because it gives you *more* tools to attack a given problem
> with, and doesn't limit you to using XXX to solve problem YYY.
>
> }
> } This seems to be the inverse of that: when all the OS is going to give you
> } is nails, then suddenly the only useful tool is a hammer. I don't relish
> } the thought of trying to construct programs using only a hammer. Especially
> } after spending 20 years building up a toolbox full of much more subtle tools.
> }
> } - Ian
>
> But those subtle tools of yours are specific to a particular problem
> (at least, that's what I assume you mean by 'subtle'). Under un*x you
> have a myriad of tools to solve any problem to do with comms, because
> everything is a file.
>
> The best example I can think of is the un*x debugger, which attaches
> to a running program, and regards it as a file, that is it stops the
> program when it has 'read' a little of what it has done, and lets
> the user decide what to do next - continue, look at memory/variables
> etc. This isn't an immediately obvious benefit of the EIAF idea, but
> it isn't possible without writing specific code elsewhere.
>

> I might be blinding myself here, but I can't see what's wrong with
> having more utilities that work under more conditions...
>
> Simon.
> --
> ____
> \ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
> ~~~~~~

Sorry for the extensive quoting, but you need it to see where to put my 2 cents in 8-). When you regard everything as a file, or rather a stream of characters, you lose any other structure the data may have had originally. I would prefer to pass data with all its structures intact, assuming that that is at all possible, rather than have to reconstruct the structures at the receiving end. Languages with persistent objects are a good example of what I mean. Doesn't everyone hate having to write the code to store and retrieve the structures you so painfully wrote for your running program. I would much rather see everything, **even files** regarded as elements of an object oriented database that includes methods as well as raw data. That way we wouldn't rely on position in the file hierarchy and/or name extension to identify the contents of the file. Files as the metaphor for everything began to wear thin when terminals began to replace teletypes - whose output was a stream of paper with your characters on it 8-). Screens are not well served by considering them as a file, I imagine that the Un*x Curses sources bear me out on this. It's much better to regard a screen as a 2d beast that you can write at any part of - if you don't, you have to repaint the whole screen to just change a little of it. Imagine what you would do to reformat user output on a teletype - its rare, but I have seen this kind of behavior on Unix screens and frankly it's stupid. In sum, yes, files are a useful abstraction, that Un*x especially beats to death, but we need a higher level of abstraction to handle what we want to do today with what we have. I trust I have expanded on Ian's complaint enough, and he can answer (and probably has 8-) for himself, but this has been bugging me for quite a while.

Bob Pegram

--
pegram@emba.uvm.edu
or
..!uvm-gen!pegram

732. Re: 38400 Baud problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 20:04:02 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Feb8.200402.496@prime.mdata.fi>
Source record: 40679

In article <5280@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <1993Feb7.121052.3612@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>>
>>Now I got the 38400 bps serial port working, to some extent. I
>>downloaded a textfile at just over 3000 CPS, but I still couldn't
>>upload the same file at more than approx. 1920 CPS, seems like only
>>the download is working at 38400. Moreover, characters disappear every
>
>Have you tried Bill Penner's SerialFix 2.0? He just released this new
>version.

Yes, I am using it right now, but it still didn't help :(.

>
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.uucp
> / | \ AEO.5 (GEnie)

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
---

733. German Programs and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 20:41:09 UTC
From: cfaehl@polaris.unm.edu
Message-ID: <1l6gh5INNm65@lynx.unm.edu>
Source record: 40680

I've got a bugaboo with a lot of German GEM programs and their usage of GDOS. Specifially, the programs don't seem to recognize any GDOSfonts. The offenders are Connect 1.91, 7_up, Everest 2.0, and qed 3.02. I've tried using GDOS and G+PLUS as well as fontGDOS, to no avail (these work with other GDOS programs just fine). Is there something I need to do first to get these to work, like use AMCGDOS? Or is there something diffeent with German OSs about how they detect if GDOSis present? Any info you might have would be welcome.

Chris Faehl

734. Re: MiNT 0.99 - won't compile

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-08 23:44:59 UTC
From: tevans@cs.utah.edu
Message-ID: <1993Feb8.164500.17967@hellgate.utah.edu>
Source record: 40681

> In <H.ea.2XGWsaIvS&E@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
> > I've had a problem on my 1040 with GCC 2.2.2; it compiles fine (doesn't
> > even complain), but when I try to boot with it, it exits with an
> > "Exit code 65503" or something like that... I haven't had a chance to
> > track it down. Any suggestions?
>
> On a hunch, I removed "-DMULTITOS" from my MiNT 0.99 Makefile... Now
> MiNT locks up at the end of mint.cnf (when it tries to execute INIT= or
> go to the GEM desktop).

The problem that I described in an article does the exact same thing when I remove the INIT= line from my mint.cnf file. Mint prints it's little welcome screen and then it just freezes up. :-(I am using the same compiler on a Mega2ST with 4 megs ram w/ 68000 processor.

> Any idea why a MultiTOS MiNT kernel would be different from a "SingleTOS"
> MiNT kernel? I haven't bothered trying to analyse the code; I just want
> to use it!

Beats me.

As my previous post also stated the login shells do not read the .profile files at start up (login shell). I was informed that it says something to this effect in the Mint Distribution Kit. Any insights? As I also stated before the login shells read the files just fine in Mint .96. Eric suggested making sure that -DMULTITOS was not included and that my HOME env was defined - all of it is and was as it should be.

tevans@cs.utah.edu

735. Need help expanding memory of Mega St2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 00:54:28 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.729219268@du139-210.cc.iastate.edu>
Source record: 40682

Hello,

I have been trying to add 2 megs to my Mega, but the new memory doesn't work correctly. The memory *does* show up, but bits are constantly flipping--a phenonema which is evident on the screen. When I first boot up, everything is fine, but the screen quickly becomes garbled. The screen takes on a 'tiled' look with each tile the size of 2 characters, and apparently all the tiles are identical, but I'd have to look closer to be sure.

To install the memory, I dropped in sockets and by-pass capacitors for the chips, put in 3 resistors in a row of resisters immediately to the left of the memory chips, and plugged in the chips.

I know this is sketchy to begin with, but I figured it'd be easier to let someone ask me appropriate questions rather than me providing lots of useless info.

So, can anyone offer any suggestions?

Thanks,

Aaron
aburgh@iastate.edu

736. Help with 5.25" floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 01:02:15 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <83826@hydra.gatech.EDU>
Source record: 40683

I recently picked up an external 5.25 inch floppy drive from a PC store that was moving and clearing out old merchandise. I decided to try to hook it up to my ST using the instructions I found on atari.archive. These were the pin connections given in that document.

Atari ST PC 34 pin card
14 pin DIN | Description | edge connector
---
1 | Read data | 30
2 | Side 0 select | 32
3 | Ground | 34
4 | Index | 8
5 | Drive 0 select | 12
6 | Drive 1 select | NC
7 | Ground | 34
8 | Motor on | 16
9 | Direction in | 18
10 | Step | 20
11 | Write data | 22
12 | Write gate | 24
13 | Track 00 | 26
14 | Write protect | 28

This configuration did not work. It appeared that pin 12 on the PC card edge was indeed the proper drive select line for drive 1, but in the above it seemed to me that I should use pin 6 of the Atari DIN instead of pin 5 for the drive select. I tried that and it still didn't work. I believe the drive is configured as drive 1 since there is a four way jumper numbered 0 through 3 and the jumper is across 1. There are two other jumpers on the drive mechanism that I did not touch since they were not labeled. I did buffer the outputs from the Yamaha sound chip so I wouldn't fry them.

Exactly how does the ST go about checking whether drive B is present or not? Perhaps I could emulate this with software and monitor the outputs to see which signal is lost.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

737. MINT distribution kit..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 03:31:31 UTC
From: clive@aldetec.oz.au
Message-ID: <533@aldetec.oz.au>
Source record: 40684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have collected most of the MINT distribution kit and have a few queries...

1. My screen length is set to about 20 lines.. This is true even when you
view a file from the GEM desktop.

2. I run a shell - KSH but the files I create are not owned by 'clive' (ME!)
how do I get around it?

Thats it...

..Clive


```
__________________. _--_|\ .______________________________
Clive Salvidge | / \ | Internet : clive@aldetec.oz.au
| *-->\_.--._/ | ACSnet : clive@aldetec.oz
| v | Voice : +61-9-445-1888
Western Australia | |
_________< Due to a lack of imagination, this space is blank ! >__________
```

738. Falcon architecture

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 09:21:05 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.729249665@unix1.tcd.ie>
Source record: 40685

I have been listening to the debate on the Falcon for quite
some time, and have a few questions of my own...

1/ Is the Blitter on the Falcon worth the silicon it sits on?
- would the blitter, no runnig at 16mhz be of any use in
say games, for moving sprites or backgrounds?
- and more importantly, is it 32-bit?

2/ The hardware scrolling on the Falcon hasn't seen much light..
- WHAT exactly can it do?
- and is it of any use in games?

3/ Now that the Falcon has THREE sound chips (ST,STE,FALCON),
- can you play all 15 tracks together?
- and does the 8-track 16-bit falcon sound chip
take much bus bandwidth?

After hearing that the Falcon had only 16-bits for its CPU->MEM bus, I
was quite disapointed, but with 32-bit graphic bus(where all the REAL
work gets done) and on-chip cache, it actually may have been a smart
move on Ataris side!

One last question....

*** Will we see games with GOOD background music, in either 8 or 4 tracks?
- or is the cost in speed too much?

Thanks in advance. Sorry for all the questions. Please, no amiga fanantic
babbling!
-MARK

739. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 12:03:47 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Feb9.120347.7040@cs.hw.ac.uk>
Source record: 40689
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C1xv16.Kq@ucunix.san.uc.edu> mayfiej@ucunix.san.uc.edu (Josh)
wrote:
>(an interesting comparison of ST and PC disk formatting speed and
>compatibilty)

I myself had some strange experinces with ST and PC disks.
My PC at work reads ST formatted disks fine as long as the first three bytes
of the boot sector are EB 34 90. This even works for 10SPT disks since DOS 5
does not seem to mind. However my PC at home, also running DOS 5, reads ST
disks really slowly and sometimes gets errors. I wondered why so I formatted
four disks on the ST all with completely genuine MS-DOS boot sectors.

9 SPT-no skewing, 9 SPT-skewed, 10 SPT-no skewing, 10 SPT-skewed.

The PC would read none of the disks fast/reliably. *BUT* When I formatted the
disks exactly the same again using the Falcon they were all perfectly
readable by the PC. Why? The Falcon has a high-density disk drive. It seems
that my PC does not like low-density disks that were written using a
low-density drive. I have seen other PC's with this problem.
I also find that the Falcon drive reads just about anything that my PC has
trouble with and that includes high-density disks too.

On a related note, I found that Flopfmt on the Falcon will format a track as
high density if the SPT is greater than 12. This is fine but I don't know
how to write the track after that since the hardware defaults to low-density.
I guess I need to pass some sort of flag to Flopwr but what? The dev-docs
say nothing about this (what's new?) which is a pity because I was planning
on a 1.6Mb (20 SPT) disk formatter. Anyone got any ideas?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

740. Re: GNU EMACS 18.57 under TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 13:01:24 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Feb9.130124.26355@daimi.aau.dk>
Source record: 40594

3S@IBM3090.BHAM.AC.UK writes:

>==
>HI,
> Well after downloading GNU EMACS 18.57 from my local shadow of atari.archive
>I find I get "terminal type <ATARI:VT52:FRED> is not powerfull enough to
>run EMACS......
> I have seen this problem before but can any one tell me how to solve it ???.
> Ta.

>Dave Wade, 3S @ IBM3090.BHAM.AC.UK, DAVEW%D.SSS.CO.UK @ IB.RL.AC.UK

This is normally due to either your TERM environment variable being something
not in your /etc/termcap file, or your termcap file being broken in some way.

The termcap file problem would normally be something with newlines being in the
wrong places, or it could be that the termcap entry tries to include the
settings of one of the other entries (the tc capability if I remember
correctly). Have a look at your termcap file. Try to make it into one entry
(instead of including) and perhaps into one long line.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)
----

741. Re: Disk Partition Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 17:15:49 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C26yME.Ksp@hpbbrd.bbn.hp.com>
Source record: 40595

Steve Hanka (shanka@lanai.Eyring.COM) wrote:
> Hi - I made a serious error by deleting my desktop.inf file without making
> a backup. I had my hard-drive broken up into 3 partitions, but now I can
> only access the first one, TOS can't find the other two.

Deleting the DESKTOP.INF does not delete any partitions - just install
new icons for drive D: and E:, and they are back again.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

742. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 18:27:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb9.182702.15238@mnemosyne.cs.du.edu>
Source record: 40596

> I don't agree. Have you ever seen the SUN VIEW scroll bars where
> the mouse follows the scroll bars? I planned something similar:
> make a scrollbar move slower than the mouse moves, so that you can
> scroll through your document more accurately, and make the mouse move
> slower than it is actually

NOOOOO! That's EXACTLY the sort of thing you SHOULD NOT do!

The GEM interface has a very well-defined idiom for how window scrollers work. Software is available and is widely in use that allows users to adjust the mouse response rate to their preference. If your application behaves differently than other GEM applications, it will be perceived to be broken. Indeed, it WILL be broken, by definition.

--
==
- Ian Lepore | If Mama Cass had given half that ham sandwich to Karen
ianl@bix.com | Carpenter, two fine singers would still be with us today.
==

743. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 18:48:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63934@K.maus.de>
Source record: 40597

i>cycle. The Falcon's 16mhz 68030 is riding on an 8mhz memory system. While

For the last time: IT IS NOT. The falcon is 16 MHz all across the entire machine.

744. Re: German Programs and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 18:51:20 UTC
From: erlingh@storlind.world
Message-ID: <ERLINGH.93Feb9185120@storlind.world>
Source record: 40598

In article <1l6gh5INNm65@lynx.unm.edu> cfaehl@polaris.unm.edu (Chris Faehl) writes:

I've got a bugaboo with a lot of German GEM programs and their usage of GDOS. Specifially, the programs don't seem to recognize any GDOSfonts. The offenders are Connect 1.91, 7_up, Everest 2.0, and qed 3.02. I've tried using GDOS and G+PLUS as well as fontGDOS, to no avail (these work with other GDOS programs just fine). Is there something I need to do first to get these to work, like use AMCGDOS? Or is there something diffeent with German OSs about how they detect if GDOSis present? Any info you might have would be welcome.

Chris Faehl

I guess the problem arises because you don't have any _monospaced_ gdos
fonts installed. These programs are not capable of using fonts with
arbitrary letter-width. Try installing the fonts that came with your
german programs.

Hope this helps

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

745. Other MiNT compiling problems (prgflags, strip)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-09 23:40:01 UTC
From: knarf@cubenet.sub.org
Message-ID: <8754@salyko.cubenet.sub.org>
Source record: 40603

Hya all!

I just have installed the GNU C-Compiler Version 2.3.1 on my FALCON
using the MiNT-LIBs PL25, because I want to compile MiNT 0.99.
After some problems with asm.y (I forgot to install the bison),
the GNU make stops now, because it can't find 'prgflags'. I think there
should be anywhere a prgflags.ttp and a strip.ttp, but I don't know
where to look for these files. They are neither included in the MiNT
Distribution Kit nor in any MiNT archive I have.

```
#
# Makefile for MiNT using the GCC
#

[...]

# add -DMULTITOS for a MultiTOS kernel
# add -DONLY030 for a version of MiNT that needs a 680x0, x>=3

# ** this was the only one part I changed,
# ** because I don't have MultiTOS

#DEFS = -DMULTITOS
#DEFS030 = -DMULTITOS -DONLY030
DEFS030 = -DONLY030

[...]

all: mint.prg mint030.prg

# here my problem begins...

mint.prg: $(OBJS)
$(CC) $(CFLAGS) -o mint.prg $(OBJS) $(LIBS)
prgflags 7 7 mint.prg
strip mint.prg

mint030.prg: $(OBJS030)
$(CC) $(CFLAGS030) -o mint030.prg $(OBJS030) $(LIBS)
prgflags 7 7 mint030.prg
strip mint030.prg

[...]
```

Where can I get 'prgflags.ttp' and 'strip.ttp'?

Is the 'mint030.prg' automatically with memory protection? Are there any
other settings I have to change in the makefile or anywhere else?

Thanks,

Knarf

P.S.: Are there newer MiNTLibs available than PL25? Where? Is the big bug fixed, Eric Smith told us about some weeks ago?

746. Mint and problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 01:56:33 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1993Feb10.015633.17379@sactoh0.sac.ca.us>
Source record: 40602

I'm trying to install Mint on my MegaST4. I've managed to
get everything set up and figured that was it. Now I've
read a couple of messages about compiling Mint. Huh?
I'm sure I missed something but I don't recall reading anything
about compiling Mint in the Distribution kit.

Assuming I didn't miss anything, when I open a TOSwin, I have
to change over to my Mint partition and select which shell I
want to run. When I run the shell, I'm put into the dir of
"bin". One would think that I would be placed in my home dir
on startup but this isn't the case.

I'm pretty sure I'm missing some type of config file(or haven't
set it up yet) because trying to run GCC gets me the message of
"can't find it" or something like that.

I did set up Mint like the distrib kit suggests but like I said
above, I must have missed something.

Anyway, any and all help is greatly appreciated.
Thanks, in advance.
--

- jhp@sactoh0.SAC.CA.US What else can I say? -
---

747. GTS100X Disk Drive Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 04:23:30 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <1la002INNsn7@usenet.INS.CWRU.Edu>
Source record: 40599

I have a Future Systems GTS-100X disk drive which will not read disks properly. It always gives a blank directory, but Show Info will give 0 bytes used and the correct number of bytes remaining on the disk. (How does it know that if it can't read the directory!) The mechanism internal cable and external cable are not the problems since I have swapped them out. The circuit board just has traces to connect the 14-pin Atari DIN connector to a 34-pin header for the ribbon cable to the drive. ANy ideas on where the problem could be?

748. Re: Other MiNT compiling problems (prgflags, strip)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 05:25:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Feb10.052511.25233@csi.uottawa.ca>
Source record: 40604

In article <8754@salyko.cubenet.sub.org> knarf@cubenet.sub.org (Frank Bartels) writes:
>
>Hya all!
>
>I just have installed the GNU C-Compiler Version 2.3.1 on my FALCON
>using the MiNT-LIBs PL25, because I want to compile MiNT 0.99.
>After some problems with asm.y (I forgot to install the bison),
>the GNU make stops now, because it can't find 'prgflags'. I think there
>should be anywhere a prgflags.ttp and a strip.ttp, but I don't know
>where to look for these files. They are neither included in the MiNT
>Distribution Kit nor in any MiNT archive I have.

a) You don't need prgflags. chmod could do the trick; it seems
unnecessary, since gcc sets the appropriate flags on executable files.

b) Consider looking for xstrip instead of strip

>mint.prg: $(OBJS)
> $(CC) $(CFLAGS) -o mint.prg $(OBJS) $(LIBS)
> prgflags 7 7 mint.prg
> strip mint.prg

>P.S.: Are there newer MiNTLibs available than PL25? Where? Is the big
>bug fixed, Eric Smith told us about some weeks ago?

PL25 appears to include those bug fixes, as it seemed to appear out
of nowhere in the same fashion that recent postings of MiNT sources
have come.
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

749. Partition size on minix-fs (was: Re: MiNT Distribution Kit installation info.)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 08:49:38 UTC
From: root@troja.IN-Berlin.DE
Message-ID: <0026.02.93@troja.IN-Berlin.DE>
Source record: 40600

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>To successfully install
>a minixfs partition, you'll need at least 9Mb or so of space for the
>programs/compiler etc. on your chosen partition AND (this is what was
>left out) 512-byte sectors on that partition. For most of us I believe
>that means a partition of less than 16Mb, unless you can tell your
>software to specifically format as 512-byte sectors on a > 16Mb
>partition. I *think* ICD has this. I'm not sure.

You can be sure. Actually I am running a 28MB minix fs, where GNU-C
resides. This partition was installed using the ICD formatter. And of
course, it consists of 512byte-sectors.

>Sorry this wasn't included - My partition size is ~15Mb, so I didn't
>come across it. The reason is that 'minit.ttp' needs 512-byte sectors.

stefan

750. Re: Mint and problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 08:55:32 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.729334532@sun>
Source record: 40614

jhp@sactoh0.sac.ca.us (Jim H. Puga) writes:

>Assuming I didn't miss anything, when I open a TOSwin, I have
>to change over to my Mint partition and select which shell I
>want to run. When I run the shell, I'm put into the dir of
>"bin". One would think that I would be placed in my home dir
>on startup but this isn't the case.

>above, I must have missed something.

You might have forgotten to set some Environment variables,
such as SHELL, HOME, ... ?

751. Re: Tos 4.01

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 11:01:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A7987@S.maus.de>
Source record: 40601

m> 4???? Didn't know it existed. What's it got that 3 doesn't?

TOS 4.xx is the FALCON-TOS.

Christof

752. Speech Synthesis

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 13:09:33 UTC
From: D.Lawrence@lut.ac.uk
Message-ID: <1993Feb10.130933.10954@lut.ac.uk>
Source record: 40615

I have a program called SPEECH.TOS or SPEAKEZ.TOS, which when you type in ascii it gives a crude, but effective, speech synthesis. It also prints out the phonemes that it is speaking.

Does anyone have the source code for this, as I would like the bit which generates the phonemes to use with a speech synthesiser chip.

Ta

Dunk

Signature at dry cleaners.

753. Re: MINT distribution kit..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 14:08:59 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb10.140859.25937@sol.ctr.columbia.edu>
Source record: 40605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <533@aldetec.oz.au>, clive@aldetec.oz.au (Clive Salvidge) writes:

} 1. My screen length is set to about 20 lines.. This is true even when you
} view a file from the GEM desktop.

Hmm - I'll need some more info to help you on this. How are you
viewing it from the desktop ?

} 2. I run a shell - KSH but the files I create are not owned by 'clive' (ME!)
} how do I get around it?

The uid/gid bits of the minixfs filesystem are set by the uid/gid that
you *actually* are. If you aren't using the multi-user mint style, then
you'll find that you're set to uid 0 and gid 0 (ie: root/system). If
you want clive/users rather than root/system you'll have to set the uid
and gid using a program - I'm not aware of any program to do this, but
it's fairly simple. Look in the source for init (by S.Usher) to find
how it's done.

Simon.

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

754. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 17:32:53 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb10.173253.3017@mnemosyne.cs.du.edu>
Source record: 40612

> [my feelings about MiNT]

I've decided I have to be a bit careful what I say. As a developer under non-disclosure I could be commenting on pre-release software (a serious no-no) without realizing it. I'm not sure if what I have is MiNT like the rest of the world has seen, or something not yet released.

Still, I don't like it. It's too slow to be usable. It's confusing as hell to use, what with some programs replacing the desktop, other programs not doing so (leaving you with program B running over program A's desktop). If you don't have it configured just right, it doesn't work at all and doesn't give you any indication why not. (It was two days before I figured out the incantation for getting a plain old TOS or TTP program to run. I can't imagine how a non-tech user would make things work at all.)

From a programmer's point of view, it gets in your way and slows down the machine, and there's no way to turn it off programmatically. In developing an animation graphics product, I found that it just slows the system down so much that you can't achieve realistic playback speeds or smooth cursor movement during drawing. That means I have to tell customers to run the product only when MiNT is not active. Are they going to perceive (correctly) that MiNT is at fault? Probably not, they're more likely to think my product is broken. Atari shouldn't put me in that position.

It seems to have been designed with text-mode applications in mind, with GEM support as an afterthought. That's exactly backwards of what it should be. In fact, in my opinion, Atari screwed up bigtime by having a character-mode BIOS and the idea of a non-GEM application supported at all. If all applications for the ST line were GEM programs, this machine may have become the user-friendly tool it was originally intended to be (and thus a commercial success), instead of being a cheap toy for unix-head programmers.

--
==
- Ian Lepore | If Mama Cass had given half that ham sandwich to Karen
ianl@bix.com | Carpenter, two fine singers would still be with us today.
==

755. Re: Falcon architecture

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 17:45:28 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb10.174528.3764@mnemosyne.cs.du.edu>
Source record: 40613

> Falcon...is the blitter chip any good

It makes a definite and noticible difference. Both in normal GEM programs and the desktop, and in specialized applications, you can visibly perceive a big difference in speed if the blitter is turned off. (The specialized application I have in mind is Cyber Paint, which does a lot of blitting type operations. Doing them with the blitter on is so much faster it's hard to describe the magnitude of difference.)

> after hearing the Falcon has only 16-bits for the CPU<->MEM bus

I saw that posted here too. I'm not sure I believe it, but I saw it. It could be so, but I wonder if someone just looked at the electrical spec for the internal expansion bus (which does only have 16 data lines) and generalized that the entire motherboard has the same geography. If so, I'm not sure that's a valid generalization.

--
==
- Ian Lepore | If Mama Cass had given half that ham sandwich to Karen
ianl@bix.com | Carpenter, two fine singers would still be with us today.
==

756. SM125 pinouts?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 19:37:05 UTC
From: pinelr@lib104.its.rpi.edu
Message-ID: <k463c9c@rpi.edu>
Source record: 40609

More possible problems with my Mega 2. A friend (who now has a mac) lent me his old 520ST to use in the interim. I hooked it up to my mono monitor and got the exact same results as with my mega (no picture, no boot, eventual hiss from the speaker). So, I tried hooking it up to my color monitor. The monitor works fine, except there was still no boot, and the video display was garbage (like the video was being scanned from the wrong part of memory). The question that immediately rose in my mind was: Is my mono monitor responsible for killing the CPUs? What I'd like to do is check the mono monitor pinouts for resistance to see if there is a short, but I have no idea what the proper values should be, and obviously some will be different from the color monitor.

In short, my question is, does anyone know what the resistance values should be for each pin of the SM124/5 monitor? If there is a short in it that is blowing out something in the CPUs, I'm going to have a fit! I should've tested` my friends computer on the color monitor first.

--
||| | Rob Pinelli |5\ "Don't have your chimney swept... chimney fires
/ | \ | pinelr@rpi.edu |18\ are _cool!_ There's nothing better than walking
Atari ST| 203 North Hall |276\ down your block and seeing flames spewing 20
Mega 2 | Troy, NY 12180 |7080\ feet out of your neighbor's chimney!" --E.J.N.

757. RCS5.6 for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 20:08:25 UTC
From: krinke@ips.cs.tu-bs.de
Message-ID: <1993Feb10.210825@ips.cs.tu-bs.de>
Source record: 40606

Hi!
Has anybody ported RCS 5.6 to MiNT? So - If you have, could you please tell me or mail me the
patches?
Thanks.
--
Jens Krinke (krinke@ips.cs.tu-bs.de)

758. MiNT Control

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 22:20:48 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b797fd4@p12.f202.n281.z2.fidonet>
Source record: 40607

Hello All!

With the release of MultiTos not that far in the near future, we would like to present you a program we wrote to make life easier when using MultiTos. This program is called MiNT Control.

MiNT Control is a control accessory for MultiTos. It enables the user to access various functions provided by the operating system in an easy and comfortable manner. Let me list some of these functions present in the current beta version:

- All processes can be displayed, killed, halted, continued, their priorities can be changed and various amounts of information on a particular process can be listed. (eg. how much memory it consumes)
- Information on global system memory usage can be listed.
- Program flags can be changed. Supported are: fastload/TT Ram run/TT Ram malloc, private/global/super/readable and the shared text flag.
- The MultiTos config files (MiNT.CNF and GEM.CNF) and the system environment can be easily edited through the use of popup menus.
- Processes can be started through the use of a kind of batch files, which enables the user to run one or multiple processes with a given priority, maximum memory usage, environment, command line, default directory, etc. A comfortable full-GEM editor is implemented in the program.
- At startup, the processes running (eg. your Auto folder programs and accessories) can be given a certain priority through the use of a configuration file.

MiNT Control runs on (Mega) ST(E)'s, TT's and Falcon030's. It requires a minimum resolution of 640 x 200.

What we would like to hear from YOU are suggestions. While reading the list above, has a certain feature come to your mind which hasn't been listed? Tell us! If there is anything you want to see implemented (like process startup time scheduleing), please do let us know! We can think of lots of things, but don't want to overload the program with features. It's better to have a functional not so extensive program which people USE than to have a large program, loaded with exotic features which nobody uses, and which only consumes a lot of memory.

So give us your ideas!

Thanks in advance!

Send all your ideas, comments, illuminated enlightments to:

Jan Willekens Diederik Hoogenboom
jan@nextjk.wlink.nl UseNet Address diederik@gadget.hse.nl
2:281/202.12 FidoNet Address 2:281/801.9

--- Bermuda v1.20
* Origin: Wooden figures pagan Gods stare blindly cross the s (2:281/202.12)

759. Re: More good news on Atari to for

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-10 23:33:43 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1993Feb10.233343.12242@fcom.cc.utah.edu>
Source record: 40608

In article <A62943@K.maus.de> Andreas_Hoffmann@k.maus.de (Andreas Hoffmann) writes:
>I think I can add some stuff to your formatting experiences.

>m>But then I thought, "Hey, DCFORMAT lets you format up to 82 tracks.
>
>Virtually every formatting/copying utility today can do so. On most Floppy
>drives you can format even more tracks. NEC drives e.g. are said to allow 85
>tracks.
>
>And even more: You can format a disk with 11 sectors per track. That gives you
>more than 900000 bytes free space. BUT: 11 sectors can cause writing errors,
>when your drive speed is too high (i.e. > 302 rpm; 300 is ok, 299 is better)!
>
>All this can be done with pd/sw software like HYPERFOMAT os FCOPY3 (at least
>the latter might be available from atari.archive).
>
>Now the MS-DOS part of the game. Usually the IBM BIOS won't understand that a
>3.5" disk can be formatted with 82 tracks, 10 sectors or other nice things like
>that. There might be differences from BIOS to BIOS, depending on version number
>and supplier, but I wouldn't expect that each and every DOS reads such disks.
>To manage this you will have to add a special BIOS floppy driver which can
>handle such formats. There are several of these drivers available in the public
>domain. Also you will need a copy program, since the DOS diskcopy command won't
>work (although there are drivers that make such disks look quite ok for the
>copy and xcopy command).
>
>I'm sorry but I can't tell you any Name of a program that will do this for you.
>I'm not so much involved in DOS stuff. But I think you should find something on
>a nice ftp tour, looking for filenames that contain '820' or something similar.
>

I have seen at least one such -- it is called 'atfmt100.zip' and should
be available on your favorite simtel mirror. As you say, it does require
a special BIOS driver to get the best use out of it, but it allows MS-DOS
to put 82+ tracks and 10+ sectors on what would normally be a 720K floppy.
I haven't experimented with it to see if there is any problem reading such
between MS-DOS and TOS. One thing for sure -- Norton Utilities thinks such
disks are really messed up!
--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

760. Re: Problem with MINT .99?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 01:29:46 UTC
From: tevans%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Feb10.182946.18356@hellgate.utah.edu>
Source record: 40620

Eric R. Smith (ersmith@netcom.com) wrote:
: In article <1993Feb6.080733.3283@hellgate.utah.edu> tevans@cs.utah.edu (Terry Evans) writes:
: > I recently got Mint .99 to compile on my Mega2ST w/ 4 Megs of Ram, but
: >for some reason when I start up a shell (ksh and others) it doesn't seem
: >to recoginze my environment variables. If I set up my PATH in my
: >ksh startup scripts it doesn't recognize them for some reason. I can
: >set them however after ksh is started up. The variables worked and still
: >work as normal with the .96 binary.

: How is ksh looking for its startup file? Have you remembered to set
: the "HOME" environment variable in your mint.cnf file? If so, and
: if it's still not working, make sure that you remove the -DMULTITOS
: line in the makefile and recompile it.

HOME is set and I did not compile with the -DMULTITOS.
As I stated, it works just great with the .95 binary (I accidentally said
96 before.) I further stated the problem in a follow up to the article
Problems with Mint. In that thread the author is experiencing the same
problems that I am.

Thanks,
tevans@cs.utah.edu

761. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 01:41:07 UTC
From: ken@isgtec.com
Message-ID: <4202@isgtec.isgtec.com>
Source record: 40625

In article <1993Feb9.182702.15238@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > I don't agree. Have you ever seen the SUN VIEW scroll bars where
> > the mouse follows the scroll bars? I planned something similar:
>
> NOOOOO! That's EXACTLY the sort of thing you SHOULD NOT do!

I agree. An app should never move a visible mouse cursor on behalf of the user. Sunview is revolting, IMO. I can't stand it. Every time a dialog pop-up comes up (a yes/no type thing), it moves your pointer to one of the buttons - I then instinctively move the mouse, and move it right out of the damn dialog box. Really stupid.

However, I think there is a definite use for being able to position the mouse cursor to an absolute (x, y) - when the cursor wasn't visible in the first place, and you want to establish a start point (like the center of the screen) when you do turn it back on. But ONLY if the cursor was invisible for some time when you plan on moving it. In fact, I need to do this right now in a program I'm writing. So, is there a clean way to do this, I haven't scanned the GEM calls yet for this.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

762. Re: Other MiNT compiling problems (prgflags, strip)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 02:11:50 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb10211150@kropotkin.gnu.ai.mit.edu>
Source record: 40610

In article <8754@salyko.cubenet.sub.org> knarf@cubenet.sub.org (Frank Bartels) writes:
>P.S.: Are there newer MiNTLibs available than PL25? Where? Is the big
>bug fixed, Eric Smith told us about some weeks ago?

Since I'm now maintaining the libraries, I'll answer this...

Patchlevel 26 was a beta-only release and not generally available.
Patchlevel 27 will be a general release unless I get lots of feedback
from people who beta-test it that certain things should be fixed
before release. Patchlevel 27 was delayed by about 2 weeks due to
serious hard disk problems, which I've only just resolved. Time
permitting, it will be done by the end of this week or the beginning
of next, and an update should be on atari.archive by the end of next
week.

The "big bug" in the dirent routines was fixed in patchlevel 25.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

763. Re: Other MiNT compiling problems (prgflags, strip)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 02:18:20 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb10211820@kropotkin.gnu.ai.mit.edu>
Source record: 40611

In article <1993Feb10.052511.25233@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>a) You don't need prgflags. chmod could do the trick; it seems
>unnecessary, since gcc sets the appropriate flags on executable files.

chmod and prgflags are two different things. But yes, it's pretty much redundant if you're using the most recent version of GCC and gcc-ld.

>b) Consider looking for xstrip instead of strip

Yes, xstrip is the executable that strips TOS executables. You'll find xstrip.ttp and strip.ttp (which strips .o files), the newest gcc-ld, and lots of other useful stuff in Gnustuff/Tos/Utils/utlbin33.zoo on atari.archive.

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

764. Re: Mint and problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 02:27:54 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb10212754@kropotkin.gnu.ai.mit.edu>
Source record: 40617

In article <walter.729334532@sun> walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:

>>Assuming I didn't miss anything, when I open a TOSwin, I have
>>to change over to my Mint partition and select which shell I
>>want to run. When I run the shell, I'm put into the dir of
>>"bin". One would think that I would be placed in my home dir
>>on startup but this isn't the case.
>>above, I must have missed something.
>
>You might have forgotten to set some Environment variables,
>such as SHELL, HOME, ... ?

No, setting those variables won't make any difference. Since the shells started by toswin aren't login shells, they correctly leave you in the current directory for that process, which, at startup time of that shell, is the directory from which that shell was loaded.

It may be annoying, but it's correct :-)

The best solution is probably to write a small program which changes directory to $HOME and then exec's $SHELL, and run that from toswin. I haven't bothered to do this myself, as I don't use TOSWIN on a regular basis (too slow on a stock 1040ST, IMHO) so I can't provide sample code right now.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

765. Re: How to read system variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 02:57:27 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C29K7s.JHw@cs.mcgill.ca>
Source record: 40623

In article <1993Feb8.040121.6100@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> (I've been wondering lately if there's any standard for finding and
>grabbing an unused trap vector for this sort of thing. I've been wanting
>to do exactly that myself, but I don't know if there's a way to avoid
>stepping on other programs that are doing the same sort of thing.)
>
>- ian
>

You can check which ones go directly to an RTE instruction. I doubt any sane program will take a vector and have it point at nothing !

Patrick.

766. 4 meg simm diy upgrade for 1040st?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 03:31:09 UTC
From: selick@csa.bu.edu
Message-ID: <110033@bu.edu>
Source record: 40616

Has anybody done a do-it-yourself upgrade on a 1040st with a single 4
meg simm? My brother would like to do this, and thought somebody might
have an easy upgrade.
Thanks,
Steve
<selick@csa.bu.edu>

767. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 09:26:23 UTC
From: julian@math.uni-muenster.de
Message-ID: <1ld63vINNk71@obelix.uni-muenster.de>
Source record: 40629

In article 3017@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> > [my feelings about MiNT]
>
> It seems to have been designed with text-mode applications in mind, with
> GEM support as an afterthought. That's exactly backwards of what it
> should be. In fact, in my opinion, Atari screwed up bigtime by having a
> character-mode BIOS and the idea of a non-GEM application supported at
> all. If all applications for the ST line were GEM programs, this machine
> may have become the user-friendly tool it was originally intended to be
> (and thus a commercial success), instead of being a cheap toy for
> unix-head programmers.

This is exactly what I like with TOS and MultiTOS: good integration of graphically
oriented and text mode programs -- especially when running a decent environment
like Gemini. If TOS wouldn't do that for me, I'd probably switch to the Mac.

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________

768. Re: MIDI & MultiTos/Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 11:02:26 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.729428546@rw8.urc.tue.nl>
Source record: 40632

mpark@stein.u.washington.edu (Michael Park) writes:

>2. Would it be possible to have a task run concurrently with
> a sequencer and have it intercept the MIDI data stream on
> the way to and from the sequencer? As a blue-sky example,
This is sometimes called a pipe. Mint/MultiTos provides pipes for output redirection and it should be possible to do something like this.

Erlend.

769. Re: Atari to VCR ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 12:02:08 UTC
From: cmp0141@sys.uea.ac.uk
Message-ID: <cmp0141.729432128@radon.sys.uea.ac.uk>
Source record: 40630

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>In article <813@muller.loria.fr> dillon@bergamote.loria.fr (Dillon Eric) writes:
>>
>> Hi !
>>
>> I need to record an animation on a video tape.
>> Is there any solution, even in Monochrone ?
>>
>> (I've a 1040STE + Monochrome Monitor + TV)

> I dunno about recording in Monochrome (no doubt it can be done, but
>I'm not sure how). But there is an easy way to videotape a color
>screen or animation. Use the RF port (the one where you'd hook the
>STE into a TV set), plug it into the switch box, and plug the
>SWITCH BOX into the CABLE IN port of the VCR. That way, anything
>feeding from the STE will go through the VCR before getting to the
>TV, and thus you can record it.

> For even more fun, if you have a stereo VCR, you could connect the
>STE's stereo RCA jacks to the audio inputs of the VCR, and record
>it in stereo then...

> I sort of did a mix and match once. I plugged my MegaSTE into
>my VCR with the above hookups, and then plugged my CD player into
>my VCR's audio inputs. That way, I videotaped myself playing
>a video game while "Jospehina" (Gene Loves Jezebel) played in
>the background.

> Come to think of it, you can use the above hookups to record an
>Atari 8-bit, and any other system that you would normally plug into
>the cable-in port of your TV - just plug it in the VCR and then
>plug the VCR to the TV, and voila!

> Hope this helps...

> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

The problem is, you get some signal deteriation.

Possible solutions :-
Use SCART.
Use a signl booster between the RF out and video.

cmp0141@uea.ac.uk

Ian B.

770. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 14:24:09 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02lg@tndb.UUCP>
Source record: 40618
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C1xv16.Kq@ucunix.san.uc.edu> mayfiej@ucunix.san.uc.edu (Josh) writes:
>
> I do a lot of disk swapping between my ST and my PC. I use a number
>of different devices and programs to format my disks. Recently, I no-
>ticed that different disks seem to read data at different speeds. I knew
>that the interleave of sectors can affect this but I doubted that this
>was the case for two reasons: 1.the write speed always seemed to be the
>same no matter which disk I used, and 2.I have never intentionally formatted
>a disk with a different interleave the default.

With floppies it's not a question of "interleave" but of "offset".
The two characteristics have similar reasoning but are quite different.

...

>
> Format Write Read
>Device Program Time Time Time
>---
>ST PS2FORM 1:23 0:49 0:34
>ST DCFORMAT 1:07* 0:48 0:33
>PC MS-DOS 1:35 0:48 0:41
>Sound Brush N/A 1:07 0:48 0:41
>
>* DCFORMAT requires that you write an MS-DOS boot sector to the disk after
> formatting if you want the disk to be PC compatible. This only takes a
> moment, however. Plus, you can only write the MS-DOS boot sector to disks
> formatted in 'normal' mode (not 'skewed').
>
> Interestingly, the PC took the longest time, overall. Although the
>write/read results were identical for the PC and Sound Brush, the PC took
>an extra 28 seconds to format! Of the Atari programs, the write/results
>were very close, however DCFORMAT took less time to format than did PS2FORM.
>(Of course, then you have to write the MS-DOS boot sector when using DCFOR-
>MAT, so the results are a bit closer. You will notice that ALL of the disks
>performed equally well during writing, but BOTH of the Atari-formatted disks
>took significantly less time when READING. This is important, since your
>computer generally reads more stuff than it writes.

The read time will be affected by the offset and whether the
offset is properly matched to the seek time. But for formatting, you
don't seem to realize something. DCFormat (and some other formatters)
don't verify. I wouldn't really want to use a formatter that doesn't
verify. Bad disks are actually pretty rare, but it happens. For 3.5"

floppies, which I've been using since I bought my 1040ST (just a little while after the 1040ST was first on the market). I've only had about 20-30 floppies that were either bad "out-of-the-box" or that went bad after some use. That's maybe around 1% of my floppies. But a I don't need the headaches of finding out I have a bad disk by losing important work.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

771. Falcon overscan and SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 14:28:42 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1993Feb11.142842.19240@cs.hw.ac.uk>
Source record: 40543

I was reading recently a re-posting of a John Townsend article which mentioned overscan on the Falcon. In it he said that if the user was using a SVGA monitor, then any program which used overscan would only display the centre part of the picture. This is good for compatability i suppose. However, I was using a program which displays some true colour overscan pics'. It works fine with a colour monitor, but produces nothing but a mess on the screen when used with my SVGA. What gives? The only thing that I can think of is that the program accesses the hardware directly instead of using the system call for overscan and this screws it up. Any ideas out there?

KEV.

772. MiNT/Toswin/Nice/etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 15:41:28 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1239@usdtsg.DaytonOH.NCR.COM>
Source record: 40619

I have a question regarding MINT/Toswin and Nice (renice).
Say I load in MiNT and GEM (i.e., nothing at the INIT= line of the
configuration). I then wish to run RZ.TTP in a Toswin window. However,
it (RZ) hogs up alot of processor cycles (and thus slows everything down
WAY too much). How would I go about renicing the processes (changing
the priority of this application) so that less processor time is
used up by that particular application. (assume I'm downloading to
a ramdisk - so speed there is not a factor).

Would I have to load in a CLI (like TC Shell) and then run NICE
or RENICE from there? I would guess I wouldn't *need* to do this,
except for the fact that I need to do a PS to find out the
process id to do the nice on. Or could I, in one command line,
run RZ.TTP and RENICE it in one Toswin window?

Any help would be appreciated.

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

(this was one of my gripes with MultiGEM - while I could run multiple
programs, I couldn't change priorities, and thus some things like
zmodem were taking up too much time slicing)...

773. Re: LaTeX and the EPIC/EEPIC libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 16:03:36 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Feb11.160336.12781@olymp.informatik.uni-bonn.de>
Source record: 40621

In article <1993Feb3.214507.12401@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>In article <1kp0jpINNq2q@geraldo.cc.utexas.edu> ifav503@ccwf.cc.utexas.edu (Brian Michalk) writes:
>>Does anyone use TeXDraw? I believe that the author abandoned the project
>>when it was nearly finished. I would take over the project, but I am
>>not fond of Pascal and I don't have a MiNT compatible Pascal compiler.
>
>Actually, it's Modula-2. I just acquired a Modula-2 compiler (The TDI
>one), and am going to see what to do about TeX-Draw just after I
>figure out the appropriate commands to make it work with GNU-Make. It
>should be quite practical, I expect.

It would be very very very useful if someone would go through the trouble
and convert it to C -- there's a Modula-to-C converter out there somewhere.
I suspect that it might be a lot of work though, since I don't know much about
Modula and haven't got a compiler for it I never looked into the TeXDraw
sources [even though I got them].

>I'd suggest taking a look around Comp.text.tex, for their FAQ. As far
>as using the tools on the Atari goes, it's a little difficult to find
>information.

Not really, since almost everything in the Atari TeX implementation is standard
-- the info is a little hard to find sometimes.

>I'd like to find out if the New Font naming System can be used with
>CS-TeX; it APPEARS not, but I'm not certain.

Yes, it can. I am no expert on this (like you, I just want to use more fonts
and maybe switch to the new standard, the DC fonts), and I have never tried
it on my own TeX installation, but I know for a fact that it does work.

I suggest you look for help in one of the TeX groups.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

774. PC HIGH DENSITY DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 16:20:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1743.724.uupcb@almac.co.uk>
Source record: 40622

I posted a message earlier this month about getting PC High Density drives for the ST. I have now found a company who can supply a small kit for the ST that lets it read and write to High Density disks.... Unfortunately...I don't have the address with me at the moment but stay tuned and I'll post it VERY soon...

Cheers all
craig
<craig.dunn@almac.co.uk>

775. Re: Other MiNT compiling problems (prgflags, strip)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 18:12:11 UTC
From: erlingh@storlind.world
Message-ID: <ERLINGH.93Feb11181211@storlind.world>
Source record: 40631

Is it at all possible also to distribute the update as a 'diff' from
mintlib25 to mintlib27 ?
That would be a great relief (atleast for me), as I always download
the sources and thus have to recompile. If the upgrade was distributed
as diffs, one would only have to recompile the changed files.

Cheers
Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

776. Re: Atari to VCR ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 18:21:38 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1ldueiEhkc@uni-erlangen.de>
Source record: 40548

cmp0141@sys.uea.ac.uk (I. Brown) writes:

>anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>>In article <813@muller.loria.fr> dillon@bergamote.loria.fr (Dillon Eric) writes:
>>>
>>> Hi !
>>>
>>> I need to record an animation on a video tape.
>>> Is there any solution, even in Monochrone ?
>>>
>>> (I've a 1040STE + Monochrome Monitor + TV)

It is an almost unknown fact, that all STE computers provide a standard
video signal at the monitor port. It is the SAME pin as the composite
sync! So just connect the composite video pin with the input
of your VCR and it will work in all color modes. Don't forget to connect
GND, too ;-)

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

777. Re: CeBit Dates ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 18:37:05 UTC
From: gutschk@obelix.uni-muenster.de
Message-ID: <1le6chINNalg@obelix.uni-muenster.de>
Source record: 40624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <runehy.52.729418215@dhhalden.no> runehy@dhhalden.no (RUNE HYLDMO) writes:
>In article <BRARDA-090293174338@128.141.55.206> BRARDA@VXCLIA.CERN.CH (Loic BRARDA) writes:
>>Does anybody knows the dates of the CeBit in Hannover in March ?
>
>It's March 24-31. I'm going there. Maybe Atari will show the Jaguar?
>

Hi,

I am not sure, if I will be able to go there, though I would really like to do so. Anyways, I guess, it would be a good idea, if some kind of meeting place for all InterNet-users could be agreed on --- I would suggest something along the lines of, every day at 12:00 anybody, who is interested in meeting those people he has been talking to by mail/news for years, should come to the entrance of the Atari press lounge.

Feel free to discuss this idea or come up with something more useful than this... :-) (Maybe, somebody could volunteer to keep a list of all InterNet-users who are going to come to CeBit...)

Markus

P.S.: This article has been crossposted to c.s.a.s.tech, in order to have it read by many

778. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 19:28:04 UTC
From: Marco_Fris@p11.f202.n281.z2.fidonet
Message-ID: <7b19bc00@p11.f202.n281.z2.fidonet>
Source record: 40626

In a message of <Mon 1 Feb 93 19:34>, Eric R. Smith (2:281/202.0) writes:

> The later versions of MiNT (including the version which has memory
> protection) are licensed only for source distribution, not for
> binary. Please respect these terms; if major copyright violations occur,
> then it is quite unlikely that Atari will give permission for its
> source code to be distributed in the future (nor will I be inclined
> to provide support for existing versions).

I don't quite get this. If someone agrees that his sources can be spread
around, what's the problem with distributing executables? I don't mean to
criticise anyone, but I just can't figure it out.

- Marco -

---
* Origin: ... and no one likes a stranger here... (2:281/202.11)

779. Request for FTP source for MiNT 0.99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 21:04:08 UTC
From: sbparker@infocom.co.uk
Message-ID: <774@infocom.co.uk>
Source record: 40627

I have read a number of articles recently talking about MiNT 0.99. This version would seem to offer quite a number of advantages to 0.95 which I'm currently using: in particular the memory protection.

Can any kind person give me details on where I might find the MiNT sources for FTP? Since I have never tried to FTP anything before (and will have to ask my nice SYSOPS to do it for me anyway), the more details you can provide the better.

Thanks in advance

Steve

--

```
------------------------------------------------------------------------
sbparker (Stephen B Parker) EMAIL --> sbparker@infocom.co.uk
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

780. Re: How to read system variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 21:49:00 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1993Feb11.214900.28631@news.th-darmstadt.de>
Source record: 40628

In article <2b73e13b@p15.f202.n281.z2.fidonet>
p15.f202.n281.z2.fidonet!Vincent_Partington@nextjk.wlink.nl writes:
>Hi everyone,
>
>How can I _periodically_ read the system variables in supervisor-only
>memory without hogging the CPU?
>If I switch to supervisor mode all the time, multitasking won't go well at
>all, so what are the other solutions that'll keep working OK with MultiTOS?
>
>Ta!
> Vincent
>
If you just wanna read a variable, the occasional Supexec can't really
hurt. I wouldn't go overboard there with adding VBL stuff or new Trap
vectors. The taskswitches in MultiTOS won't be that fast that you'd
notice the difference. it's only when you go into supervisor mode and
start calulating Mandelbrots or somesuch that will take more than ummm
lets say 1/2 Vblank (just to name something plausible) that you will get
users that are extremely pissed off at you.

Nat!
P.S. 1/2 Vblank is a LOT of time.
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Waltari - Torcha! VfL Bochum: "Unabsteigbar"

781. Re: 4 meg simm diy upgrade for 1040st?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-11 23:29:59 UTC
From: wmagro@uiuc.edu
Message-ID: <C2B5A0.9By@news.cso.uiuc.edu>
Source record: 40547

In article <110033@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>Has anybody done a do-it-yourself upgrade on a 1040st with a single 4
>meg simm? My brother would like to do this, and thought somebody might
>have an easy upgrade.
>Thanks,
>Steve
><selick@csa.bu.edu>

This will not work. A 4 meg simm has 2 more address lines than a 1meg simm. The atari does not have these signal. Also, a SIMM is 8-bits wide, whereas the ST's 68000 accesses memory in 16-bit chunks. Any memory in the st requires 16-bit path, so _two_ simms is the minimum. This explains the possible memory configs of the ST. Two banks of memory, each bank can contain 16bits of 256k or 1M chips (some say 128k as well...). Thus:

```
Bank 1 Bank 2 Total
---------------------------
256kx16 empty 512k
256kx16 256kx16 1M
1Mx16 256kx16 2.5M
1Mx16 1Mx16 4M
```

Of course, you can swap the banks on some machines. There are also some weirdnesses associated with various MMUs that atari has made that prevent the use of some combinations.

Now for some useful information. You can upgrade your machine with 2 or 4 one meg SIMMs. My method was to take a pair of wire snips and cut my old memory off the board. Then I unsoldered the pins and ran the signals to the appropriate pins on the SIMM. Voila! 2.5 Meg, in my case. I just came across my notes, with the SIMM pin numbers and the signals on each old memory chip socket. You might look on an archive, though, as there are walkthroughs much better than any info I could throw together.

--
William Magro NeXTMail welcome
wmagro@uiuc.edu

782. Disk recovery

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 00:01:56 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1993Feb12.000156.24745@galileo.cc.rochester.edu>
Source record: 40633

One of my floppy disk just went corrupted. The drive still
read it but from the desktop, all the filenames become junks.
I have heard that there is a second copy of FAT stored in
a disk. Can someone tell me if I can copy that backup copy
to the currupted copy and how? Where are the 1st FAT and
the 2nd FAT located in a disk? My disk was formatted
80 track 10 sectors.
Thanks!
...
Ling Cherd
e

783. Some progress but still problems with 5.25 inch drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 00:30:15 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <84399@hydra.gatech.EDU>
Source record: 40549

The problem didn't turn out to be one with the drive select line as I suspected and a few of you informed me about. There were two problems. First, it appears the the WD1772 in my Mega STE and the output buffers (if any) on the line ports couldn't handle two drives. Great, huh? The other had to do with isolation between the +5V and +12V of my power supply. A couple of rectifiers solved that problem but drop my supply voltages by 0.7V or so. Now the drive gets selected and the motor spins, but I only get bad disk or write protect on error messages when I try to access it via GEMDOS.

Could it be that the drive has been damaged by the lack of isolation between the power lines? Has anyone else had to add buffers to all lines between the floppy port and the drive? In order to get this far I've had to buffer pins 2(side select), 5(drive select), 8(motor on), and pin 9 (direction in)). I've tried buffering some other lines but it didn't make any difference.

Any comments will be appreciated.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

784. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 01:09:39 UTC
From: ken@isgtec.com
Message-ID: <4212@isgtec.isgtec.com>
Source record: 40634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jimomura.02lg@tndb.UUCP> jimomura@tndb.UUCP (Jim Omura) writes:
> ...
> DCFormat (and some other formatters)
> don't verify. I wouldn't really want to use a formatter that doesn't
> verify.

Right. That's why you should be using Twister 2.2 (from one of the
last Start mags). It does very thorough verifying and error checking.
I should know. :}

> I've only had about
> 20-30 floppies that were either bad "out-of-the-box" or that went bad
> after some use.

Yipes! That many! I have had maybe 1 or 2, out of hundreds. Many of which
I don't use much, though... I haven't even had trouble formatting some
SS disks to be DS.

> That's maybe around 1% of my floppies.

What?! You have 2000 floppies? One or more of your numbers must be a
bit off. :}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

785. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 02:54:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12037@uqcspe.cs.uq.oz.au>
Source record: 40635

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>I don't agree. Have you ever seen the SUN VIEW scroll bars where the mouse
>follows the scroll bars?

Yes. And I hate it. Add my voice to the "Leave My Mouse Alone" chant. It's
bad enough when programs popup forms/dialogs under the mouse rather than in
a set position (didn't any of them read that paper which says users can only
learn to use an interface if it doesn't change all the time).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

786. Re: Other MiNT compiling problems (prgflags, strip)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 03:58:09 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb11225809@kropotkin.gnu.ai.mit.edu>
Source record: 40636

In article <ERLINGH.93Feb11181211@storlind.world> erlingh@storlind.world (Erling Henanger) writes:

>Is it at all possible also to distribute the update as a 'diff' from
>mintlib25 to mintlib27 ?
>That would be a great relief (atleast for me), as I always download
>the sources and thus have to recompile. If the upgrade was distributed
>as diffs, one would only have to recompile the changed files.

Patchlevel 27 of the library will be a full source release (if I release it for general use at all; that I'm leaving up to the testers). Future releases will be available as diffs, full source, and binary (hopefully.)

Recompiling only changed files in the library is non-trivial because of all the different library models (short/long ints, floating/integer libs, absolute/base-relative).

If I can get onto a dialup I can actually upload to (you don't wanna know how strange my net connectivity is) tonight, I'll be sending out patchlevel 27 to the mailing list (yes, it's finally ready!)

cheers,
entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

787. Re: MiNT/Toswin/Nice/etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 04:06:31 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb11230631@kropotkin.gnu.ai.mit.edu>
Source record: 40637

In article <1239@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> I have a question regarding MINT/Toswin and Nice (renice).
>Say I load in MiNT and GEM (i.e., nothing at the INIT= line of the
>configuration). I then wish to run RZ.TTP in a Toswin window. However,
>it (RZ) hogs up alot of processor cycles (and thus slows everything down
>WAY too much). How would I go about renicing the processes (changing
>the priority of this application) so that less processor time is
>used up by that particular application. (assume I'm downloading to
>a ramdisk - so speed there is not a factor).

In a toswin shell window, type:

nice -20 rz

to run rz at the lowest priority. You do not need to start it and
then change its priority if you do it this way.

Some versions of rz also eat all available memory, so you may want to
do:

limit -M 1024k nice -20 rz # I think that's the right syntax for limit

You of course need limit.ttp and nice.ttp. I believe Eric supplied
versions of these in the mint utilities.

cheers,
entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

788. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 08:10:57 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <y9muyB3w165w@sys6626.bison.mb.ca>
Source record: 40638

> Why do we talk about the power of pc and falcon? The pc *IS* faster - and may
> cheaper. I don't like the pc, I don't the the ancient MS-DOS and the kidding
> WINDOWS. I think the OS-structure of MultiTOS will be much better than DOS+WI
> But if I had to spend about $2000 for a good Atari, I've to think about a goo
> PC (not for games!!!!) for about $1000, too.
>
> Any ideas?
>
> God save the falcon - ketchup

The pc is not faster. The momment you start loading anything into it it
slowwwwwwwssssss.
The pc hasn't undergone any serious architectural development in ages.
All it really has is a bunch of better chips to make up for bad design.

You really can't compare the two properly. Open verses closed arch. OS on
chip verses OS on disk.

Any given IBM pc is usually a mismash of clone parts and periphels.
All ST are basically the same.

give it up guys. It's just politics you're arguing. Trying to make out
like you wer'nt the one who may have made the dumb purchase.

Give it ten years and they'll all be archaic pieces of trash. No matter
who made them.

789. Ghostscript -> .GEM Metafile device.....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 11:18:15 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C2C22G.6o0@newcastle.ac.uk>
Source record: 40639

I have just been looking at the ghostscript sources, and am wondering if anyone else has attempted a .GEM device before I have a go myself.

I have a CAD package (Galaxy CAD) which only outputs postscript, and would like to use the drawings (which are very high quality) in Calamus / Pagestream as vector files so that I can resize them easily (I'd rather avoid .IMG format as bit images don't scale well).

My initial thoughts were to modify the stvdi device code to open a META.SYS device (only under GDOS for this one) instead of a screen device and let the stvdi code write out as usual. Can anyone see any problems with this ?

IMHO a postscript to .GEM file convertor would be quite useful to the world at large as well as to me.

Comments & sugestions please...

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

790. Problems with MiNT 0.99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 11:37:45 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <C2C2yx.BE1@dcs.ed.ac.uk>
Source record: 40640

Hello,can anyone please help me ? I compiled MiNT 0.99 on my
TT on wednesday,and while the compilation went fine,and produced a
working version of MiNT030.prg,I am having problems with the memory
protection that Mint 0.99 has added.For example on my system ls.ttp
no longer runs - I get a 'Memory violation type super' error and
EMACS v18.57 produces a similar error when you try to save anything.
Is there anything I can do to get these programs to run ok?
I tried removing the memory protection by following the notes
in memprot.c and setting int no_memory_protection=1; but when I
recompiled this,I got a version of Mint030.prg which printed "Sorry,
this version of Mint need s a 68030 to run"!!!!!!

I also would like to know how exactly I can get at the screen
directly from my programs,without being smacked by the MMU as I am
trying to write a set of fast graphics calls that will probably live on
Trap #7.

I really hope that someone out there can help me,

Cheers ,Joe.

P.S. I am using GCC 2.xx from the Mint distribution kit.

791. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 12:51:25 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.729521485@rw8.urc.tue.nl>
Source record: 40541

elric@nx35.mik.uky.edu (chris dotson) writes:

> Interesting. Do all the SIMMs have to be the same speed, anyone?
> If no one knows, I can open my STe and pop in a 120ns amongst the 100ns and
>see what happens. I had visions of using it as a backup, but that may not work,
Well at least in my 1040STF it won't work. The shop that fitted my
SIMMs had some problems at first when testing the thing with 4 Mb (I
only have 2.5 installed...) because they first used two different sorts
of SIMMs. But I am always interested in the effects of these things so
please let us know.

Erlend.

792. Re: Ghostscript -> .GEM Metafile device.....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 13:24:12 UTC
From: "Gerry O'Rourke"
Message-ID: <1993Feb12.132412.25759@bmers95.bnr.ca>
Source record: 40542

In article <C2C22G.6o0@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>I have just been looking at the ghostscript sources, and am wondering if anyone
>else has attempted a .GEM device before I have a go myself.
>
>I have a CAD package (Galaxy CAD) which only outputs postscript, and would like
>to use the drawings (which are very high quality) in Calamus / Pagestream as
>vector files so that I can resize them easily (I'd rather avoid .IMG format as
>bit images don't scale well).
>
>My initial thoughts were to modify the stvdi device code to open a META.SYS device
>(only under GDOS for this one) instead of a screen device and let the stvdi code
>write out as usual. Can anyone see any problems with this ?
>
>IMHO a postscript to .GEM file convertor would be quite useful to the world at
>large as well as to me.

Several months ago,I was looking for the opposite ie. a GEM to Postscript converter,but found nothing suitable. I wanted to convert GFA draft files saved in GEM format to PS files for printing on a apple laser.

I think it would be useful for other packages that use GEM format, but don't provide printer options.

Gerry O'Rourke

E-mail gigxr01@nt.com

>
>Comments & sugestions please...
>
>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>BAe Space Systems || Phone : (UK) 091 2737650
>Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
>-----------------/__\---
-
> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
>

793. Re: German Programs and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 13:53:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A10964@HH.maus.de>
Source record: 40544

cfaehl@polaris.unm.edu on Mo, 08.02.93 21:41 in CS.ST.TECH
>I've got a bugaboo with a lot of German GEM programs and their usage of GDOS.
>Specifially, the programs don't seem to recognize any GDOSfonts. The
>offenders are Connect 1.91, 7_up, Everest 2.0, and qed 3.02. I've tried

This is due to the german sense of order. We always want everything to look uniform, so do our GDOS fonts. All characters must have the same width.

The real answer to your problem ist, that all these programs are Editors or terminal emulations. Writing such programs in a way, that they work with proportional fonts, is very hard work. Personally i don't see any benefit from using proportional fonts in editors or in a terminal emulation.

So, if you only use proportional fonts for your DTP applications, the german programs don't give you access to them. You must also have some monospaced fonts in your ASSIGN.SYS (and the GEMSYS folder), f.e. ATTP10.FNT.

Greetings, Hayo Schmidt

Hamburg, Germany Hayo_Schmidt@hh.maus.de

794. Interupts and PCM sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 13:53:18 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb12.135318@cs.bham.ac.uk>
Source record: 40545

Hi!

About a year ago I got hold of a SoundTracker player for the STE that ran on the Timer interrupts. Timer B I think... [the one that reacts to the PCM soundchip]

I've made loads of changes to it but it crashes from time to time when other things are going on. Then I noticed something wierd in the programming. The interrupt software ran like this:

Start of interrupt
Clear interrupt flag
Do code
End interrupt

Now surely this means that the interrupt could be interrupted by itself? So I moved the clear instruction to the end of the code. All well and good but the code is long enough to naff up kbd and mouse actions. So for the time being I have returned the clear to the start and I now set my own flag to say that the code is running. If the interrupt is called during this, it acknowledges it and RTE's.

It work's quite well... If the system load is high then the music slows down, which is good. But it's not the proper way to do it!

Can someone tell me how to do it properly, please? Can you raise the priority of ikbd handler to above the one I'm using?

Thanks in advance...

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

795. LaTeX and other STuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 16:50:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Feb12.165012.8899@csi.uottawa.ca>
Source record: 40546

In article <1993Feb11.160336.12781@olymp.informatik.uni-bonn.de>
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <1993Feb3.214507.12401@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher
Browne) writes:
>>Actually, it's Modula-2. I just acquired a Modula-2 compiler (The TDI
>>one), and am going to see what to do about TeX-Draw just after I
>>figure out the appropriate commands to make it work with GNU-Make. It
>>should be quite practical, I expect.
>
>It would be very very very useful if someone would go through the trouble
>and convert it to C -- there's a Modula-to-C converter out there somewhere.
>I suspect that it might be a lot of work though, since I don't know much about
>Modula and haven't got a compiler for it I never looked into the TeXDraw
>sources [even though I got them].

p2c may be able to do some translation; it could be more trouble than
it's worth. At "best", the program (p2c) is ENORMOUS, and it is
probably a problem just to get IT compiled.

I'm not doing anything on it THIS month in any case.

>>I'd suggest taking a look around Comp.text.tex, for their FAQ. As far
>>as using the tools on the Atari goes, it's a little difficult to find
>>information.
>
>Not really, since almost everything in the Atari TeX implementation
>is standard -- the info is a little hard to find sometimes.
>
>>I'd like to find out if the New Font naming System can be used with
>>CS-TeX; it APPEARS not, but I'm not certain.
>
>Yes, it can. I am no expert on this (like you, I just want to use more fonts
>and maybe switch to the new standard, the DC fonts), and I have never tried
>it on my own TeX installation, but I know for a fact that it does work.

I certainly stand corrected. I got it to work, and likewise for
AMSLaTeX, and the AMS Fonts. The next thing is the mfpic system, that
generates pictures/graphics using MetaFont, with the MF code generated
using TeX macros.

It works, and allows one to avoid the use of \special commands, as the
graphic is turned into a character in a generated font, which means
that it's really not anything "\special".

Does anybody have a program that generates vector graphic objects,
preferably that a) knows something about bezier curves, b) (major

bonus:) outputs information as a text file, and c) Is a GEM App?

Should I start looking at GDOS Meta-files?

A GOOD GEM-based program whose output can be translated to mfpic could provide a nice, clean way of producing PORTABLE graphics that can be handled by any version of TeX.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

796. Re: Ghostscript -> .GEM Metafile device.....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 19:26:50 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Feb12.192650.29006@cs.yale.edu>
Source record: 40550

Gerry O'Rourke wrote:

: Several months ago,I was looking for the opposite ie. a GEM to Postscript
: converter,but found nothing suitable. I wanted to convert GFA draft files
: saved in GEM format to PS files for printing on a apple laser.

PostScript drivers for GEM exist (one is distributed with Timework's
Desktop Publisher, I know). You can easily write a program to execute
a metafile on an arbitrary device. Combine the two, and you've got a
GEM-->.PS converter. The PostScript you get out won't necessarily be
easily readable, but it will be something. Please forgive me if
you've already investigated this option.

--- Bob

797. Re: Partition size on minix-fs (was: Re: MiNT Distribution Kit installation info.)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 19:32:12 UTC
From: anneklin@acs.bu.edu
Message-ID: <110227@bu.edu>
Source record: 40551

In article <0026.02.93@troja.IN-Berlin.DE> root@troja.IN-Berlin.DE (Stefan Schober) writes:
>sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>
>>To successfully install
>>a minixfs partition, you'll need at least 9Mb or so of space for the
>>programs/compiler etc. on your chosen partition AND (this is what was
>>left out) 512-byte sectors on that partition. For most of us I believe
>>that means a partition of less than 16Mb, unless you can tell your
>>software to specifically format as 512-byte sectors on a > 16Mb
>>partition. I *think* ICD has this. I'm not sure.

The question is TOS 1.0 compatibility--1.4 and up will take up to 32MB as a single partition with 512byte sectors.

>You can be sure. Actually I am running a 28MB minix fs, where GNU-C
>resides. This partition was installed using the ICD formatter. And of
>course, it consists of 512byte-sectors.

I once ran, though I am not running now, a 40MB partition with 512byte sectors--the information pertaining to doing so is in the minit documentation. It was pretty neat, but I had too many niggling problems with TOS programs that weren't quite totally happy with MiNT--which I had to have to access the partition. So I had to return to a (mere :-) TOS partition.

It wasn't terribly hard, if you have a sector editor, and can change the information in S0,T0. It helps to have some sort of documentation about what exactly you're changing (like the Atari DevDocs).

Mike.

798. Error unpacking arp68-book.zoo

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 20:28:48 UTC
From: jrt@hardy.u.washington.edu
Message-ID: <1lh1a0INNi76@shelley.u.washington.edu>
Source record: 40552

I am informed of a bad decode table while using zoo under Ultrix
to unpack arp68-book.zoo, which I downloaded from the umich.archive,
or one of its mirrors.

Any Ideas,.............................

jet

799. What is wrong with my 1040 STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 21:42:52 UTC
From: darkstar@u.pathology.washington.edu
Message-ID: <1lh5ksINNooe@shelley.u.washington.edu>
Source record: 40553
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a 1040 STe with 2 megs. It has an intermittant problem: sometimes the display freezes, the keyboard does nothing, etc. When I turn in off and on again, or press the reset button, sometimes it reboots, and sometimes the screen stays completely dark. Sometimes it cures itself quickly (5 minutes), and sometimes it takes a day, and sometimes a trip to the Atari doctor, who can find nothing wrong.

We were told by one Atari doctor that this is caused by a chip working loose from its socket. I've tried taking the covers off and pressing the chips down - again, sometimes this works, sometimes not.

Can anyone suggest to me what might be causing this annoying problem, and how to alleviate it? It's driving me nuts. Replies by email please - thanks.

--

Alden F.M. Hackmann University of Washington
darkstar@u.washington.edu Department of Pathology

"You can know, even for a moment, that it's your turn,
that you can walk with the power of a thousand generations" - Bruce Cockburn

800. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 22:26:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.946888@cix.compulink.co.uk>
Source record: 40554

In article <A61093@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writes:
>b>I plan on installing Overscan3 from a.a to my 4 meg STE. Does anyone know
>b>if there is any difference installing it to STE then ST?
>
>The difference is: It doesn't work on STEs. The signal Overscan modifies is no
>longer available on the PCB of STE computers; the two chips that used this
>signal have been integrated into one.

Are you refering to the mmu/blitter ? If so then this was only the case
with some STEs. Otherwise, you may be right.

Adam.

801. argv[0] question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 22:46:26 UTC
From: elvis@watserv.ucr.edu
Message-ID: <26099@galaxy.ucr.edu>
Source record: 40557

Hi,
I was wondering if some kind soul out there could help me with a problem.
I'm working on a program, and need to load in a config file. I'd like to have
this file in the same directory as the program, so I thought I would try using
argv[0], which I believe is supposed to contain the name of the program that
is being executed (I wasn't sure if it included the full path, or just the
program name, but thought I'd find out). However, argv[0] is always empty.
If I pass arguments to the program argv[1] - argv[whatever] work fine, giving
me the arguments that I pass to it, but argv[0] is still empty.
My next thought was to use the current directory, but that did not work as
I hoped either. I thought that the current directory should be the the one of
your top window at the desktop, but this does not seem to be the case.
Normally the path (when I use Dgetpath() (or is it Dgetdir()?)) is blank,
so that it goes to the root directory of the current partition (the drive is
correct, giving me the letter for the current window). All this leads me to a
few questions:
Am I doing something wrong with argv? Should argv[0] be the name of
the program?
Under what conditions does the current directory get set?
Is there another (better?) way to tell where my program is being run
from?
Any help would be appreciated,
Andrew Cullum (elvis@watserv.ucr.edu)

802. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 23:00:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lha5tINN69g@elroy.jpl.nasa.gov>
Source record: 40555
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb9.173012.19228@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>In article <75206@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>John Richardson asked about using a math coprocessor in an ST...
>>
>>As you surmised, programs MUST be specially compiled to take
>>advantage of a math coprocessor chip.
>>
>>The number of programs available for the ST which can use a
>>math coprocessor is virtually zero.
>
>Pure C does have support for the math coprocessor; GCC has support for
>the TT (and presumably Falcon) 68881 installations. Unfortunately, on
>the Mega ST, the coprocessor is installed differently, and fairly
>incompatibly.

All of the co-processor add-ons I've seen are compatible with the Atari SFP004 specification, which is supported by the GCC library. In total, the GCC library implements floating point arithmetic 3 different ways - plain 68000 code, SFP004 compatible code, and native 68881 code (which is really only usable by 68020 or 68030-based systems).

Since it's now apparent that we can implement a Line-F emulator to allow any program to use the floating point instructions directly, the question now becomes - how do we specify things in the _FPU cookie? We need values that mean "no FPU, 68000 emulator installed" or "SFP and emulator installed" in addition to "no FPU code at all" and "FPU in coprocessor mode installed"...

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

803. Re: Partition size on minix-fs (was: Re: MiNT Distribution Kit installation info.)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-12 23:12:16 UTC
From: erlingh@storlind.world
Message-ID: <ERLINGH.93Feb12181216@storlind.world>
Source record: 40556

In article <0026.02.93@troja.IN-Berlin.DE> root@troja.IN-Berlin.DE (Stefan Schober) writes:

Path: ugle.unit.no!aun.uninett.no!sunic!mcsun!Germany.EU.net!news.netmbx.de!unlisys!troja!root
From: root@troja.IN-Berlin.DE (Stefan Schober)
Newsgroups: comp.sys.atari.st.tech
Distribution: world
Date: 10 Feb 93 08:49:38 GMT
References: <1993Feb8.182541.14063@sol.ctr.columbia.edu>
Organization: the deep black hole
Keywords: MiNT MDK Kit
Lines: 18

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>To successfully install
>a minixfs partition, you'll need at least 9Mb or so of space for the
>programs/compiler etc. on your chosen partition AND (this is what was
>left out) 512-byte sectors on that partition. For most of us I believe
>that means a partition of less than 16Mb, unless you can tell your
>software to specifically format as 512-byte sectors on a > 16Mb
>partition. I *think* ICD has this. I'm not sure.

You can be sure. Actually I am running a 28MB minix fs, where GNU-C
resides. This partition was installed using the ICD formatter. And of
course, it consists of 512byte-sectors.

>Sorry this wasn't included - My partition size is ~15Mb, so I didn't
>come across it. The reason is that 'minit.ttp' needs 512-byte sectors.

Well, actually minixfs also handles 1024 byte sectors, cause this is
what I use. It works great on my two ~60 Mb minix-partitions.
I partitioned the drive with hdx, thus I ended up with 2048 byte sectors.
"All" you have to do is edit the bootsector to give twice as many
sectors and half the size on sectors. (If you want to use it as a FAT-
partition, you'll also have to quadrople the number of sectors for FAT)
I then zero'd the partition whith HDX, and minit'ed them.

This has been working great for me and AHDI the last year or so.

Note that you'll have to have tos >= 1.04 to do this !

Cheers
Erling
--
_______ _____ o ____ Erling Henanger

```
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Si nei til Intel.
```

804. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 02:50:54 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1240@usdtsg.DaytonOH.NCR.COM>
Source record: 40567

In article <7b19bc00@p11.f202.n281.z2.fidonet>
p11.f202.n281.z2.fidonet!Marco_Fris@nextjk.wlink.nl writes:
>
>I don't quite get this. If someone agrees that his sources can be spread
>around, what's the problem with distributing executables? I don't mean to
>criticise anyone, but I just can't figure it out.
>
> - Marco -

Well, the number one reason is that HE owns all COPYrights, and it is
his (and Atari's now) RIGHT to tell what is allowed and not...

As for why would this be done, probably because if you're compiling
it, then there's a good chance you're a programmer (at least enough to
know what to do with a Makefile), and so MiNT is really being tested by
other programmers. Releasing the executables says that this is a
product that is to be USED by all, rather than just TESTED by all...

Of course, no doubt I'll be clarified on the comments (no flames
please, just corrections!) but this is what *I* would assume...

MiNT has always seemed to have been a "beta" type of release,
in continual testing mode. MTOS is more of the actual product of
this testing. MTOS *will* be out with the American release of the
Falcon, and thus by then you will probably be able to obtain the
official "product" (either buy, if it's commercial, or copy if it's
released freeware)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

(enough thinking for me - my head hurts :-)

805. Re: argv[0] question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 03:47:45 UTC
From: mgm@world.std.com
Message-ID: <C2DBvL.5D1@world.std.com>
Source record: 40569

I haven't tried reading argv[0], so I'm not sure about this. I'm sure different languages could treat it differently.

However, if you *just* want to read a config file, there's an easy way out. Just include the filename ONLY in the open statement, i.e. fopen("qwerty.dat","r"); - and the user will be responsible to make sure that the file is in the current directory when the program runs. Under normal circumstances (i.e. double-clicking from the desktop) it will be the directory the program is in anyhow.

--
~`~`michael moncur - mgm@world.std.com / sysop@onlybbs.via.mind.org ~`~`

806. Re: Problems with MiNT 0.99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 05:40:49 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb13004049@kropotkin.gnu.ai.mit.edu>
Source record: 40564

In article <C2C2yx.BE1@dcs.ed.ac.uk> jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
> Hello,can anyone please help me ? I compiled MiNT 0.99 on my
>TT on wednesday,and while the compilation went fine,and produced a
>working version of MiNT030.prg,I am having problems with the memory
>protection that Mint 0.99 has added.For example on my system ls.ttp
>no longer runs - I get a 'Memory violation type super' error and
>EMACS v18.57 produces a similar error when you try to save anything.
>Is there anything I can do to get these programs to run ok?

Sounds like your ls.ttp was linked with the mint libraries before
patchlevel 25. Patchlevel 25 of the libraries fixed a bug in the
directory handling routines that sounds like the problem you
described. Since Emacs also accesses directories, it has the same
problem.

> I tried removing the memory protection by following the notes
>in memprot.c and setting int no_memory_protection=1; but when I
>recompiled this,I got a version of Mint030.prg which printed "Sorry,
>this version of Mint need s a 68030 to run"!!!!!!

Humm, try commenting out the code that checks what kind of cpu you
have :-). I dunno the name offhand, but there's a call to the routine
right at the beginning of main(). I don't have the source right in
front of me, but I guess what's happening is one of the checks for
whether you're on an 030 is losing when memory protection is off.

> I also would like to know how exactly I can get at the screen
>directly from my programs,without being smacked by the MMU as I am
>trying to write a set of fast graphics calls that will probably live on
>Trap #7.

Is the MMU "smacking" you even when calling in supervisor mode?
Try wrapping your code in "old_usp = Super(0L); code ; Super(old_usp)"
but don't do this when installed as a trap handler (you'll already be
in supervisor mode while handling the trap)

> I really hope that someone out there can help me,

I hope my guesses help, I'm still on a cranky old STf so I may be way
off base on how the 030/MMU really work...

cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for

Programming Freedom! Write to lpf@uunet.uu.net for more information.

807. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 05:50:54 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb13005054@kropotkin.gnu.ai.mit.edu>
Source record: 40565

In article <7b19bc00@p11.f202.n281.z2.fidonet> Marco_Fris@p11.f202.n281.z2.fidonet writes:

>In a message of <Mon 1 Feb 93 19:34>, Eric R. Smith (2:281/202.0) writes:
>
> > The later versions of MiNT (including the version which has memory
> > protection) are licensed only for source distribution, not for
> > binary. Please respect these terms; if major copyright violations occur,
> > then it is quite unlikely that Atari will give permission for its
> > source code to be distributed in the future (nor will I be inclined
> > to provide support for existing versions).
>
>I don't quite get this. If someone agrees that his sources can be spread
>around, what's the problem with distributing executables? I don't mean to
>criticise anyone, but I just can't figure it out.

The idea is if you aren't clueful enough to be able to compile the
system, you shouldn't be running a beta version of an operating
system.

MiNT versions after 0.95 are beta versions of MultiTOS and are
provided free in source code form as a COURTESY of the author, who
stuck his neck out for the rest of us to be able to even do this much.

PLEASE do not violate these terms, if you really need a binary version
go ahead and use the binaries for version 0.95.

Disclaimer: I don't speak for Atari, I don't speak for Eric, and I
only occasionally speak for myself.

TANSTAAFL,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

808. MFM hard drive on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 11:45:19 UTC
From: linda@cs.su.oz.au
Message-ID: <1993Feb13.114519.14160@cs.su.oz.au>
Source record: 40558

I have a spare 40Mb MFM hard drive (an old Seagate ST251). I would like to hook
it up to the atari. What products exist to do this (if any)? I realize there
is a problem in that the adapter will have to do arithmetic to translate the
sector number the atari gives to heads/cylinders/sectors etc, and thus will
have to be configurable for different drive geometries. Ugh. Any ideas?
Thanks,
David Monro
(Please reply by email to linda@cs.su.oz.au)

809. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 14:25:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A64902@K.maus.de>
Source record: 40559

e>>The slowest SIMMs you can use are 150ns. 70s, 80s, and 100s are the most
e>>common and you can use any of them (of the same speed) in your STE.
e>
e> Interesting. Do all the SIMMs have to be the same speed, anyone?

No, every single one has to be fast enough. They don't have to be the same
speed or manufacturer. One can even mix up 9-, 3- and 8-chip types.

810. Re: Tos 4.01

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 14:27:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A64903@K.maus.de>
Source record: 40560

f>Does anyone have Tos 4.01 or newer. I've only got 4.00 so
f>I'm interested in an upgrade... (I need only the tosdumps
f>since I modify my Tos)

If you have a Falcon with TOS 4.00, then refer to Atari for an upgrade.

If you don't own a Falcon, nice try :-) but don't expect any support here.

811. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 14:29:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A64904@K.maus.de>
Source record: 40561

```
i> Just plug the new x/y values into the Line-A data structure's g_cur_x and
i>g_cur_y locations. Do it only when the mouse has been turned off via a

LineA is a big NO-NO !!!

The proper way to do the improper thing (placing the mouse is generally
considered no good by the users!) is:

- Set up the appropriate event array as if appl_trecord() had recorded a
mouse movement
- use appl_tplay() to "replay" the mouse movement.
```

812. Re: Tos 4.01

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 14:33:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A64905@K.maus.de>
Source record: 40562

g>You see, I've been trying to upgrade my TT to 3.06/1.44fd for, oh, about 5
g>months now, with little success. The local dealer I've been dealing with
g>still
g>hasn't managed to find a supplier that has the damned thing in stock.

Boy, that should be really easy.

Atari sells a complete upgrade kit for DM 398,- here in Germany.

It consists of a 1.44 meg drive mech (Epson SMD340), an AJAX floppy controller
chip and TOS 3.06.

That one should be available from all Atari dealers...

- Peter -

813. Re: German Programs and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 14:44:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A64906@K.maus.de>
Source record: 40563

c>I've got a bugaboo with a lot of German GEM programs and their usage of
c>GDOS.

All the programs you mentioned cannot use proportional fonts. Try the
CONNECT.FNT and CONNLIGH.FNT that came with Connect; install them into your
ASSIGN.SYS file, reboot and there you go.

It definitely works with FontGDOS, that's exactly what I have here...

814. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 14:45:40 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Feb13.104540.11196@ac.dal.ca>
Source record: 40571
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4212@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
> In article <jimomura.02lg@tndb.UUCP> jimomura@tndb.UUCP (Jim Omura) writes:
>> ...
>> DCFormat (and some other formatters)
>> don't verify. I wouldn't really want to use a formatter that doesn't
>> verify.
>
> Right. That's why you should be using Twister 2.2 (from one of the
> last Start mags). It does very thorough verifying and error checking.
> I should know. :}

I'm quite sure DCFormat 3.02 *does* (optionally) do a verify pass; I always used to select verify on when I used it for formatting. It also claims, if it finds bad sectors, to mark them as bad. However, I've never been convinced that this actually does any good under TOS - anybody know?

John

815. Re: argv[0] question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 15:53:08 UTC
From: bobf@flint.geology.yale.edu
Message-ID: <1993Feb13.155308.9581@cs.yale.edu>
Source record: 40572

What ends up in argv[0] depends on the shell you're running and the startup code in your program (i.e. the compiler you're using). Some combinations of shell/startup code _do_ put the name of the program in argv[0]. I know that Mark William's shell & compiler do, and probably the GNU-stuff does, too.

--- Bob

816. Looking for RF modulator documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 17:05:44 UTC
From: sjohn@zardoz.ece.cmu.edu
Message-ID: <C2ECtM.DAy@fs7.ece.cmu.edu>
Source record: 40566

I acquired an RF modulator box from an Atari ST. I want to use it in a project of mine, so I need some information about it. I figured out what about 1/2 the pins on the device do, but I'm still in the dark about the others.

The device in question is a small metal box approx. 2 1/2" by 3 1/4" in size with an RCA jack and a switch at one end and 10 pins for attaching the device to a PCB at the other end. The bag it came in has the following information:
PRS015
520/1040 RF Modulator
P/C: 000080
C/C: S-CONNECT

There's also a label with the designations C070491 and 163T on one side.

I'm looking for the pinouts and the electrical characteristics (voltage ranges, waveforms, etc) of the inputs, or at least a pointer to a source for such information.

Any help would be greatly appreciated.

Thanks.

- John Sasinowski

817. Re: Word Processing in Chinese

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 19:02:16 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Feb13.190216.10286@ousrvr.oulu.fi>
Source record: 40574

In article <C1JzAw.L22@ecf.toronto.edu> giggey@ecf.toronto.edu (GIGGEY
Mike S) writes:
> I have heard that there is a word processor for the atari St that uses
the chinese character set.
>
> Does anybody know where to find it or what it is called?
>
>
Anyone know if there is a Japanese text editor available for the ST?

818. MAN and JOVE problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 21:06:57 UTC
From: dud@stein.u.washington.edu
Message-ID: <1ljnthINNr84@shelley.u.washington.edu>
Source record: 40568

After installing everything with the MiNT distribution kit, there have been a few quirks in my system that I've been trying to iron out. I use TCSH in TOSwin. Maybe someone out there can give me some enlightenment...

Until yesterday, MAN didn't work. It couldn't find the directory. I finally found out the problem was that I had "setenv MANDIR /usr/man" instead of "setenv MANPATH /usr/man" in my mint.cnf file. Well, now "man ls" works, but nothing else does! For example, when I type "man tcsh" or "man man" or "man jove" it says:

Formatting file. Wait...Aborted (sorry)

Everything except "man ls" does this. I can't understand it...

The other problem is with Jove (the Emacs clone). For some reason it tries to save the autosave file to "d://tmp/". I have my TMPDIR environment variable set to u:/tmp. I don't know how it gets to drive d, and I don't know what's up with the extra "/" in there. In any case, it can't create the file, so autosave is always aborted.

Any insight to either of the above problems will be greatly appreciated!

Thanks,

Dan Aylward
dud@u.washington.edu

819. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 23:35:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A65043@K.maus.de>
Source record: 40570

Hi Julian!

j>This is exactly what I like with TOS and MultiTOS: good integration of
j>graphically oriented and text mode programs

So do I, but:

j>If TOS wouldn't do that for me, I'd probably switch to the Mac.

I've never heard of a Text mode in the MAC-OS, paralleling the TOS mode on the
ST. So why would you switch to a MAC. Or did I misunderstand something?

j> especially when running a decent environment like Gemini.

YES!!! Never ask! Use it!! ST user's friend!!! :-)

Greetings,
Andreas

MAUS-->: Andreas Hoffmann @ K
INET-->: Andreas_Hoffmann@k.maus.de

820. Re: Word Processing in Chinese

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-13 23:39:48 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C2Ev2D.5pI@ecf.toronto.edu>
Source record: 40575

In article <1993Feb13.190216.10286@ousrvr.oulu.fi> se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) writes:
>Anyone know if there is a Japanese text editor available for the ST?

Yep! Its called JSTEVIE, and it's a vi-clone that edits JIS-coded files.
This program has become quite a world-standard for text editing in Japanese,
and guess what? It was _developed_ on the ATARI ST!!!
Anyway, I can't give it to you or anything, but I can tell you where the source
is: utsun.s.u-tokyo.ac.jp (133.11.11.11)

If anyone has it already compiled for the Atari ST _OR_ Unix(X11r5-Xwindows V5)
Pleasepleasepleasepleaseplease could you possibly uuencode and mail it to me?
Thanks very much!!

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, we
********** SHAHIR AL RASHID**aka**ACEZE ********** are all in debt!" (tm)
****** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ****** ----------
** This message brought to you by the Bollocks Bros. ** no fate but what we make

821. jove

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 01:14:38 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1lk6duINN2bcg@rs1.rrz.Uni-Koeln.DE>
Source record: 40573

I have gotten the jove executable from some German ftp site
(athene.uni-paderborn.de, if I remember that correctly). However,
the archive contained only the executable itself, no docs. Are
any around?

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

822. problem printing with spectre 128...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 04:07:03 UTC
From: neilex@brt.deakin.edu.au
Message-ID: <1993Feb13.230703.8309@brt.deakin.edu.au>
Source record: 40587

Does anyone else print with Spectre 128 out of the parallel port into an Epson 24 pin printer?

I having a lot of trouble stopping my 2.5Mb ST locking up or crashing when trying to print from works 2.0, and Chucks Printer Drivers are not helping. The only other guy I know with Spectre is running an imagewriter off the serial port.

If anyone could help me I'd be most grateful!

Neil Wallace
neilex@viccol.edu.au

P.S. It's an LQ 400 printer......

823. Re: Falcon architecture

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 09:51:22 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b7e1684@p12.f202.n281.z2.fidonet>
Source record: 40576

```
>> after hearing the Falcon has only 16-bits for the CPU<->MEM bus
IL>
IL> I saw that posted here too. I'm not sure I believe it, but I saw

All chips which communicate with Ram do this 16 bits, exept the Combel,
which does do 32 bits.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: When she moved her presence speared me... (2:281/202.12)
```

824. Re: How to read system variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 12:27:50 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b7e3c12@p15.f202.n281.z2.fidonet>
Source record: 40577

In a message of <Mon 8 Feb 93 05:01>, Ian Lepore (2:281/202.0) writes:

>> how to read system variables periodically
IL>
IL> What do you mean by periodically? If there are a few variables that
IL> you need to see relatively often, you could install a VBI routine that
IL> copies the variables from the OS area to your data area on every
vblank.
IL> Since the VBI handler gets control in supervisor mode, there's no
extra IL> overhead for switching modes.

I need those variables all the time (200 Hz timer & carrier detect).
The idea of installing a VBL-task had already occured to me and I've
already coded it some time ago but I was just interested if there were some
other ways.
IL> If you need to know the up-to-the-instant value (ie, the values from
IL> the last vblank may not be timely enough), and you'll be doing it
often IL> and performance is a factor, you can grab an unused trap vector
and
IL> install your own function to access the variables. Then to get the
IL> variable(s) you'd just do, say, TRAP #15, and your handler would
retrieve
IL> the variables and return them, or stuff them in your local data area.

Hmm, I don't need them THAT up-to-date and installing a trap-handler seems
rather dirty to me. And it's not that much quicker than usgin Supexec I
should think. There's still the overhead of the TRAP-dispatcher.

IL> (I've been wondering lately if there's any standard for finding and
IL> grabbing an unused trap vector for this sort of thing. I've been
IL> wanting to do exactly that myself, but I don't know if there's a way
to IL> avoid stepping on other programs that are doing the same sort of
IL> thing.)

I don't think there is a standard, you're not allowed to grab trap-handlers
at all although some compilers (some Modula-2 compiler) install their
run-time-system in it. I hate compilers like that: even if you yourself
stick to all the rules your compiler will ruin it for you!

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl
IRC : VincentP (NickServ-proof!)

--- MARSmail v1.20/4D
* Origin: Cyberspace, the final frontier: Gateway BBS (2:281/202.15)
5)

825. Re: How to read system variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 12:33:36 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b7e3cc3@p15.f202.n281.z2.fidonet>
Source record: 40495

In a message of <Thu 11 Feb 93 22:49>, Natuerlich! (2:281/202.0) writes:

>> How can I _periodically_ read the system variables in supervisor-only
>> memory without hogging the CPU?
>> If I switch to supervisor mode all the time, multitasking won't go well
>> at all, so what are the other solutions that'll keep working OK with
>> MultiTOS?
>>
N> If you just wanna read a variable, the occasional Supexec can't really
N> hurt. I wouldn't go overboard there with adding VBL stuff or new Trap
N> vectors. The taskswitches in MultiTOS won't be that fast that you'd
N> notice the difference. it's only when you go into supervisor mode and
N> start calulating Mandelbrots or somesuch that will take more than ummm
N> lets say 1/2 Vblank (just to name something plausible) that you will
get N> users that are extremely pissed off at you.

Well, I nead those variables quite often: once every go thru my main-loop.
The problem is that there's usually not much to do in the main loop so I'll
be doing a lot of Supexec's. And only doing it every 10th of a second won't
work either because I won't know when that has passed because one of the
things I want to know is the 200 Hz timer! :-(
Maybe only reading the stuff every x (10, 20, ...) passes is an idea......

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl
IRC : VincentP (NickServ-proof!)

--- MARSmail v1.20/4D
* Origin: Cyberspace, the final frontier: Gateway BBS (2:281/202.15)

826. Re: Current Directory on Execution Was: argv[0] question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 14:48:50 UTC
From: cmedley@wam.umd.edu
Message-ID: <1993Feb14.144850.15596@wam.umd.edu>
Source record: 40583

I am not sure the directory an application is located in when you double-click on it can always be assumed to be the current directory for the application when it is executed from GEM Desktop... mainly because if you were to have the application in a window beneath another "topped" window, and you hold the right button down and do a double click (w/ left button) on it while it is in this "un-topped" window... it will still run.

--
---- --- /| /| |\
/-- /| / o / _ / |/ | |_\ Software
/ / |/ / /__/ / | | \
--------------------------------->

827. Re: LaTeX and other STuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 17:16:09 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Feb14.171609.7015@cs.nott.ac.uk>
Source record: 40590

In article <1993Feb12.165012.8899@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>
>Does anybody have a program that generates vector graphic objects,
>preferably that a) knows something about bezier curves, b) (major
>bonus:) outputs information as a text file, and c) Is a GEM App?
>
>Should I start looking at GDOS Meta-files?
>
>A GOOD GEM-based program whose output can be translated to mfpic could
>provide a nice, clean way of producing PORTABLE graphics that can be
>handled by any version of TeX.
>

If you hear of any such program, I would also be very interested.

Keith.

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

828. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 20:07:00 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb14.200700.11844@mnemosyne.cs.du.edu>
Source record: 40578

> MiNT, why source-only distribution

I can't speak for Eric or Atari, but if I were to release something with a source-only redistribution limitation, it would have nothing to do with ensuring the users are "clueful enough" to use a beta product, and everything to do with support.

If the only binary distribution is the one I release, then I don't have to try to support a hundred minor variations on the basic system. But by releasing source, I could allow "clueful" programmers the ability to customize the system for their own private use.

(I like that word 'clueful', I have a feeling I'm gonna start using that a lot. It ranks right up there with another coinage I heard recently and instantly adopted: that blue gunk you put in the windshield washer reservior is "wiper juice".)

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==
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==

829. Re: Current Directory on Execution Was: argv[0] question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 20:26:37 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb14.202637.12265@mnemosyne.cs.du.edu>
Source record: 40579

> current directory at program startup, finding argv[0], etc

Different TOS versions have handled this differently. On older TOSes, the current directory was that of the topped window if the program was started by double-clicking the .PRG file. If you used right-button-dclick to fire up a program in a non-topped window, that could confuse the program. Also, when you start the program by dclicking on a document for which the program is the installed application, the current dir would be the one containing the document.

I notice on the Falcon TOS (and maybe others) you can set which directory will be current by using the Install Application dialog.

When you're started by something other than the desktop (ie, a CLI, another program, etc) you can't really make any certain assumptions, although it is pretty common for the parent program to make the child program's directory current before starting it.

All this said, there is One True Best Way to figure out what directory a program was run from, but it is a wee bit tricky. The way is to call shel_read() right after your appl_init() call. If you were started from the desktop, or from an intelligent shell/application, the full drive/path/filename of your program is returned by shel_read(). But, there are some programs that don't put valid data in the buffer, and what you get from shel_read() is the data for the program that started you. So what you have to do is take the string returned from shel_read(), and isolate the program name from the end of the string. Compare this to your program name, and if they match, the data is valid, and you know you were started from the path indicated by shel_read().

The problem is, if the user has renamed the program file, this test will fail. Tough luck on the user in that case, I say. The other problem is that Atari never properly documented all this, so many programs don't put valid data in the buffer, which they could do by using shel_write() before the Pexec() call.

I cooked up a nice easy-to-use method of using shel_write(1,...), then Pexec(), then shel_write(0,...) to fire up a child program in a way that it could use shel_read() reliably. I even convinced Atari to publish the method (should be in an upcoming Developer newsletter). The problem is, the method turns out to be incompatible with MiNT/MultiTOS, because even though shel_write(0, ...) already had a well-defined meaning and usage, they decided to have it mean something completely different under MiNT. (Someday Atari may get a clue when it comes to enhancing a system in ways that don't conflict with existing practices.)

Anyway, the shel_read() method is very reliable if you expect to be run from the desktop. If the shel_read() method doesn't verify (the name in the buffer isn't your name) then you just have to fall back on using Dgetpath() and hope for the best.

--

- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."

830. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 20:36:46 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb14.203646.12535@mnemosyne.cs.du.edu>
Source record: 40580
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Line-F emulator, _FPU cookie

If you had a line-f emulator, wouldn't you just set the cookie to indicate a hardware 68881/2 using the coprocessor interface? The whole point of the emulator is to make it appear as though the hardware is there even when it isn't. (I'm assuming we're talking about a resident emulator.)

If there was a need to let programs know whether they're getting emulated 68881/2 or The Real Thing, then maybe a bit in the lower word of the cookie value should be defined. The docs I have indicate that the low word is reserved for describing software FP support. (I have this feeling that Atari has already done this, but I can't find my most recent newsletter.)

--
==
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==

831. Re: argv[0] question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 21:20:59 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <MOQABE4G@math.fu-berlin.de>
Source record: 40581

In article <26099@galaxy.ucr.edu>, elvis@watserv.ucr.edu (Andrew Cullum) writes:

> I'm working on a program, and need to load in a config file. I'd like to have
> this file in the same directory as the program, so I thought I would try using
> argv[0], which I believe is supposed to contain the name of the program that
> is being executed (I wasn't sure if it included the full path, or just the
> program name, but thought I'd find out). However, argv[0] is always empty.
> If I pass arguments to the program argv[1] - argv[whatever] work fine, giving
> me the arguments that I pass to it, but argv[0] is still empty.

To have something useful in argv[0], both your shell and your compiler's
startup code have to understand the ARGV scheme (which is described in a
file called argv.txt, which is available from many ftp servers). The ARGV
scheme basically passes the command line via the environment, which allows
for passing argv[0] aswell as passing command lines longer that 125 characters.

The content of argv[0] is dependent on the shell you use, so it does not
nessecarily contain the path of your program's location.

If your programs needs to read a config file, I'd suggest communicating its
location using an environment variable.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

832. Atari-native audio file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-14 22:59:19 UTC
From: Hamish_Hubbard@kcbbs.gen.nz
Message-ID: <1029344.82759.8108@kcbbs.gen.nz>
Source record: 40582

Please could someone post some information on digitised audio file formats that are ST-based, or tell me if Atari systems use some other file format standard (AIFF?)? (Excuse my ignorance :-)

--
Hamish_Hubbard@kcbbs.gen.nz Auckland, New Zealand

833. Re: 4 meg simm diy upgrade for 1040st?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 02:51:05 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b7ebf24c9301@discworld.oche.de>
Source record: 40513

In <110033@bu.edu>,
Steven Selick (selick@csa.bu.edu) wrote:

SS>Has anybody done a do-it-yourself upgrade on a 1040st with a single 4
SS>meg simm? My brother would like to do this, and thought somebody might
SS>have an easy upgrade.

This is not possible, because a 4MBit SIMM has only 8 data lines (the
normal ones, 16- or 32-bit SIMMs are quite expensive and difficult to
get!), but the ST requires 16 data lines (it's a 16-Bit-computer, right ?).
That means that you always have to connect 2 SIMMs to get 16 bits, so you
have to use 4 1meg SIMMs to get 4MB (you don't want to waste half of each
4meg SIMM, do you ?)

btw: do not use RAMs that are faster than 70ns (eg 60), this might cause
timing problems. The RAMs may be as slow as 150ns.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3
IRC: Rincewind
"He'd never realized that, deep down inside, what he really wanted to do was
make things go splat." (Terry Pratchett, Reaper man)

834. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 03:30:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A162@K.maus.de>
Source record: 40584

k>center of the screen) when you do turn it back on. But ONLY if the cursor
k>was invisible for some time when you plan on moving it. In fact, I need
k>to do this right now in a program I'm writing. So, is there a clean way
k>to do this, I haven't scanned the GEM calls yet for this.

Use appl_tplay() to "replay" a mouse movement recording your program set up
before. Try appl_trecord() to find out how mouse movements are stored.

AND: Check for AES version HIGHER THAN 1.00 before doing so at runtime; the
appl_t...() calls didn't work there.

- Peter -

835. Re: Help with ECL cabling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 03:32:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A163@K.maus.de>
Source record: 40585

```
s>-------------------------------------------------------------------------
s>TT030: Pin Signal | Monitor: Pin Signal
s> 1 Red | 1 ECL + (MSB)
s> 2 Green | 2 ECL - (LSB)
s> 3 Blue | 3 ECL + (LSB)
s> 4 Mono ECL out + | 4 Open
s> 5 Ground | 5 Hsync
s> 6 Red Return | 6 ECL - (MSB)
s> 7 Green Return | 7 Ground
s> 8 Blue Return | 8 Ground
s> 9 Mono Detect (input) | 9 Vsync
s> 10 Ground |
s> 11 Open |
s> 12 Open |
s> 13 Hsync |
s> 14 Vsync |
s> 15 Mono ECL out - |
s>-------------------------------------------------------------------------

4 --- 1
15 --- 6
9 --- 7
13 --- 5
14 --- 9
5 --- 8

and cable shielding soldered to the TT side connector does the job for ECL.
```

836. Re: MiNT/Toswin/Nice/etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 03:36:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A164@K.maus.de>
Source record: 40586

a>process id to do the nice on. Or could I, in one command line,
a>run RZ.TTP and RENICE it in one Toswin window?

Type:

nice -<niceness> program.ttp arg1 arg2 arg3 ...

where <niceness> is -20 to 20; higher values are lower priority for the program started.

- Peter

837. Re: New mouse, which one not ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 06:16:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12064@uqcspe.cs.uq.oz.au>
Source record: 40589

```
>>I have to replace it. What are good/cheap mouses?
>>Are there mouses that don't work with a 1040ST?
>>
>>Hans Feil.

DON'T BUY a "Zydex" mouse. White with little orange sticker. I've got one...
it wanders every so-often [not so much these days... maybe the circuit has
worn-in... maybe I just don't use the mouse much :)]

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
\_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

838. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 07:49:06 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b7f3dc1@Kralizec.fido.zeta.org.au>
Source record: 40491

Original to: ilepore@nyx.cs.du.edu
In a message of <03 Feb 93 17:55:08>, ilepore@nyx.cs.du.edu (3:713/602) writes:

>>> MultiTOS going the direction of unix
>> How would you prefer it to go?
i>
i> Hmmm, fair question. I guess I'd like to see it go in the direction of
i> the Macintosh system software: you plug it in, you turn it on, it
i> works. You don't have to read wieghty tomes and spend days trying to get
i> the thing running. You don't have to spend even more days figuring out
i> which of your existing applications will work and which don't. You don't
i> have to constantly reboot your machine with it and without it, because
i> its basic design is just incompatible with some kinds of software.

Well, I guess you have to make up your mind there.

Sys7 certainly isn't a case of plug it in, turn it on and it works. You _do_ have to spend days reading weightly tomes to work out how to make it do anything. You can spend exciting and joyous days discovering just how little of your favorite actually runs... and then hunt down a wonderful program that will let you have any number of different versions of the System/Finder to choose from when you boot...

There are applications which are simply incompatible with multitasking operating systems, full stop.

The one thing that confuses me, though is that you should know this...?

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

839. Re: jove

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 09:14:44 UTC
From: erikjan@icce.rug.nl
Message-ID: <12495@obelix.icce.rug.nl>
Source record: 40494

In <1lk6duINN2bcg@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>I have gotten the jove executable from some German ftp site
>(athene.uni-paderborn.de, if I remember that correctly). However,
>the archive contained only the executable itself, no docs. Are
>any around?

Look on obelix.icce.rug.nl in pub/tom/jove/MSDOS. It may not be the documentation to the real JOVE, merely to Tom's Version of JOVE, but it comes close. Besides, now may be the time to switch to Tom's version, which has been approved of by Jonathan Payne.

I just noticed we haven't got any Atari version up there (strange, because both Tom and I do not have a DOS machine at home), so I will put one up for grabs tomorrow. There are sources (in pub/tom/jove) available for platforms, incl. TOS/DOS/UN*X (SYSV, BSD, HP-UX, SUN, NeXT, and more)/VAX-VMS and more.

EJee
--

Erik-Jan Vens. E.J.Vens@icce.rug.nl
--
The ICCE usenet account
providing access to usenet news
for the ICCE Experience
_WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

840. Re: Disk recovery

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 10:13:04 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C2HJ1u.6s@hpbbrd.bbn.hp.com>
Source record: 40507

Ho Ling Cherd (lchd_ss@uhura.cc.rochester.edu) wrote:
> One of my floppy disk just went corrupted. The drive still
> read it but from the desktop, all the filenames become junks.
> I have heard that there is a second copy of FAT stored in
> a disk. Can someone tell me if I can copy that backup copy
> to the currupted copy and how?

You can use the backup copy, but it will probably not help
you much because it's probably (at least) the root directory that
got trashed, and you don't have backups for it on your disk.
Before copying or "repairing" anything, you should first find
out what EXACTLY was overwritten: The root directory only? Parts
of the data space? One of the FATs or both FATs? The boot
sector? Most data is lost when people try to repair things
on disks that aren't broken, so my advice is to get the facts
first before trying anything. If you need help, feel free to
contact me via e-mail.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

841. Re: Problems with MiNT 0.99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 10:13:35 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1993Feb15.101335.21279@ucl.ac.uk>
Source record: 40496

In article <C2C2yx.BE1@dcs.ed.ac.uk> jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
>
>
> Hello,can anyone please help me ? I compiled MiNT 0.99 on my
>TT on wednesday,and while the compilation went fine,and produced a
>working version of MiNT030.prg,I am having problems with the memory
>protection that Mint 0.99 has added.For example on my system ls.ttp
>no longer runs - I get a 'Memory violation type super' error and
>EMACS v18.57 produces a similar error when you try to save anything.
>Is there anything I can do to get these programs to run ok?

Anything which accesses a directory must be compiled with a very recent
version of mntlib as the older ones had a buggy readdir() function, which
crashes programs. It is obvious that these programs use the old version.

> I tried removing the memory protection by following the notes
>in memprot.c and setting int no_memory_protection=1; but when I
>recompiled this,I got a version of Mint030.prg which printed "Sorry,
>this version of Mint need s a 68030 to run"!!!!!!
>

Don't do this, just run mint with the -m option, ie mint030.prg -m
This will turn memory protection off.

> I also would like to know how exactly I can get at the screen
>directly from my programs,without being smacked by the MMU as I am
>trying to write a set of fast graphics calls that will probably live on
>Trap #7.

There is only one way, other than mallocing your own screen ram and setting
the appropriate system variables, go into supervisor mode.

>
> I really hope that someone out there can help me,
>
>
> Cheers ,Joe.
>
>P.S. I am using GCC 2.xx from the Mint distribution kit.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

842. TOS 360K disks to msdos, how ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 10:19:52 UTC
From: Pekka Janhunen <Pekka.Janhunen@fmi.fi>
Message-ID: <1993Feb15.101952.8480@nic.funet.fi>
Source record: 40497

Hi atarists,

I have a 1024ST with an old single-sided floppy drive, and about 50 floppies. Now I want to transfer my source files to a 486 machine running linux / msdos. How to do it, is there some DOS utility program that can read single-sided 360K 3.5'' floppies? I know that it is possible to do thru an old Apricot Xen but no one has these machines any more...

Please answer by email:
Pekka.Janhunen@fmi.fi

843. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 10:32:48 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C2HJyp.437@cs.bham.ac.uk>
Source record: 40492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1lha5tINN69g@elroy.jpl.nasa.gov> (Howard Chu) writes:
>In article <1993Feb9.173012.19228@csi.uottawa.ca> (Chris Browne) writes:
>>Pure C does have support for the math coprocessor; GCC has support for
>>the TT (and presumably Falcon) 68881 installations. Unfortunately, on
>>the Mega ST, the coprocessor is installed differently, and fairly

Mega STE presumably

>>incompatibly.
>
>All of the co-processor add-ons I've seen are compatible with the Atari
>SFP004 specification, which is supported by the GCC library. In total,
>the GCC library implements floating point arithmetic 3 different ways -
>plain 68000 code, SFP004 compatible code, and native 68881 code (which
>is really only usable by 68020 or 68030-based systems).

Similarly Lattice C. The manual defines (my memory's rusty) a floating
point mode (is the FPU memory-mapped onto the CPU address space???)
which works on SFP004s and Mega STEs and TTs and (prob.) Falcons.

This means of course that only one program can use the FPU at a time,
so no DAs. Is this a seriously dumb idea or what?

I hope I'm wrong about all this, but I recall warnings not to use FPUs
in 'resident' programs in the Lattice docs.

-- Chris Ridd -- C.J.Ridd@uk.ac.bham.cs

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

844. RE:jove

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 10:55:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A185@K.maus.de>
Source record: 40493

```
k>I have gotten the jove executable from some German ftp site
k>(athene.uni-paderborn.de, if I remember that correctly). However,
k>the archive contained only the executable itself, no docs. Are
k>any around?

The MiNT distribution kit contains JOVE *with* docs. But then I had problems
when I tried to nroff them. I haven't seen a *full* implementation of nroff for
the ST. Even Groff failed with the JOVE docs (or I just failed with Groff :-( )

But then there's a lot of docs for the [Micro]Emacs out there; that should help
a lot since JOVE is just another Emacs clone (quite close, as far as I know).

Cheers,
Andreas

MAUS-->: Andreas Hoffmann @ K
INET-->: Andreas_Hoffmann@k.maus.de
```

845. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 11:58:53 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Feb15.115853.24524@olymp.informatik.uni-bonn.de>
Source record: 40505
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb9.120347.7040@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>My PC at work reads ST formatted disks fine as long as the first three bytes
>of the boot sector are EB 34 90. This even works for 10SPT disks since DOS 5
>does not seem to mind. However my PC at home, also running DOS 5, reads ST
>disks really slowly and sometimes gets errors.

This is most likely a BIOS problem. I would guess that you have an AMI BIOS
in your PC at work [works fine with many disk formats] and a Phoenix BIOS at
home [complete crap].

I have never seen a DD vs HD drive problem on 3.5" disks though. I am familiar
with the problem you described on 5.25" disks, but not on 3.5" ones.

Maybe your HD drive at home isn't jumpered properly and attempts to detect
density by reading in both densities instead of checking the HD hole?

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

846. Winchester to SCSI for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 13:07:30 UTC
From: kwc@sys.uea.ac.uk
Message-ID: <kwc-150293130452@kwc.sys.uea.ac.uk>
Source record: 40500

Does anyone know of a converter/controller to attach a Winchester drive to a Falcon's SCSI-2 port? I have a Fujitsu Winchester Drive, and will be getting a Falcon RSN. Yeah, I know I'm in Mac support, but give me a break. I'm buying a Falcon, after all... :-)

-Keith.

Keith Chalk, kwc@sys.uea.ac.uk
Macintosh Support,
School of Information Systems, Tel. (0603) 592610
University of East Anglia,
Norwich, Norfolk. NR4 7TJ. Disclaimer: I could be wrong.

847. Reading shift status

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 13:23:20 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <C2Hruw.CBt@dcs.ed.ac.uk>
Source record: 40498

How can one read the shift keys without having to read anything else at the same time? I'm trying to detect a shift-click, but can't use the usual graf_mkstate.
--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
"I am not ashamed of the Gospel of Jesus Christ for it is the
power of God to salvation of all who believe."
--

848. Re: MAN and JOVE problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 13:49:30 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb15.134930.9685@sol.ctr.columbia.edu>
Source record: 40499

This reply is only useful to you if you're running the minixfs
filesystem. But I'm pretty sure you are, or you'd not have the
problem...

> Until yesterday, MAN didn't work. It couldn't find the directory. I
> finally found out the problem was that I had "setenv MANDIR /usr/man"
> instead of "setenv MANPATH /usr/man" in my mint.cnf file. Well, now "man
> ls" works, but nothing else does! For example, when I type "man tcsh" or
> "man man" or "man jove" it says:
>
> Formatting file. Wait...Aborted (sorry)

The MANDIR/MANPATH thing is strange - I was under the impression that
either worked fine...

The reason that ls works is that it is in the /usr/man/cat1 directory.
which is where the pre-formatted manual pages go. Basically it just
does a ...

cat /usr/man/cat1/ls.1 | less

I think you'll find that there are files in the cat1 pages for all
the files you've tried to 'man' that consist of the message you've
got above. Therefore nroff is failing. The reason AFAICT is that the
name translation isn't working. If you were to try to do it manually
(no pun intended, honest guv) then you ought to get the error that
nroff is coming up with printed to stdout. So, try...

nroff -man /usr/man/man1/jove.1 | less

I *think* you'll find that it says something like...

nroff: can't find formatting macros/usr/local/lib/nroff/TMAC.AN

I haven't a solution to this at the moment. What might be worth
trying is to install the mfsutl.zoo package in Updates. This is
supposed to be for 'make', but the same things may apply.

*** PLEASE BE SURE THAT THIS IS WHAT YOU WANT TO DO *** There are
problems with the general purpose tools like cp, rm, mv if you do
this. There are replacements in the subset, but it's still a pretty
drastic step. The replacement utilities will probably NOT work if
you ever decide to go back to your current setup. They will probably
NOT work on TOS filesystems either. They might work if you do a
cp /a/MYFILE.TXT myfile.txt
for example, but there is no built-in support for 8+3 munging etc.
Basically these are the bare-bones unix utils.

The main problem is the harmonisation of the two filesystems. What
does everyone think ? Should I drop support for the TOS fs stuff and
make this a minixfs-only thing ? How many people use the TOS fs now
anyway ?

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

849. Re: 38400 Baud problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 14:39:02 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C2HvD4.7LB@hermes.hrz.uni-bielefeld.de>
Source record: 40501

The problem is that the ST is simply not fast enough to fetch data bytes from the serial port if this is run at these high speeds... Now before you start flaming, take a look at this: Suppose you're talking about an "normal" 8 MHz Atari, so a clock cycle is 125ns. Further suppose you're running a 38400 Baud connection with 7 data, 1 start and 1 stop bits, so each transfered byte is 9 bits long. At a maximum you can transmit 4266 bytes per second, sure you'll never reach this, but let us suppose this one too. The 6850 used in the ST to run the MIDI & IKBD port, just as the MFP running the serial port can't buffer any more than just one byte, and after each byte they raise an interrupt to make TOS fetch this byte and put it anywhere. So there are 4266 interrupts per second, one every 234 microseconds, or to say it in other words, there's an interrupt every 1875 clock cycles, as you can calculate from the above. Now the 68000 uses far more than one clock cycle per instrunction, lets say 8, some use less, some use more, doesn't matter. So the CPU is able to do 234 instrunctions before another incoming data byte destroys the older one. Let's further assume that TOS needs another 100-150 instrunctions to deal with the interrupt. And there you are, you've just got up to 100 machine instructions left between two incoming bytes and want to display them in a GEM-Window?

The numbers mentioned may not be correct for you're Atari (I've got a 16MHz one, doubling the spare time), but they should clearly show that the CPU is almost completely busy with these high serial ports rates. On a TT or a Falcon you may program the serial ports in a DMA based way, that's faster, but on any other ST's not :-(

Torsten
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de (sis onz nuu)
uteca066@unibi.hrz.uni-bielefeld.de (will fade away soon)
**(EOT)*

850. Re: Reading shift status

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 15:17:44 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb15.151744.5766@dcs.warwick.ac.uk>
Source record: 40502

In article <C2Hruw.CBt@dcs.ed.ac.uk> arjm@dcs.ed.ac.uk (Andrew Maccormack) writes:
>How can one read the shift keys without having to read anything else at the same
>time? I'm trying to detect a shift-click, but can't use the usual graf_mkstate.

I think evnt_multi tells you the shift key status when it returns with a mouse
click event. You should not really be detecting mouse clicks in any other way,
but if you are you might as well use Kbshift which is either a Bios or Xbios
call.

- Leo

851. Re: 38400 Baud problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 16:16:04 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb15.161604.7533@dcs.warwick.ac.uk>
Source record: 40511

In article <C2HvD4.7LB@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>The problem is that the ST is simply not fast enough to fetch data bytes from
>the serial port if this is run at these high speeds... Now before you start
>flaming, take a look at this: Suppose you're talking about an "normal" 8 MHz
>Atari, so a clock cycle is 125ns. Further suppose you're running a 38400 Baud
>connection with 7 data, 1 start and 1 stop bits, so each transfered byte is
>9 bits long. At a maximum you can transmit 4266 bytes per second, sure you'll
>never reach this, but let us suppose this one too. The 6850 used in the ST to
>run the MIDI & IKBD port, just as the MFP running the serial port can't buffer
>any more than just one byte, and after each byte they raise an interrupt to
>make TOS fetch this byte and put it anywhere. So there are 4266 interrupts
>per second, one every 234 microseconds, or to say it in other words, there's
>an interrupt every 1875 clock cycles, as you can calculate from the above. Now
>the 68000 uses far more than one clock cycle per instrunction, lets say 8,
>some use less, some use more, doesn't matter. So the CPU is able to do 234
>instrunctions before another incoming data byte destroys the older one. Let's
>further assume that TOS needs another 100-150 instrunctions to deal with the
^^
Rather unlikely. The worst case for the interrupt handler is:

```
Check which interrupt
branch away if not serial
copy byte into queue and advance pointer
branch over if pointer doesn't need resetting
reset pointer
clear interrupt
```

That is 6 instructions, and I don't think you really have to check it is the
correct interrupt or clear the interrupt mask afterwards. Call that 50 cycles,
+ 50 for the exception overhead = 100 cycles absolute maxiumum.
That gives you 1700 cycles free, less time for VBL and HBL handling. This
would be enough to write text to a byte alligned window using custom routines,
just supposing it were possible to read 4K a second.
The real problem is the speed of Bconin which goes through a trap dispatcher
which takes a VERY long time. However, since it is possible to get/set the
address of the serial buffer you can probably write code that reads data
directly from the buffer.

>interrupt. And there you are, you've just got up to 100 machine instructions
>left between two incoming bytes and want to display them in a GEM-Window?
>
>The numbers mentioned may not be correct for you're Atari (I've got a 16MHz
>one, doubling the spare time), but they should clearly show that the CPU is
>almost completely busy with these high serial ports rates. On a TT or a Falcon

>you may program the serial ports in a DMA based way, that's faster, but on any
>other ST's not :-(

As I said, the real problem is the speed of Bconin so having DMA serial ports
is going to make FA difference.

- Leo

852. SuperCharger / HD woes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 17:02:49 UTC
From: cleaves@ctron.com
Message-ID: <6878@balrog.ctron.com>
Source record: 40503

Hello,

I've got a problem with my SuperCharger and a new(used) HD. My old configuration was: 1040STf, Megafile 30, SuperCharger, Spectre GCR. Everything worked just dandy, the Spectre had partition E: and SuperCharger had F: but this left little space for any machine on the HD. So I bought an 85 meg hack from someone. This drive is a Seagate 1096 with matching controller. It has one DMA cable, wired directly to the controller (or drive, it is difficult to tell.) No other ports, save a female DB25 that is not connected inside the HD. SuperCharger likes to be the last device in the chain, now it cannot be. So, the manual says "Make it the first" I did and this causes HD boot problems and when I can boot, the SuperCharger software says that the SuperCharger is not connected when I try to boot DOS. All the device addresses are different, no problems there. The SuperCharger still works if the HDs are totally removed. I do notice that when trying to boot DOS, the Data light on the SuperCharger used to blink and now it is the new HD data light that blinks and I can hear the drive doing something. I AM SURE that the device addresses are different. Megafile 30 = 0, Seagate 1096 = 1, MAC partition on the Seagate is recognized as 2, and the SuperCharger is 3 (factory default). I am using AHDI5 with both HDs and everything else seems to work fine. Any ideas about the problems/ solutions? It is not a necessity for me to use SuperCharger, it was when I was in college, but now it is just sort of an extra bit of fun (though I still use Borland C++ on occassion.)

Please send any ideas about this. Otherwise I'll be taking offers from any prospective buyers. Will want to include Turbo Pascal 6.0 and C++ 2.0 in the price.

Also... AHDI5 tells lists the names of the drives on boot-up, it recognizes the 1096 ok, but it doesn't know the name of megafile, I know it is an Adaptec, and IT IS an Atari drive, why doesn't the Atari software recognize it?

Thanks,

Stephan

/\/\/\

853. Re: Problems with MiNT 0.99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 17:23:00 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb15.172300.26650@netcom.com>
Source record: 40510

In article <C2C2yx.BE1@dcs.ed.ac.uk> jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
>protection that Mint 0.99 has added.For example on my system ls.ttp
>no longer runs - I get a 'Memory violation type super' error and
>EMACS v18.57 produces a similar error when you try to save anything.
>Is there anything I can do to get these programs to run ok?

These programs were probably compiled with an old version of the MiNT
library (patchlevel <25). Recompile them with patchlevel 25.

> I tried removing the memory protection by following the notes
>in memprot.c and setting int no_memory_protection=1; but when I
>recompiled this,I got a version of Mint030.prg which printed "Sorry,
>this version of Mint need s a 68030 to run"!!!!!!

There is buggy code in the file main.c that assumes that if memory
protection is off, you're not on a 68030. Just comment out that code
(look for where the message is being printed, or for the define ONLY030).

> I also would like to know how exactly I can get at the screen
>directly from my programs,without being smacked by the MMU as I am
>trying to write a set of fast graphics calls that will probably live on
>Trap #7.

The screen is in globally accessible memory, i.e. all programs can read and
write to it without any problems. So you don't need to do anything
special.

Regards,
Eric
--
ersmith@netcom.com

854. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 17:39:39 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb15.173939.28542@netcom.com>
Source record: 40504

In article <7b19bc00@p11.f202.n281.z2.fidonet>
p11.f202.n281.z2.fidonet!Marco_Fris@nextjk.wlink.nl writes:
>I don't quite get this. If someone agrees that his sources can be spread
>around, what's the problem with distributing executables? I don't mean to
>criticise anyone, but I just can't figure it out.

There are a variety of reasons:
(1) It's one way of ensuring that everyone can get the source code (in this sense it's similar to the restrictions that the FSF places on distribution of GNU programs).
(2) It's a way of clearly indicating that no support is being provided, and of making sure that only reasonably computer-literate people (i.e. people who can run a compiler) use the program. Also, it means that people can quickly fix the variety of bugs which are sure to pop up (see all the other MiNT 0.99 messages in this group :-)). If you only had binaries, you couldn't do this.
(3) From a cold, heartless capitalist point of view: (1/2 :-)): people who don't know enough to compile MiNT can't help either Atari or me to fix bugs, and can't enhance the system in any way, and so there's no point in giving anything away to them.

MultiTOS will be released very soon (in fact there may already be Falcons shipping with MultiTOS; I'm not sure). If someone wants a binary only version of MiNT they can use the one that comes with MultiTOS. I get paid to support that version. I don't get paid to support the freeware version, and have very little time to do so. That's the major reason why I insist on source code only distribution; that way I know for sure that everyone that has freeware MiNT (past a certain version, anyway) has source code and knows how to compile it.

These are all my own opinions. Atari no doubt has its own views on the distribution of MiNT, but I'm not authorized to speak for them.
They have authorized source code only distribution, and while perhaps some people might wish for more, I think (personally) that this is a remarkably generous gesture. Not many companies give away source code to a major component of their operating system.

Eric Smith ersmith@netcom.com ersmith@atari.uucp
I do *not* speak for Atari. Nor would I want to :-).

855. Re: Co-processor chip capabili

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 17:46:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A1267@K.maus.de>
Source record: 40506

h>Since it's now apparent that we can implement a Line-F emulator to allow
h>any program to use the floating point instructions directly, the question
h>now becomes - how do we specify things in the _FPU cookie? We need values
h>that mean "no FPU, 68000 emulator installed" or "SFP and emulator installed"
h>in addition to "no FPU code at all" and "FPU in coprocessor mode
h>installed"...

What's the problem? It doesn't matter whether a SFP004, a 68881/2 or a FPU
software emulation are present. All we (the programmers) need is a gurantee
that _every_ program can use the Line-F inline code or at least a library
containing Line-F codes. If no coprocessor exists, simply install the
emulation package. If a SFP004 is present, install a handler for it. If a
68881/2 is present, do nothing at all. And if a 68040 is present, then install
the Motorola Software-Floating-Point-Package (price for Atari: 5000 US$).

Bye,
Robert

856. Re: Whats POSIX, and how would it help MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 18:29:09 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <729800948.23540@minster.york.ac.uk>
Source record: 40508

In article <1993Feb8.195522.1909@uvm.edu> pegram@emba-news.uvm.edu.UUCP (Robert B. Pegram) writes:
>When you regard everything as a file, or rather a
>stream of characters, you lose any other structure the data may have
>had originally. I would prefer to pass data with all its structures
>intact, assuming that that is at all possible, rather than have to
>reconstruct the structures at the receiving end. Languages with
>persistent objects are a good example of what I mean. Doesn't
>everyone hate having to write the code to store and retrieve the
>structures you so painfully wrote for your running program. I would
>much rather see everything, **even files** regarded as elements of an
>object oriented database that includes methods as well as raw data.
[much, much more deleted]

>Bob Pegram
>--
>pegram@emba.uvm.edu

I could answer all your points here, but it's hardly the right group. Please read up on Plan 9 -- you can get the documents by anonymous FTP from research.att.com in dist/plan9doc.

To whet your appetite, a little something from Rob Pike on 8 1/2 (the Plan 9 window manager, named after Fellini's film of the same name) follows.

Warning: this is *long*. Hit 'n' now if you're not interested.

---- cut here ----

The movie for which 8 1/2 is named is, of course, Fellini's 8 1/2.
Actually it's not named for the movie so much as it acquired the same name for the same reason as the movie.

8 1/2 is certainly not a text-only window system. It is implemented above bitblt (a.k.a. RasterOp) and so is capable of general bitmap graphics. It also has efficient primitives for line drawing, character strings, and so on. It supports multi-font text in a representation of Unicode, a 16-bit character set. Plan 9 has a number of graphical applications that use all these features. My favorite is an interactive astronomical catalog and atlas.

8 1/2's windows are virtual terminals, not objects created by applications (although an application can certainly create windows). Instead, applications are run in existing windows, perhaps created just for them. The details of this process are described at length in the 8 1/2 paper (see below).

By default, 8 1/2 does not support cursor addressing in its windows, although we have a terminal emulator that runs in a window to allow us to run (remote) Unix applications such as rn. As a related topic, Plan 9 has no software based on cursor addressing, for example vi or emacs. On the other hand, the default terminal program, analogous to xterm, allows general cut-and-paste output of the typescript, just like the text editor, sam.

Although the paper about 8 1/2 states otherwise, the system now supports 8-bit color including color maps and all that. As predicted in the paper, adding that support required a modest amount of code: about 200 lines. 24-bit color would take more work but I still expect the system could handle it gracefully with little more work.

Because it is implemented as a file server, 8 1/2 supports remote graphics: all that is needed is to export the files it serves to a remote machine. We do this all the time.

In Plan 9, X is just an ordinary (although enormous) application. It runs in an 8 1/2 window, usually on a remote machine with a lot of memory and no bitmap display, saving one the trouble of devoting one's workstation to X in order to run an X application.

The system is very fast. We have a sort of tool that creates a new window running a shell at the click of a button. On a MIPS Magnum no one (except perhaps Art Tatum, and he's dead) can repeatedly hit the button fast enough to get ahead of the window system. That means it takes less than a tenth of a second to make a new window, which is how it should be: I like to think of windows as scrap paper to be grabbed when needed and discarded when not. X windows take too long to make and are too fussy to manipulate to offer that kind of dynamism; X screens tend to be laid out once and left alone (hence all that customization).

If you wish to read more, there is a set of early papers about Plan 9 available by anonymous FTP from research.att.com in dist/plan9doc. The paper about 8 1/2 includes a figure that shows that, although the user interface is uncluttered by the gewgaws that usually attend bitmap displays, the system is capable of general bitmap graphics. This fact is also implied by the running of X as an application.

I have considered porting 8 1/2 to Unix but have not been able to find a clean, portable way to do it. The system depends critically on two things: per-process name spaces and a portable representation of the bitmap display. These are not available on Unix.

However, Plan 9 is being made available. Two universities -- I'll let them name themselves if they so choose -- have the system up and running under a sort of beta-test agreement. We are working towards a more widespread, academic only release. I won't predict the actual date but I hope and believe it is of order a few months from now. The arrangement is much like the original Unix release. AT&T is unlikely to support it as a product soon as it would compete directly

with System V.

Rob Pike

---- cut here ----

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

857. Re: MIDI & MultiTos/Falcon030; taylor uucp now on a.a :-)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 18:44:20 UTC
From: nox@jelal.north.de
Message-ID: <3251.02.93@jelal.north.de>
Source record: 40509

In <wmtwen.729428546@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>mpark@stein.u.washington.edu (Michael Park) writes:

>>2. Would it be possible to have a task run concurrently with
>> a sequencer and have it intercept the MIDI data stream on
>> the way to and from the sequencer? As a blue-sky example,
>This is sometimes called a pipe. Mint/MultiTos provides pipes for
>output redirection and it should be possible to do something like
>this.

yes but you will probably have to write a decent /dev/midi driver first
if you want these things to be fast enough. (and they will have to, midi
has no handshaking...) on a mega STe with mint i already had to do
hacks* to get full 19200bps over the modem port, without any pipes...
on midi its 31250bps and the current driver does not even have a send
buffer, and loses incoming data when you move the mouse. (unless they
have fixed that for the falcon.)

no i'm not saying its impossible, but it has to be done right. :-)

>Erlend.
happy hacking...
Juergen

*: if you want to look at my hacks, i recently managed to ftp the stuff
to atari.archive, look for tuu103d3.zoo in Mint or Newstuff... (diffs
for Taylor uucp for mint, or tuu103_3.zoo with binaries.) the main hack
is it bcopy()s most data out of and into the drivers buffers directly
instead of using mint's calls that still do it in loops of one character
at a time. result is a uucico that can send and receive >1900cps while
according to `top' taking some 5-8% CPU time... (with 1K packets,
window 7, and 8K send and receive buffers.)

PS: uucp is the `classical' method to transport usenet news and mail
over modems, for those who don't know... (and taylor uucp is just that,
i.e. you still need some mail and news system to use it.)
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

858. Re: jove

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 19:41:26 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2I9D4.34s@ecf.toronto.edu>
Source record: 40512

In article <1lk6duINN2bcg@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>I have gotten the jove executable from some German ftp site
>(athene.uni-paderborn.de, if I remember that correctly). However,
>the archive contained only the executable itself, no docs. Are
>any around?
>
>Greetinx & thanx in advance, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *----=< hierarchical systems are for files, not for humans >=-----*

Any book on EMACS will do. Just disregard the info on the LISP interpreter.

859. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 22:03:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A616@K.maus.de>
Source record: 40514

a>>The difference is: It doesn't work on STEs. The signal Overscan modifies is
a>no
a>>longer available on the PCB of STE computers; the two chips that used this
a>>signal have been integrated into one.
a>
a> Are you refering to the mmu/blitter ? If so then this was only the case
a>with some STEs. Otherwise, you may be right.

No, I'm referring to MMU and GLUE, which were separate chips in STs and one
single chip in STEs. Later on, they integrated the blitter into that chip, too.

The DE (Display Enable) signal is no longer accessible in ALL the STEs around,
so that the Overscan hardware cannot work.

- Peter -

860. Re: Atari to VCR ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 22:05:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A617@K.maus.de>
Source record: 40515

```
m>It is an almost unknown fact, that all STE computers provide a standard
m>video signal at the monitor port. It is the SAME pin as the composite
m>sync! So just connect the composite video pin with the input
m>of your VCR and it will work in all color modes. Don't forget to connect
m>GND, too ;-)

Note that all the 520 STM, 520 STFM and 1040STFM provide this one, too!

(btw, the manual clearly states this fact in the "Connectors" appendix...)
```

861. Re: Ghostscript -> .GEM Metafile d

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-15 22:08:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A618@K.maus.de>
Source record: 40516

C>My initial thoughts were to modify the stvdi device code to open a META.SYS
C>device
C>(only under GDOS for this one) instead of a screen device and let the stvdi
C>code
C>write out as usual. Can anyone see any problems with this ?

Well, don't expect Ghostscript to actually _draw_ the image using VDI.
I suppose it calculates the image in memory and then does a single vro_cpyfm()
into the window it opened before.

Watch the stvdi window at scrolling time: There is no drawing activity, all the
stuff appears instantly.

862. Re: Disk Partition Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 00:56:36 UTC
From: bjgrier@bnr.ca
Message-ID: <C2InyD.C27@news.rich.bnr.ca>
Source record: 40517

In article <1993Feb8.151843.24371@fcom.cc.utah.edu>, shanka@lanai.Eyring.COM (Steve Hanka) writes:
|> Hi - I made a serious error by deleting my desktop.inf file without making
|> a backup. I had my hard-drive broken up into 3 partitions, but now I can
|> only access the first one, TOS can't find the other two.
|>
|> Question: is there a program out there which will sniff out the partittion
|> information on my hard-drive for me so that I can get back to using
|> the other two thirds of my Megafile 30 (without re-formatting the drive)?
|>
|> Thanks,
|>
|> Steve Hanka
|> shanka@eyring.com
|>

I've done the same thing before, although it was quite a while ago...
To add your other two partitions:
1) Select, single click, the disk C icon.
2) Select the Install ICON menu selection.
3) Change the Drive letter to D
4) select OK.

Drive D should now be accessable.
Repeat the above for your E partition.

I may have the listed the wrong selection in step 2 but it is there.
I have been spoiled by the INSTALL DEVICES menu item in TOS 3.06

Brian

863. Re: Help with 5.25" floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 01:16:04 UTC
From: bjgrier@bnr.ca
Message-ID: <C2Iout.C78@news.rich.bnr.ca>
Source record: 40518

<message deleted for $ reasons>

You failed to mention your type of system but for the most part it does not matter. Atari's labeling of DRIVE 0 & 1 Selects are not really accurate. If you a an original 520, external floppy variant, then it is labeled correctly, otherwise forget it.

What Drive 0 select really means is "next drive to be connected in the daisy chain". Drive 1 select means the "second drive in the daisy chain." A drive is responsible for routing Drive Select 1, on its input, to Drive Select 0, on its output. Since most systems are shipped with an internal floppy, only DS0 is connected to anything on that port. Therefore ignore DS1.

Now PC drives are ALMOST ALWAYS setup as drive 1 not drive 0, and from your description that is what your drive is setup as. So you want to connect Atari DS0 to Floppy DS1, or DS0 and move the jumper. So I think your initial cable was probably OK.

Now for the ST to actually read this floppy you will need to change the floppy step rate from 3ms to 6ms. There should be a couple of PD programs to do this. Also, NeoDesk allows you to configure whatever speed you need.

I hope this helps.

Brian, WS1S (ST/TT user/developer)
Bell Northern Research
Research Triangle Park, NC

864. Re: How to read system variables?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 01:45:54 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb16.014554.9784@mnemosyne.cs.du.edu>
Source record: 40519

```
>> [reading system variables]
> I need hz200 and carrier detect

Hang on a sec...if those are what you need, why not just install your own
handlers in the appropriate vectors. Use standard hook-and-chain handlers
that let your program see the interupt and then pass control on to the
original system routines. For the 200hz, you just increment your own
local timer variable, and for the CD, you do whatever it is you need to do
(probably record the changed status into a local variable).

> Installing a trap handler seems dirty.

Not at all. Overkill for what you need, but not at all dirty.

> Still the overhead of the trap dispatcher.

No, there won't be any dispatcher, your handler will be invoked directly
and immediately, that's why using a custom trap handler has an advantage
over using Supexec(). Supexec() does have a fair amount of overhead in
terms of decoding the function number, saving/restoring registers in a way
that allows BIOS reentrancy, and so on.

> you're not allowed to grab trap handlers at all

Where ever did you get that notion from? The Atari docs state quite
specifically, "The ST makes use of four of the sixteen TRAP vectors
provided by the 68000. All other traps are available for applications."
(HHG page 28.) It is also quite legal to insert your own routines into
the exception and hardware interupt vectors. Indeed, I wish more programs
would do so. I would much rather have a program tell me "An unexpected
condition has caused a bus error, your work-in-progress will be saved",
than to just see some bombs and then the desktop. Nowadays, most
everything I write more complex than a quick-and-dirty uses custom
exception handlers to make a graceful exit from the program, saving
whatever work of the user's I can if that's appropriate.

--
================================================================================
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
================================================================================
```

865. Re: argv[0] question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 01:58:15 UTC
From: scruggs@zeus.franklin.edu
Message-ID: <1993Feb16.015815.24914@zeus.franklin.edu>
Source record: 40520

If you open a file without specifying the path it should automatically search the directory that you ran your program from... I woiks with mah humble program...

--
||| ...Your future hasn't been written yet.
/ | \ No one's has. Your future is what
=Mysh+Krysa= you make it...
-Emmet L. Brown-

866. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 02:55:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.9lbOufCB9Aw@semprini.tdkcs.waterloo.on.ca>
Source record: 40521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Feb14.203646.12535@mnemosyne.cs.du.edu>, Ian Lepore writes:
> > Line-F emulator, _FPU cookie
>
> If you had a line-f emulator, wouldn't you just set the cookie to
> indicate a hardware 68881/2 using the coprocessor interface? The whole
> point of the emulator is to make it appear as though the hardware is there
> even when it isn't. (I'm assuming we're talking about a resident emulator.)

There's either going to have to be a _serious_ increase in the number of
FPU'd ST/TT/Falcons or one industrious programmer before this gets
done... I imagine you could count the number of FPUs actually being
used for something in a signed char...
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

867. Re: Mint and problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 02:57:58 UTC
From: tevans%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Feb15.195758.152@hellgate.utah.edu>
Source record: 40522

I have been trying to get Mint 0.99 to run on my Atari unsuccessfully now for a couple of weeks. I finally found out what was wrong. So to those of you whose computer hangs just after displaying the Mint welcome screen you can try the following: Don't run any programs in your profile.ksh or kshrc.ksh files. For some reason Mint (or more likely ksh, as I'll explain) will hang when it tries to run the programs. The reason I believe it is ksh and not Mint is because when you get Mint to run as described above, it acts very, very strange! By this I mean that as soon as you run a command the shell instantly forks and and runs your command in the background, let me tell you it's real fun when you try to run emacs and it forks and put's it in the background and you still have a shell prompt accepting input at the same time! Now on the bright side, if I use sh as my startup shell all is well and Mint 0.99 works great!

I hope this helps some people who I know are experiencing problems with Mint(or rather ksh) hanging.

PS: Would it be possible to get the person who has the source to ksh to compile a new ksh version with all of the new libraries and such?

tevans@cs.utah.edu

868. Sample playing code

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 03:27:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.fVdjiLqLNBc@semprini.tdkcs.waterloo.on.ca>
Source record: 40523
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for 8-bit sample playing code using the sound-chip. I want to add the Mac samples from NetHack 3.1 into the Atari ST version. The sample playing code that I have is petty poor...

C preferred, or 68k assembly. The sample can take over most of the computer if necessary since I'll be loading/unloading the samples when necessary to conserve RAM (for those 2M users); I don't need code that will play a sample in the background.

We got the sample playing code from ReSound at atari.archive and re-wrote it in MadMac assembler; we can call it from C like this:

```
int spl_play( char *buff, long buff_length, int sample_speed );
```

Any suggestions? Any _donations_? :-) Email me if you'd like to help make the Atari ST version of NetHack 3.1 even cooler...

Thanks!

--

------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

869. Non-snapped RSC objects... PROPOSAL

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 03:40:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12067@uqcspe.cs.uq.oz.au>
Source record: 40524

When using a RSC editor, I always want to align objects freely, not snapped to the character positions. However, if this is done, GEM/AES converts the pixel positions (and sizes) to "character position + pixel offset" pairs. When such a RSC is loaded, the "character position" is scaled up by the current character size (eg. 8x16 for STHigh, 8x8 for STLow and STMedium), then the "pixel offset" is added.

I think that is STUPID.

Why not store the "pixel offset" as a *fraction* of a character position, then scale that accordingly.

Rarely do non character-aligned objects look very aesthetic when loaded in a resolution of differen char-size than that it was defined in.

BUT we don't even need to change GEM/AES in anyway... I have implemented the following proposal in GEM++, and it works fine:

_____ PROPOSAL _____
____FOR DIALOG BOXES____
___ACROSS RESOLUTIONS___

When dialogs are loaded, they should [optionally] be traversed by the application, and all object positions and sizes (ob_x, ob_y, ob_width, ob_height) should be rescaled (after the GEM/AES rescale) to use pixel offsets scaled by the current character size, rather than the raw pixel offsets.

To do this, simply have two value "rscw", "rsch" that are the character width and height of the characters used when the RSC file was created (eg. if created in STHigh, rscw=8, rsch=16), then to "refix" a tree, find the current AES characer size, using:

```
graf_handle(&aesw,&aesh,&j,&j); // j is junk
```

then, traverse the tree (using some form of MapTree), changing each ob_x, ob_y, ob_width and ob_height as illustrated by the following code:

```
int pixeloffset = ob_x % rscw;
ob_x += offset * aesw / rscw - pixeloffset;
```

The effect of this will be to more accurately adjust the positions and sizes of objects for different screen modes. With the advent of the TT and Falcon screen modes, this is becoming a more important issue. For example, an object of 30 pixels high (1*16+14) designed in STHigh or TTMedium will be 22 pixels high (1*8+14) in STLow or STMedium - ie. from almost 2 characters high, to almost 3 characters

high. Using the above technique however, the object would be 15
pixels - almost 2 characters high.

Notes
- menu forms should not be traversed, since GEM treats them
specially - giving a special height to Titles.
- applications that use "form_fix" [is that what it's called]
to rescale objects could either do that, then this
traversal, or simply use a simplified version of
this traversal.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

870. Re: TOS 360K disks to msdos, how ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 07:19:59 UTC
From: hunen@brc.medtronic.com
Message-ID: <hunen.9.0@brc.medtronic.com>
Source record: 40525

In article <1993Feb15.101952.8480@nic.funet.fi> Pekka Janhunen <Pekka.Janhunen@fmi.fi> writes:
>I have a 1024ST with an old single-sided floppy drive, and about 50
>floppies. Now I want to transfer my source files to a 486 machine
>running linux / msdos. How to do it, is there some DOS utility
>program that can read single-sided 360K 3.5'' floppies? I know that
>it is possible to do thru an old Apricot Xen but no one has these
>machines any more...

I have a 286 with DOS 5.0, and it will read/write my 360KB 3.5" floppies just fine.

Regards,
-Roger
(I speak for myself)

871. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 07:39:56 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b808c5e@Kralizec.fido.zeta.org.au>
Source record: 40526

Original to: ekrimen@wet.UUCP
In a message of <08 Feb 93 02:47:40>, ekrimen@wet.UUCP (3:713/602) writes:

>> Interesting. Do all the SIMMs have to be the same speed, anyone?
e>
e> I think you can mix speeds, but it's not recommend as it might cause
e> problems down the road.

You can mix speeds freely: it won't cause problems now or ever.

e> ||| Ed Krimen

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

872. Re: MiNT Distribution Kit installation info.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 08:01:32 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b809209@Kralizec.fido.zeta.org.au>
Source record: 40527

Original to: sjg@phlim.ph.kcl.ac.uk
In a message of <08 Feb 93 16:43:03>, sjg@phlim.ph.kcl.ac.uk (3:713/602) writes:

s> Hi folks,
s> It seems I've been less-than-perfect in the 'requirements'
s> section of the docs that come with the MDK. To successfully install
s> a minixfs partition, you'll need at least 9Mb or so of space for the
s> programs/compiler etc. on your chosen partition AND (this is what was
s> left out) 512-byte sectors on that partition. For most of us I believe
s> that means a partition of less than 16Mb, unless you can tell your
s> software to specifically format as 512-byte sectors on a > 16Mb
s> partition. I *think* ICD has this. I'm not sure.
s>
s> Sorry this wasn't included - My partition size is ~15Mb, so I didn't
s> come across it. The reason is that 'minit.ttp' needs 512-byte sectors.
s>
s> Simon.
s> (*Still* finding problems ...)

You might also want to make sure that mnit.ttp is on disk 1 (it wasn't on the version I downloaded about 3 weeks ago).

You should also close the config file (the one that install reads at startup) once only, because otherwise TOSFS falls over when you close it again at the end of the program. (hint, TOSFS closes it for you when it detects a disk change).

And can you fix the dialog so that it's possible to put in a longer name, or username, than yours?

s> \ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk

I had some interesting crashes on another TT, identical to mine, that I can't reproduce, so I'm going to blame it 8)

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

873. Re: Disk Partition Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 08:38:05 UTC
From: sav@nanette.sto.pdb.sni.de
Message-ID: <1lq95dINN53j@nanette.sto.pdb.sni.de>
Source record: 40528

Steve,
That is a non-problem! Just reestablish the icons for the other
two partitions, and there they are again. No lost data! (RTFM ;)
Stu Savory

874. PC-relative adressing with gas

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 09:32:03 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1lqcajlNN185k@obelix.uni-muenster.de>
Source record: 40529

```
I am currently having the problem how to get the gnu assembler
to put in the right offset when I am using PC-relative adressing.
I think of code like that:

_old_vector:
.long 0 | here the old vector is put in
_new_entry:
| here do some checks and other things...

do_old:
movel _old_vector, sp@- | here I want it pc-relative (speed!)
rts

I know that a statement like movel do_old-_old_vector(pc), sp@- does
NOT work, because the pc is about 2 bytes further at the time when
relative adressing is executed.

Thanks in advance

Ulrich

---

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+----------------------------+-------------------------+
```

875. Re: Winchester to SCSI for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 09:47:32 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C2JCJ9.Es@hpbbrd.bbn.hp.com>
Source record: 40530

Keith Chalk (kwc@sys.uea.ac.uk) wrote:
> Does anyone know of a converter/controller to attach a Winchester drive to
> a Falcon's SCSI-2 port?

What exactly do you call a "Winchester Drive"? If you mean a drive with
a ST506/412 bus, you need a controller that converts ST506 to SCSI.
An Adaptec 4000A or 5500 would do that for MFM drives, an Adaptec 4700
for RLL drives.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

876. Can your recommend a good C Compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 10:34:42 UTC
From: matthew@hitech.com.au
Message-ID: <729858877.6267@hitech.com.au>
Source record: 40531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone recommend a C compiler (preferably PD) that would be good to use to learn C ?

Thanx,
Matthew

--
Matthew Smith-Stubbs | "..and you wouldn't know good advice if it came up and
Brisbane, Australia. | did a biff y in your face."
matthew@hitech.com.au | -- Grandma UNIX.

877. Re: Falcon architecture

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 11:01:35 UTC
From: rh@dmu.ac.uk
Message-ID: <1993Feb16.110135.13610@dmu.ac.uk>
Source record: 40532

In article <mpnolan.729249665@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
> I have been listening to the debate on the Falcon for quite
> some time, and have a few questions of my own...
>
> 1/ Is the Blitter on the Falcon worth the silicon it sits on?
> - would the blitter, no runnig at 16mhz be of any use in
> say games, for moving sprites or backgrounds?
> - and more importantly, is it 32-bit?

It is 16-bit. It will be of use in games and is acceptable but not as powerful as the Amiga blitter I'm afraid (just fact - I've got no problem with that - I develop for and own both Atari & CBM products) if it's anything like the STE blitter that is.

>
> 2/ The hardware scrolling on the Falcon hasn't seen much light..
> - WHAT exactly can it do?
> - and is it of any use in games?

I presume it is the same sort of thing as the STE facility in which case it is of some use but I personally am not a great fan of hardware scrolling facilities on either the ST or Amiga.

>
> 3/ Now that the Falcon has THREE sound chips (ST,STE,FALCON),
> - can you play all 15 tracks together?
> - and does the 8-track 16-bit falcon sound chip
> take much bus bandwidth?
>

Don't really know. Doubt it.

> After hearing that the Falcon had only 16-bits for its CPU->MEM bus, I
> was quite disapointed, but with 32-bit graphic bus(where all the REAL
> work gets done) and on-chip cache, it actually may have been a smart
> move on Ataris side!
>
> One last question....
>
> *** Will we see games with GOOD background music, in either 8 or 4 tracks?
> - or is the cost in speed too much?
>

Yes! From me at least! (although I don't own one yet as I'm developing on an Amiga at the moment)

> --- Richard Hackett <
> <
> <
> N E X U S D E S I G N <
> <
>Richard Hackett, 8 The Hawnelands, Halesowen, West Midlands, B63 3RT, England<
> <
> INTERNET: rh@dmu.ac.uk <
> <

878. Re: Reading shift status

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 11:02:16 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb16.110216@cs.bham.ac.uk>
Source record: 40533

```
In article <C2Hruw.CBt@dcs.ed.ac.uk>, arjm@dcs.ed.ac.uk (Andrew Maccormack) writes:
|> How can one read the shift keys without having to read anything else at the same
|> time? I'm trying to detect a shift-click, but can't use the usual graf_mkstate.
|> --
|> Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
|> "I am not ashamed of the Gospel of Jesus Christ for it is the
|> power of God to salvation of all who believe."
|> --

Err. Depends what language you're using, but the routine is in BIOS.

In GFABASIC,

shifts& = BIOS(10,-1)

in C,

int shifts = Kbshift(-1);

in Assembler,

move.w #-1,-(sp)
move.w #10,-(sp)
trap #13
addq.l #4,sp
[answer in D0]...

This gives a bitmap as follows (might be wrong, but experiment!)

Bit Description
0 Left Shift
1 Right Shift
2 Control
3 Alternate
4 Caps Lock (whether it's on or not!)
5 Alt-Insert
6 Alt-Home

If it doesn't work then maybe it's BIOS(11,-1) but I think it's right!
BTW you can set the shift keys by replacing the -1 (eg BIOS(10,%10000) in GFA
will set the Caps Lock key...

Hope that helps!

David.
```

879. Re: 4 meg simm diy upgrade for 1040st?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 12:02:07 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Feb16.120207.19999@eng.cam.ac.uk>
Source record: 40534

selick@csa.bu.edu (Steven Selick) writes:

>Has anybody done a do-it-yourself upgrade on a 1040st with a single 4
>meg simm? My brother would like to do this, and thought somebody might
>have an easy upgrade.

You cannot use a single 4Mbyte SIMM because the ST's memory is 16 bits wide,
and the SIMM is 8 bits wide - thus you need to use 4 1Meg SIMMS for 4MByte.
This is still relatively easy - see me file 2_5ram.zoo on aaue for details.

Christopher Hicks

--
==
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
==

880. Re: Ghostscript -> .GEM Metafile device.....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 12:53:42 UTC
From: haebler@uni-muenster.de
Message-ID: <1lqo4mlNN1aca@obelix.uni-muenster.de>
Source record: 40535

Hi,

In article <C2C22G.6o0@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
|>
|> I have just been looking at the ghostscript sources, and am wondering if anyone
|> else has attempted a .GEM device before I have a go myself.
|>
|> I have a CAD package (Galaxy CAD) which only outputs postscript, and would like
|> to use the drawings (which are very high quality) in Calamus / Pagestream as
|> vector files so that I can resize them easily (I'd rather avoid .IMG format as
|> bit images don't scale well).
|>
|> My initial thoughts were to modify the stvdi device code to open a META.SYS device
|> (only under GDOS for this one) instead of a screen device and let the stvdi code
|> write out as usual. Can anyone see any problems with this ?
|>
|> IMHO a postscript to .GEM file convertor would be quite useful to the world

I wrote the GEM-IMG driver for GS. When I did this I talked a lot with Tim
about a GEM-metafile driver. We came to the conclusion that a metafile driver could be
possible. I wanted to write one but then I canceled this project because my study took a
lot of time. Maybe I will try to start it again.
If you want to know more about GS talk with Tim. You will find his email within
the sources.

--- Marcus

****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 4400 Muenster **
* * IRC: D_Gently *
****

881. IDE HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 13:39:15 UTC
From: etldnbs@etlxd21f.etlxd
Message-ID: <1993Feb16.133915.13134@ericsson.se>
Source record: 40536

I friend of mine (honest!) wants to know if an IDE hard disk drive can be connected to his ATARI ST and if so how, he has heard that he may need some sort of adapter, is this true??.

Duncan

882. Re: Word Processing in Chinese

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 14:25:34 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Feb16.142534.2384@iplmail.orl.mmc.com>
Source record: 40537

Speaking of word processing in other languages, does anyone know
of a word processor that supports Spanish?? Not just the special
characters, but spell checking as well.

883. Call For Votes Follows....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 15:00:59 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb16.150059@cs.bham.ac.uk>
Source record: 40538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi! After twenty-odd days of discussion about .advocacy in news.groups (and there's been a fair bit of it) it's time to get the voting underway!

We need ALL YOUR VOTES if this is to get past the 100 votes needed to make the vote count. Please get anyone who is at all interested to send me the vote as specified in the following CFV.

Thanks!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

884. TT and MS-DOS emulators?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 15:36:06 UTC
From: kunstm@prl.philips.nl
Message-ID: <1993Feb16.153606.5501@prl.philips.nl>
Source record: 40539

Are there (hardware) MS-DOS emulators for a TT?

885. Re: Error unpacking arp68-book.zoo

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 16:38:58 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Feb16173858@idefix.laas.fr>
Source record: 40540

I had no trouble with it! Thus, must be your zoo or download.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

886. GDOS to Postscript

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 18:06:27 UTC
From: bossoj@aix.rpi.edu
Message-ID: <j1#4zh@rpi.edu>
Source record: 40441

I/m sure this has been asked before but, I am looking for a way to route GDOS output to a postscript _file_ so I can take it to another machine and print it on a postscript laser.

I have seen discussions on Timework's DTP using poscript output, but I don't know where to get a Postscript driver, and what types of fonts I will need.

Thanks.

Joe

887. Re: TOS 360K disks to msdos, how ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 18:27:41 UTC
From: bossoj@aix.rpi.edu
Message-ID: <71#4w6@rpi.edu>
Source record: 40442

In article <hunen.9.0@brc.medtronic.com> hunen@brc.medtronic.com (Roger Hunen) writes:
>In article <1993Feb15.101952.8480@nic.funet.fi> Pekka Janhunen <Pekka.Janhunen@fmi.fi>
writes:
>>I have a 1024ST with an old single-sided floppy drive, and about 50
>>floppies. Now I want to transfer my source files to a 486 machine
>>running linux / msdos. How to do it, is there some DOS utility
>>program that can read single-sided 360K 3.5'' floppies? I know that
>>it is possible to do thru an old Apricot Xen but no one has these
>>machines any more...
>
>I have a 286 with DOS 5.0, and it will read/write my 360KB 3.5" floppies
>just fine.
>
>Regards,
>-Roger
>(I speak for myself)

Most likely your 360K disks _do not_ have an IBM campatible boot sector
(which Roger's seem to have!). This is due to the TOS version: ones
before 1.4 did not make true IBM compatible disks. What you need
is find a program such as DC Format that will let you write a new
boot sector to your old disk, and then DOS should read them.

Joe

888. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 19:27:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A22391@UN.maus.de>
Source record: 40443

```
>k>center of the screen) when you do turn it back on. But ONLY if the cursor
>k>was invisible for some time when you plan on moving it. In fact, I need
>k>to do this right now in a program I'm writing. So, is there a clean way
>k>to do this, I haven't scanned the GEM calls yet for this.
>
>Use appl_tplay() to "replay" a mouse movement recording your program set up
>before. Try appl_trecord() to find out how mouse movements are stored.
>
>AND: Check for AES version HIGHER THAN 1.00 before doing so at runtime; the
>appl_t...() calls didn't work there.

The "ST Profibuch" only says that appl_trecord() doesn't work with
AES 0x100; appl_tplay() should work just fine!

Martin

-----------------------------------------------------------
| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |
-----------------------------------------------------------
```

889. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 19:36:55 UTC
From: ken@isgtec.com
Message-ID: <4228@isgtec.isgtec.com>
Source record: 40444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1ln7qaINN9qk@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
> DC-Format has a Verify toggle. It's at the bottom right of the display
> says, 'Verify'.

IMO, it should not be an option, it should always be ON, and no button...

> The added bonus DC-Format has, which seems to be
> quite rare, is if any Bad-Sectors are found, it marks them in the FAT
> tables, so, if you are lucky, GEM/TOS will write the data around them,
> instead of over them ......

There used to be a reason for doing this, when floppies were expensive.
Now, keeping bad floppies is just stupid, they're so cheap now. A good
formatter will tell you immediately of a write failure, and you then
should proceed to frisbee the disk.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

890. Re: LaTeX and other STuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 21:11:20 UTC
From: pmakital@vipunen.hut.fi
Message-ID: <PMAKITAL.93Feb16211120@vipunen.hut.fi>
Source record: 40450

In article <1993Feb14.171609.7015@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:

In article <1993Feb12.165012.8899@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>
>Does anybody have a program that generates vector graphic objects,
>preferably that a) knows something about bezier curves, b) (major
>bonus:) outputs information as a text file, and c) Is a GEM App?
>
>Should I start looking at GDOS Meta-files?
>
>A GOOD GEM-based program whose output can be translated to mfpic could
>provide a nice, clean way of producing PORTABLE graphics that can be
>handled by any version of TeX.
>

>If you hear of any such program, I would also be very interested.

>Keith.

>~~~~~~
>"Mummy was an asteroid, Daddy was | Keith Marshall
>a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk

In Tex directory in atari.archive.umich.edu is package
called texdr179.lzh. This could be one for you. (It's
registered version anyway)

--
==
pmakital@vipunen.hut.fi

University of Technology
Helsinki
Suomi Finland

891. Re: Co-processor chip capabilities???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-16 23:10:59 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lrsa3lNNd7f@elroy.jpl.nasa.gov>
Source record: 40445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb14.203646.12535@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> Line-F emulator, _FPU cookie

> If you had a line-f emulator, wouldn't you just set the cookie to
>indicate a hardware 68881/2 using the coprocessor interface? The whole
>point of the emulator is to make it appear as though the hardware is there
>even when it isn't. (I'm assuming we're talking about a resident emulator.)
>
> If there was a need to let programs know whether they're getting emulated
>68881/2 or The Real Thing, then maybe a bit in the lower word of the
>cookie value should be defined. The docs I have indicate that the low
>word is reserved for describing software FP support. (I have this feeling
>that Atari has already done this, but I can't find my most recent newsletter.)

(I know someone out there is gonna make me eat my words on this topic, but anyway...) It would be a nice idea to let MiNT know if the FPU is real or being emulated, so it can know whether or not to save/restore the FP registers on a context switch. Ideally, there would be a way to trap all FP activity, so the OS can ignore the FP registers if the current process doesn't use them. (Right now, if MiNT sees that an FPU is present, it will always do a save/restore on every switch. If the current process doesn't use any floating point instructions, then one set of save/restores can be omitted.) In a software emulator, the FP registers have to be faked in normal RAM anyway, so they might as well just operate directly out of the process' register context, thus also eliminating a save/restore step.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

892. Re: IDE HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 00:44:42 UTC
From: ekrimen@wet.UUCP
Message-ID: <5331@wet.UUCP>
Source record: 40446

In article <1993Feb16.133915.13134@ericsson.se> etldnbs@etlxd21f.etlxd writes:
>I friend of mine (honest!) wants to know if an IDE hard disk drive can be connected to
>his ATARI ST and if so how, he has heard that he may need some sort of adapter, is
>this true??.

Yes, he would need an adapter, but I'm not aware of one that works with IDE
drives.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

893. Re: Non-snapped RSC objects... PROPOSAL

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 01:32:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12075@uqcspe.cs.uq.oz.au>
Source record: 40447

warwick@cs.uq.oz.au (Warwick Allison) writes:

> _______ PROPOSAL _______
> ____FOR DIALOG BOXES____
> ___ACROSS RESOLUTIONS___

> When dialogs are loaded, they should [optionally] be traversed by
> the application, and all object positions and sizes (ob_x, ob_y,
> ob_width, ob_height) should be rescaled (after the GEM/AES rescale)
> to use pixel offsets scaled by the current character size, rather
> than the raw pixel offsets.

:-(Unfortunately, it doesn't always work when scaling to a smaller
resolution, since information can be lost when the "offset" is larger
than the current character dimension. Looks like a new version of
rsrc_load() is required. [see companion post]

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

894. How to write new verison of rsrc_load()... kosher?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 01:35:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12076@uqcspe.cs.uq.oz.au>
Source record: 40448

I want to write a new version of rsrc_load(). One that doesn't do the "character coordinate to pixel coordinate" translation - because I want to do it myself in a superior way [see companion postings].

However, I want to write the rsrc_load() in the most kosher way - so that I won't be so likely to have to change my code if a new RSC format (and compatible new RSC editors!) arrives.

Any ideas?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

895. Re: Disk recovery

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 04:06:21 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93047.230621EENG6826@RyeVm.Ryerson.Ca>
Source record: 40449

Make a backup and then try using DLII024.ARC. If that doesn't work,
try reading the disk on a different computer. I had the same problem
because my disk drive broke and I had to replace it, the new disk
drive (Panasonic 1.44Mb) wasn't able to read a couple of old disks.
I tried reading them a few PCs and no go, until I found a PS/2 that
was able to read every floppy without problems (Complain all you want
about IBM prices, but at least it works!).
So try reading the disk on different computers.

Carlos Varela

896. CeBIT Dates !

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 07:50:54 UTC
From: likos@clinet.fi
Message-ID: <1lsqouINNqm6@clinet.fi>
Source record: 40451

The netters who want to meet there could stick a 5x9cm card on their jackets with their Internet address (email address) printed on it (maybe in TimesRoman Bold Italics) so that they can identify themselves easier among the huge crowd at the Atari booth.

C.U. there guys!

likos@clinet.fi

897. Re: GDOS to Postscript

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 10:46:44 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1lt52kEaaa@uni-erlangen.de>
Source record: 40452

bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:

>I/m sure this has been asked before but, I am looking for a way to
>route GDOS output to a postscript _file_ so I can take it to another machine
>and print it on a postscript laser.

>I have seen discussions on Timework's DTP using poscript output, but I don't
>know where to get a Postscript driver, and what types of fonts I will need.

To convert .GEM Files to PostScript Files you can use the circuit layout
editor Circu It!. Just load the graphics into the circuit and export it
as PostScript.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

898. Sun -> ST transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 12:23:16 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Feb17.122316.4239@cs.nott.ac.uk>
Source record: 40453

Having struggled and cursed with attempting to get files from our Unix network onto an ST disk via Macs and Apple File Exchange (no PC's around unfortunately), I've been wondering if I could use the drive on my Unix machine.

The computer's a Solbourne S4000 - apparently a Sun Sparc 1 clone. Is it possible to read/write to a floppy formatted on the ST with it ?

Thanks for any hints,

Sam.

899. TOS v1.02 patches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 13:05:09 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <C2LGCM.Gv2@brunel.ac.uk>
Source record: 40454

I have to use a `vintage' ST until I can get a Falcon! So, what patches
do I need for TOS v1.02 (22-Apr-1987), are they on a.a?

(In particular- hard disk patches - hard disk I/O is terrible!)

.Ian.
cs90ijr@brunel.ac.uk

Cat: 'Personally, I thought it started well, then fell apart. All that stuff
about the ducks getting into trouble was great, but then it went B&W and
I fell asleep.'
Kryten: 'But, sir, that was the cartoon before the main programme!'

900. Re: GDOS to Postscript

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 13:13:22 UTC
From: bossoj@aix.rpi.edu
Message-ID: <rr_4xr@rpi.edu>
Source record: 40455

In article <1lt52kEaaa@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:
>
>To convert .GEM Files to PostScript Files you can use the circuit layout
>editor Circu It!. Just load the graphics into the circuit and export it
>as PostScript.
>
>--
> Harald Schoenfeld | I'm sorry Dave,
> (mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

What I really want to do is output _text_, not necessarily graphics.
The GEM to Postscript converters I've seen only work with graphics.
What I realy want is the postscript driver for GDOS (If I can get it
legally without having to buy TW DTP!).

Joe

901. Re: Help with ECL cabling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 13:25:33 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C2LHAM.125@brunel.ac.uk>
Source record: 40456
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
: I need some help building a cable to connect a Nanao [Eizo in Europe]
: flexscan 6500 grey scale monitor to the TT030 for high res ECL 1280x960
: output. I do not know much about ECL monitors so I did not want to build
: the wrong cable an destroy the monitor, I have the pinout for the TT and
: the monitor. They are :

: ---------------------------------------------------------------------------
: TT030: Pin Signal | Monitor: Pin Signal
: 1 Red | 1 ECL + (MSB)
: 2 Green | 2 ECL - (LSB)
: 3 Blue | 3 ECL + (LSB)
: 4 Mono ECL out + | 4 Open
: 5 Ground | 5 Hsync
: 6 Red Return | 6 ECL - (MSB)
: 7 Green Return | 7 Ground
: 8 Blue Return | 8 Ground
: 9 Mono Detect (input) | 9 Vsync
: 10 Ground |
: 11 Open |
: 12 Open |
: 13 Hsync |
: 14 Vsync |
: 15 Mono ECL out - |
: ---------------------------------------------------------------------------

: It is clear that the cable should be at least

: TT End Nanao End
: ------ to ---------
:
: 5 7
: 10 8
: 13 5
: 14 9

: But I don't know where pins 4,9,15 on the TT port should go to on the Nanao
: port? Any help would be appreciated.

: Cheers,
: Scott Kolodzieski

You want to connect the grey scale monitor to work in TT high res mono mode correct?

Connect tt port pin 4 to monitor 1 and 3
connect tt port pin 15 to monitor 2 and 6
```

TT port pin 9 should be connected to ground to tell the computer to switch to mono.

The monitor you have got as it only has MSB and LSB inputs must be 4 shade greyscale

EXL is a logic standard where you transmit a logic signal AND the inverse of it (the + and - denote this). This method reduces the effect of interferance.

Gareth

902. Query about driving SLM804 Laserprinter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 13:46:31 UTC
From: neil@luna
Message-ID: <C2LI9L.Lzn@compsci.bristol.ac.uk>
Source record: 40457

We have a requirement to have direct printing control for the SLM804, we have manual for driving this printer and that it is connect to the SCSI interface.

The problem we have is acessing the SCSI from within a running program.

Can anyone (by e-mail please as I don't normally subscribe to this group) give us a hint how to access the printer via the SCSI.

Many thanks

Neil Davies

903. F030 - Some technical comments from a demo coder....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 13:51:20 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C2LIHL.vE@newcastle.ac.uk>
Source record: 40458

This is another post as a favour to Griff of Electronic Images (who only has
read access to the internet).

The Falcon : A programmer/demo writers view!
(and Falcon030 vs A1200!)

Since I have programmed the Falcon I thought I better clear up some details regarding the
machines hardware.

The Blitter

The blitter on the falcon is basically a double speed (16mhz) version of
the STE blitter, which basically means that it is totally redundant. The main
problem being that the processor is STOPPED when a blit is executed (or the
blitter can be run concurrently with the processor, the bus being shared in
64 cycle segments). An STE can move about 1.6megabytes per second with the
blitter, so a Falcon blitter can move about 3.2megabytes per second, but this
locks out the cpu, not allowing interrupts and isn't really very useful.
Using the 68030 in the Falcon (in 320 * 200 true colour mode) you can move about 10
megabytes per second (or about 200k per vblank!) so why bother with the blitter. Since the
030 has a barrel shifter and data/instruction cache then any screen operations you want to
do (sprites/scrolling etc) can be acheived using the cpu in about half the time it would
take the blitter in hog mode.
Example:
In true colour mode 320*200, I wrote a texture mapping routine using the030 that drew a
texture mapped rotating cube at 25 fps(the cube was 190 pixels high).Now trying doing that
with an A1200! (oh i forgot the A1200 can only have 8
bits per pixel and has no byte/word pixel mode! Don't be fooled by Amiga people telling you
how wonderful the A1200 blitter is, because its not!)

Sound Hardware

The sound hardware on the Falcon is wonderful. The Protracker player
(now at atari.archive.umich.edu) I wrote for the Falcon plays modules at 50khz
using 15bits per channel(two 16bit stereo channels). For anyone wanting to
know the technical details, the player uses 32 bit interpolation and an 8bit
to 15bit volume conversion table and takes about 30-35% cpu time, but i guess
when people learn to use the DSP it will take about 3% cpu time! The sound
quality is great, better than any Amiga.

A friend of mine (Douglas Little of Photochrome fame) told me a really
neat trick using the sampling hardware. You can clear the screen VERY quickly using the
sound DMA by sampling 8channels at 50khz directly to the screen, so

you can effectively clear the screen using no cpu time (with only a few bus
cycles lost).

DSP

I didn't have the time (or documentation) to mess about with the DSP,
however by dissassembling the ROM I worked out that it should be possible to transfer from
DSP to CPU memory at about 3-5 megabytes per second, or 1 mb/s using
one of the operating system routines. The DSP will be able to rotate about one
million vertices per second!!! Which is approximately 10 times faster than
an 020 or 030 could manage. The Falcon will blow the A1200 away when it comes
to 3d games.
The DSP reference book is very difficult to get hold of, but I've got one on ordered - it
costs about 60 pounds.

Regards.
Martin Griffiths (mdg@ukc.ac.uk)
(aka Griff of Electronic Images)

PS. Buy a Falcon, I think Atari finally got something right!

There you have it.....as always, don't email me for this one, I don't
know the answers.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

904. Previous Post

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 14:12:09 UTC
From: cleaves@ctron.com
Message-ID: <6911@balrog.ctron.com>
Source record: 40459

Hello,

I previously posted about a SuperCharger/HD problem I was having,
it is quite important to me but no one has responded. I'm sure there are
people with knowledge about the topic, but then I realized that my post
may have misguided people as to the return address. I believe using an
rn reply command will not work since the message is coming from a machine
inside Cabletron (where I work.) You must mail to cleaves@ctron.com in
order for the mail to reach me. So if you replied, and it was sent to
venus.ctron.com it would never reach me and would most likely bounce back
with an unknown host message.

If anyone has any experience with SuperCharger working when it cannot
be the last ASCI device please mail to me, I really would like to get it
working again, but my new(used) HD does not have two DMA ports.

Stephan

/\
external: cleaves@ctron.com Stephan R. Cleaves (603) 337-7021
internal: cleaves@venus Salamanders Are Cool...
\/

905. Re: IDE HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 14:45:32 UTC
From: julian@math.uni-muenster.de
Message-ID: <1ltj2cINNvl5@obelix.uni-muenster.de>
Source record: 40460

In article 13134@ericsson.se, etldnbs@etlxd21f.etlxd (duncan bowers xd/gdf) writes:
> I friend of mine (honest!) wants to know if an IDE hard disk drive can be connected to
> his ATARI ST and if so how, he has heard that he may need some sort of adapter, is
> this true??.
>
> Duncan

Yes. You can do this with the IDE host adapter, sold by Hard&Soft, Castrop-Rauxel,
Germany.

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

906. SCDOWN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 15:20:18 UTC
From: krschimm@wsuhub.uc.twsu.edu
Message-ID: <1993Feb17.092018.818@wsuhub.uc.twsu.edu>
Source record: 40461

I have a vintage 1040ST from '86, it has the socket for the blitter chip. Should I or can I upgrade this computer to modern ST standards (what can the new ones do, how are they different) is there a more modern TOS and how much would it cost. My ST has 1 meg ram only, how much is extra ram.

On a side note is an Atari sh204 hard drive for the ST or 8-bit and is it any good? What is its storage capacity?

Thanks

Karl R. Schimmel

The Wichita State University
%%%

907. Upgrading Old ST help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 15:23:40 UTC
From: krschimm@wsuhub.uc.twsu.edu
Message-ID: <1993Feb17.092340.819@wsuhub.uc.twsu.edu>
Source record: 40462

I have a vintage 1040ST from '86, it has the socket for the blitter chip. Should I or can I upgrade this computer to modern ST standards (what can the new ones do, how are they different) is there a more modern TOS and how much would it cost. My ST has 1 meg ram only, how much is extra ram.

On a side note is an Atari sh204 hard drive for the ST or 8-bit and is it any good? What is its storage capacity?

Thanks

Karl R. Schimmel

The Wichita State University
%%%

908. Re: Sun -> ST transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 15:38:46 UTC
From: sjkinneb@mtu.edu
Message-ID: <1993Feb17.153846.28950@mtu.edu>
Source record: 40463

lpzssm@unicorn.nott.ac.uk (S. Marshall) writes:
>
>Having struggled and cursed with attempting to get files from our Unix
>network onto an ST disk via Macs and Apple File Exchange (no PC's
>around unfortunately), I've been wondering if I could use the drive on
>my Unix machine.
>
>The computer's a Solbourne S4000 - apparently a Sun Sparc 1 clone. Is
>it possible to read/write to a floppy formatted on the ST with it ?
>
>Thanks for any hints,
>
>Sam.

Does your Unix network have Mtools? If yes, then your in luck.

mformat a: (format the floppy to an IBM format, ST will read)
mdir (get directory listing of IBM format floppy)
mcd (change directory on floppy)
mcopy _files_ a:/dir (copy files from current Unix directory to floppy
directrory, a: neccesary. Swap arguments to copy
from floppy to current Unix directory)
mdel (delete files on floppy, if you use wild cards then or
subdirectories, then enclose with quotes)

There are a couple other commands with mtools but these are the only ones
really needed to transfer files to and from a floppy disk. I have heard
rumors that that file transferd by old versions of mtools don't work with
Atari ST's. I can't verify this however. I hope this helps.

-Steve Kinneberg
sjkinneb@mtu.edu

909. Re: Word Processing in Chinese

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 16:03:54 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Feb17.160354.5783@news.unige.ch>
Source record: 40464

In article <1993Feb16.142534.2384@iplmail.orl.mmc.com>, richards@elmer.orl.mmc.com (Larry) writes:
> Speaking of word processing in other languages, does anyone know
> of a word processor that supports Spanish?? Not just the special
> characters, but spell checking as well.
>
I think Redacteur 4.02 (just out! bravo!) has a Spanish dictionary. If it is as good as the French and English ones, it is just what you need.

--
??????????????????????????????????????
?? Mike Morris ??
?? Medical Genetics ??
?? Geneva ??
?? Switzerland ??
??????????????????????????????????????

910. Re: Sun -> ST transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 16:06:22 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.729965182@sun>
Source record: 40465

lpzssm@unicorn.nott.ac.uk (S. Marshall) writes:

>Having struggled and cursed with attempting to get files from our Unix
>network onto an ST disk via Macs and Apple File Exchange (no PC's
>around unfortunately), I've been wondering if I could use the drive on
>my Unix machine.

>The computer's a Solbourne S4000 - apparently a Sun Sparc 1 clone. Is
>it possible to read/write to a floppy formatted on the ST with it ?

You would likely need the program doscopy,
which runs on most Intel-based unix boxes.
The disk itself has to be formatted on Tos1.4 or higher,
or even on a real DOS box. (don't do it on the
Intel-unix box, it would waste _much_ time).

911. Re: GDOS to Postscript

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 18:16:01 UTC
From: "Gerry O'Rourke"
Message-ID: <1993Feb17.181601.10021@bmers95.bnr.ca>
Source record: 40467

In article <1lt52kEaaa@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de
(Harald Schoenfeld) writes:
>bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:
>
>>I/m sure this has been asked before but, I am looking for a way to
>>route GDOS output to a postscript _file_ so I can take it to another machine
>>and print it on a postscript laser.
>
>>I have seen discussions on Timework's DTP using poscript output, but I don't
>>know where to get a Postscript driver, and what types of fonts I will need.
>
>To convert .GEM Files to PostScript Files you can use the circuit layout
>editor Circu It!. Just load the graphics into the circuit and export it
>as PostScript.
>
>--
> Harald Schoenfeld | I'm sorry Dave,
> (mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.
>
What exactly is "Circuit". Is it a program to design circuits & lay them out on
a PCB, because I have need of such an application.

Gerry O'Rourke

912. Re: IDE HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 18:32:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b829ca237df65@discworld.oche.de>
Source record: 40466

In <1993Feb16.133915.13134@ericsson.se>,
duncan bowers xd/gdf (etldnbs@etlxd21f.etlxd) wrote:

dbx>I friend of mine (honest!) wants to know if an IDE hard disk drive can be connected to
dbx>his ATARI ST and if so how, he has heard that he may need some sort of adapter, is
dbx>this true??.

Hard & Soft in Germany is the only company *I* have heard of which sells
such an adapter (it is necessary). They sell it together with a TOS 2.06
expansion card for older STs (not 'E') since you need TOS 2.06 to be able
to boot from the IDE disk. Furthermore, you will (obviously) need a power
supply for the drive and a disk driver which can handle IDE (eg AHDI).

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3
IRC: Rincewind
"Nanny Ogg quite liked cooking, provided there were other people around to do
things like chop up the vegetables and wash the dishes afterwards." (Terry
Pratchett, Witches Abroad)

913. Re: TOS 360K disks to msdos, how ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 18:46:31 UTC
From: y0000028@rzab0.rz.tu-bs.de
Message-ID: <1993Feb17.184631.7084@ibr.cs.tu-bs.de>
Source record: 40468

In article <1993Feb15.101952.8480@nic.funet.fi>, Pekka Janhunen <Pekka.Janhunen@fmi.fi>
writes:
|> Hi atarists,
|>
|> I have a 1024ST with an old single-sided floppy drive, and about 50
|> floppies. Now I want to transfer my source files to a 486 machine
|> running linux / msdos. How to do it, is there some DOS utility
|> program that can read single-sided 360K 3.5'' floppies? I know that
|> it is possible to do thru an old Apricot Xen but no one has these
|> machines any more...
|>
|> Please answer by email:
|> Pekka.Janhunen@fmi.fi

Well, I don't believe it is possible, because there are *no*
single sides floppies on MS-DOS machines.

DOS 3.X to 5.? is supposed to look into the boot sector to
read the floppy data: No. of tracks/sectors/sides etc., but it
doesn't. The data are put there just for fun. We are lucky that
MS-DOS format programm writes the correct data, (It might even
be a bug :-)) but DOS recognices only the DISK-TYPE byte.
(And even this not according to MS specs).

I'll try it on a DR-DOS machine, but I dont't expect anything.

BTW, can't you change the LINUX source to read these disks?
There must be some driver to read DOS-floppies.

See comp.os.linux.announce for help on the LINUX part.

Axel Kielhorn
TU-Braunschweig

(

914. Re: Sun -> ST transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 18:55:10 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Feb17.185510.12767@cs.nott.ac.uk>
Source record: 40469

In article <1993Feb17.122316.4239@cs.nott.ac.uk> I wrote:
|>
|> Having struggled and cursed with attempting to get files from our Unix
|> network onto an ST disk via Macs and Apple File Exchange (no PC's
|> around unfortunately), I've been wondering if I could use the drive on
|> my Unix machine.
|>
|> The computer's a Solbourne S4000 - apparently a Sun Sparc 1 clone. Is
|> it possible to read/write to a floppy formatted on the ST with it ?
|>
|> Thanks for any hints,

To summarize the responses I got for this:

Most workstations with 3.5" drives can happily read normal MS-DOS (and
hence ST) format disks. The most popular way to do this seems to be a
collection of utilities called Mtools, which re-create the basic disk
operations of DOS on UNIX.

Mtools is PD - in the UK ftp micros.hensa and look unde /tools
- also try comp.sources.misc on news

Other alternatives:
The command fdformat -ld will format a 720K floppy on a Sun.
Openwindows also supports a `dos' command which opens up an MS-DOS
utility apparently (I seem to have a man page and nothing else :-)

Thanks to everyone who replied.

Sam

915. Re: Sun -> ST transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 20:00:56 UTC
From: bobf@flint.geology.yale.edu
Message-ID: <1993Feb17.200056.28725@cs.yale.edu>
Source record: 40470

: >Having struggled and cursed with attempting to get files from our Unix
: >network onto an ST disk via Macs and Apple File Exchange (no PC's
: >around unfortunately), I've been wondering if I could use the drive on
: >my Unix machine.

: Does your Unix network have Mtools? If yes, then your in luck.

Mtools as distributed assumes 9-sector disks and will not read or write 10-sector disks (in standard use on many Atari systems). It's a simple matter to have Mtools read the boot sector and set the SPARC's floppy to 10-sector mode. The only problem is, the SunOS floppy driver assumes no one would ever change that, so it doesn't reset automatically when you're done using the device. This means that if you change to 10-sector mode and forget to change back, someone else could have problems trying to read disks with a program that assumes the driver is set in 9-sector mode.

Changing the floppy driver's initialization code to set 9-sector mode, in addition to all the other things it already does, is trival for the people at SUN (try ONE MORE LINE of code in the driver). However, SUN is so beurocratic that it's impossible to talk to the programmers. The managers see even a small bug as a lot of bug-report, bug-fix, version-number paperwork. Therefore, when we told them about the bug, instead of fixing it, they told us that was not a high priority.

I have a version of Mtools which automatically looks at the disk and sets the # of sectors correctly, setting it back to 9 sectors upon exit. I use this version routinely to transfer files, and never worry about how many sectors are on my floppies. The only way things could get messed up for other users is if mtools crashes in the middle (a vanishingly rare occurance). It's available as anonymous FTP from milne.geology.yale.edu, as /pub/mtools.tar.Z. I'll also mail it to anyone who asks.

--- Bob

916. Re: F030 - Some technical comments from a demo coder....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 22:08:23 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb17.220823.24915@dcs.warwick.ac.uk>
Source record: 40471

In article <C2LIHL.vE@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>This is another post as a favour to Griff of Electronic Images (who only has
>read access to the internet).
>
>--
>The Falcon : A programmer/demo writers view!
> (and Falcon030 vs A1200!)
>...
> A friend of mine (Douglas Little of Photochrome fame) told me a really
>neat trick using the sampling hardware. You can clear the screen VERY quickly using the
sound DMA by sampling 8channels at 50khz directly to the screen, so
>you can effectively clear the screen using no cpu time (with only a few bus
>cycles lost).

Does this rely on nothing being plugged into the microphone socket?

>...
> I didn't have the time (or documentation) to mess about with the DSP,
>however by dissassembling the ROM I worked out that it should be possible to transfer from
DSP to CPU memory at about 3-5 megabytes per second, or 1 mb/s using
>one of the operating system routines. The DSP will be able to rotate about
If true this is excellent. Everything I had previously heard indicated 1Mb/s
was the upper limit of the hardware. A transfer rate of 3 or 5Mb/s makes the
DSP much more useful for general purpose processing because this would be fast
enough to start thinking of the DSP's local memory as a data cache rather than
it's total memory.

>PS. Buy a Falcon, I think Atari finally got something right!

Where do you suggest I get one?

- Leo

917. Re: F030 - Some technical comments from a demo coder....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-17 23:03:11 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1lug7fINN64j@elroy.jpl.nasa.gov>
Source record: 40472

In article <1993Feb17.220823.24915@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <C2LIHL.vE@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>> A friend of mine (Douglas Little of Photochrome fame) told me a really
>>neat trick using the sampling hardware. You can clear the screen VERY quickly using the sound DMA by sampling 8channels at 50khz directly to the screen, so
>>you can effectively clear the screen using no cpu time (with only a few bus
>>cycles lost).
>
>Does this rely on nothing being plugged into the microphone socket?

Say, that's a really cute trick. No, you can deactivate the microphone input,
so it doesn't matter if anything is plugged in there or not. However, it *does*
rely on there not being an 8-channel audio input plugged into the DSP port...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

918. 1040 ST field service

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 00:52:00 UTC
From: kslate@MtHolyoke.edu
Message-ID: <1lumjg$16i@slab.mtholyoke.edu>
Source record: 40473

I am looking for the Atari Field Service Kit. The kit consists of
3 manuals for Atari St, Epson Disk Drive, and Printers and diagnostics
cartridge. Any help would be greatfull.

Slip

919. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 01:36:58 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb18.013658.5960@mnemosyne.cs.du.edu>
Source record: 40474

> Line-A is a big NO-NO.

And that is a big lie, perpetrated by Atari. The simple truth is, if they do away with line-a, they kill too many important applications which currently rely on it. If they kill those applications, they cease to exist as a viable market force.

If Atari were to provide some new OS functions which supply the functionality that is currently available only by touching the Line-A data structures, then we'd have the best of both worlds: a klunky old interface deep in the OS could go away, and programs that rely on that functionality could be updated to use the new functions. Until they start providing such functionality, hitting the Line-A data structures is the only way to get some things done.

As of now (TOS 4.02 on a Falcon) the mouse position parts of the Line-A are still valid. Some Line-A functionality only works if the Falcon is in an ST-compatible video mode (things like complex blits). But, unfortunately, as of TT TOS, some of the Line-A blits don't work right even when you're in an ST video mode. My complaint to Atari got a response along the lines of "we don't suport Line-A, not even the parts we said we'd support. Use a VDI blit." Unfortunately, you can't do near as much with a VDI blit as you can with a Line-A blit. The VDI data structures don't give you enough control. I had to write my own asembler routine to do the type of blit in question.

But the day Atari completely removes the Line-A data structures without providing equivelent functionality via VDI or other-subsystem functions is the day I mothball my Atari machines for good.

--
==
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==

920. HIGH DENSITY KIT..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 09:38:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <1888.724.uupcb@almac.co.uk>
Source record: 40475

Here's the address I promised everyone of the company that does a kit
for letting the Atari read and right to High Density drives....

System Solutions
Windsor Business Centre
Building 2
Basittart Estate
Basittart Road
Windsor
Berkshire
SL4 1SE
Phone 0753 832212
Fax 0753 830344

Cheers all. Hope that can be of help.
Craig
<craig.dunn@almac.co.uk>

921. Re: TOS v1.02 patches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 09:54:52 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1lvmdcINNbfq@golem.wcc.govt.nz>
Source record: 40476

In article <C2LGCM.Gv2@brunel.ac.uk>, cs90ijr@brunel.ac.uk (Ian J Ray) writes:
>I have to use a `vintage' ST until I can get a Falcon! So, what patches
>do I need for TOS v1.02 (22-Apr-1987), are they on a.a?
>
>(In particular- hard disk patches - hard disk I/O is terrible!)
>
>..Ian.
>cs90ijr@brunel.ac.uk

Yes its called TOS 1.04, this is the ONLY way to go...

It was for sale in many U.K. magzines and should be cheaper now that
TOS 2.06 is $60us and TOS 1.04 was $99us..

Go get it you won't regret it....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

922. groff testers wanted

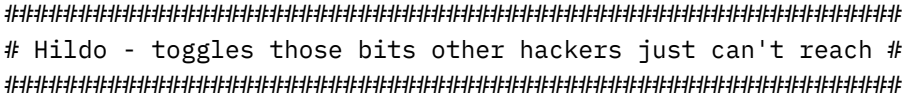
Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 10:02:08 UTC
From: boender@dutiws.twi.tudelft.nl
Message-ID: <C2n2JL.FLs@dutiws.twi.tudelft.nl>
Source record: 40477

Hi all,

I am currently finishing a port of groff 1.06 to the Atari ST under MiNT.
However, I am unable to test all of it myself, since I'm not a troff
expert. So, before I release it, I'm looking for some people willing
to do some testing and send possible bug-reports to me.

Required configuration:
2 Mb RAM (preferably more)
1.5 Mb harddisk space for the executables (any file-system)
0.9 Mb harddisk space for the library stuff (minixfs: case-sensitive)
0.1 Mb harddisk space for the man pages (any file-system)
MiNT
The bourne shell /bin/sh
Preferably, the `perl' interpreter
Access to a PostScript printer/previewer or a DVI printer/previewer.
Experience in running shell/perl scripts.

If you mail me, I'll send you some zoo archives next week.
Thanks in advance,
Hildo Biersma
boender@dutiws.twi.tudelft.nl

--

Hildo - toggles those bits other hackers just can't reach

923. Re: GDOS to Postscript

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 10:39:20 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1lvp0oEgdm@uni-erlangen.de>
Source record: 40478

Gerry O'Rourke writes:

>>
>>To convert .GEM Files to PostScript Files you can use the circuit layout
>>editor Circu It!. Just load the graphics into the circuit and export it
>>as PostScript.

>What exactly is "Circuit". Is it a program to design circuits & lay them out
> on a PCB, because I have need of such an application.

Circu It! is a object oriented circuit layout editor that makes the
drawing of them very easy. You can export these circuits in many
formats (SPICE included!).

Route It! is a PCB layout editor, that runs in parallel on any TOS or MultiTOS
and is getting the circuit data in real time from Circu It!. All you have
to do is start the autorouter, and your circuit is converted into a
functional PCB!

For more information about Circu It! an Route It! mail to me, or write
to:

Think! Software GmbH
Scharnhorststrasse 48
W-8500 Nuernberg 20
Germany

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

924. Re: TT and MS-DOS emulators?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 11:20:03 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Feb18.112003.10790@rhrk.uni-kl.de>
Source record: 40479

kunstm@prl.philips.nl (Kunst) writes:

>Are there (hardware) MS-DOS emulators for a TT?

No, there aren't.

```
************************************e
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*----------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
************************************
```

925. Fractal driven MIDI - HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 12:06:05 UTC
From: spxaf@thor.cf.ac.uk
Message-ID: <29345.9302181206@thor.cf.ac.uk>
Source record: 40480

Hi,
I was advised to post this letter to comp.sys.atari.st.tech, so
if this question is irrelevant, then please direct me to the appropriate
newsgroup.

Basically, I am doing a project at university which involves
generating fractal information, and then sending it in the form of
pitch, velocity and duration data to a connected synth.

I am using Hisoft's Power BASIC, and basically don't have a
clue :-)

If you have ever written a similar program then please let me
know. I would be grateful for help on not only the fractal part, but
also the sending of information to the synth.

Please E-mail me: spxaf@uk.ac.cardiff.thor

Thanks, people.

Anton.

926. malloc() problem in the mintlibs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 12:56:47 UTC
From: boender@dutiws.twi.tudelft.nl
Message-ID: <C2nAMo.IxM@dutiws.twi.tudelft.nl>
Source record: 40481

Hi all,
I think I've discovered a serious problem in the mintlibs when using MiNT 0.99.
MiNT currently has a pagesize of 8 Kb; any small malloc() will result in
sbrk() requesting *just* 16 or so bytes more than 8 Kb. MiNT gives sbrk()
8 Kb and allocates 2 pages, of which one is almost unused.

There are various ways in which this could be fixed. For instance,
malloc() could ask just a little less than 8 Kb, so that sbrk() will ask
for a correct amount; or sbrk() could call getpagesize() and always allocate
in multiples of that. The main problem with this would be that this would
cause malloc() and sbrk() to become very dependent on each other (using magic
values or sharing variables and so on).

So, does anybody have a (preferably clean) solution for this?

Hope to hear from you,
Hildo Biersma // boender@dutiws.twi.tudelft.nl
--
##
Hildo - toggles those bits other hackers just can't reach
##

927. Re: Atari-native audio file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 13:07:11 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb18.130712@cs.bham.ac.uk>
Source record: 40482

Other that raw samples, which have an annoying tendency of being
signed OR unsigned there is AVR format. That is described (I
think) in the FAQ.

Any probs, mail me...

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

928. Source wanted for sample playback...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 13:50:24 UTC
From: jat@ohm.york.ac.uk
Message-ID: <1993Feb18.135024.14290@ohm.york.ac.uk>
Source record: 40483

Hello world.

Has anyone out there got (or know where to get) code allowing
samples to be played out of the ST monitor speaker. I know that you
can do it by programming the PSG, but after looking at the data
sheet for it, I think that it would be easier if I lifted someone
elses code... The code is required for the STFM (I have the
development information for the STE sample format).

Thanks in advance !

john..
E-mail replies please on: jat@ohm.york.ac.uk
--
+------------------+--------------------+------------------+
York University	John A. Tuffen,	Possibly the
Music Technology	jat@ohm.york.ac.uk	Best MusTech dept
Dept....		in York...

929. Re: groff testers wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 15:24:04 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.730049044@sun>
Source record: 40484

boender@dutiws.twi.tudelft.nl (Hildo Biersma) writes:

>Required configuration:
>2 Mb RAM (preferably more)
>1.5 Mb harddisk space for the executables (any file-system)
>0.9 Mb harddisk space for the library stuff (minixfs: case-sensitive)
>0.1 Mb harddisk space for the man pages (any file-system)
>MiNT
>The bourne shell /bin/sh
>Preferably, the `perl' interpreter
>Access to a PostScript printer/previewer or a DVI printer/previewer.
>Experience in running shell/perl scripts.

PLUS: knowing all about groff
PLUS: willing to do this for free

hmmmmm.......

GOOD LUCK!!!

930. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 15:32:50 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02m2@tndb.UUCP>
Source record: 40485

In article <1993Feb14.200700.11844@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> MiNT, why source-only distribution
>
> I can't speak for Eric or Atari, but if I were to release something with
>a source-only redistribution limitation, it would have nothing to do with
>ensuring the users are "clueful enough" to use a beta product, and
>everything to do with support.

...

Actually, I was just wondering about this recently. It seems that Eric is using Gnu C. Now as far as I remember the "CopyLeft" agreement, you weren't supposed to distribute binaries at all. Furthermore, you weren't supposed to sell your final product. You *must* give it away for free. Now this raises the interesting picture of Stallman suing Atari if Atari includes the MiNT kernel in the Falcon. Am I right about this? I haven't concerned myself with the GNU project in years now. I use Lattice C and Sozobon C. . . .

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

931. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 15:55:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A22477@UN.maus.de>
Source record: 40486

ilepore@nyx.cs.du.edu wrote in comp.sys.st.tech:

>> you're not allowed to grab trap handlers at all
>
>Where ever did you get that notion from? The Atari docs state quite
>specifically, "The ST makes use of four of the sixteen TRAP vectors
>provided by the 68000. All other traps are available for applications."
>(HHG page 28.) It is also quite legal to insert your own routines into
>the exception and hardware interupt vectors. Indeed, I wish more programs
>would do so. I would much rather have a program tell me "An unexpected
>condition has caused a bus error, your work-in-progress will be saved",
>than to just see some bombs and then the desktop. Nowadays, most
>everything I write more complex than a quick-and-dirty uses custom
>exception handlers to make a graceful exit from the program, saving
>whatever work of the user's I can if that's appropriate.

In a single tasking system, this may work quite well.

But considering MiNT and MultiTOS (or even the pseudo-multitasking provided
by ACCs), this doesn't sound like a good idea at all - what happens if more
than one process tries to grab /one/ vector?
What happens if process A grabs the bus error vector and process B causes a
bus error - how does your exception handler react?
What about virtual memory systems (like VRAM or OUTSIDE for the TT) - they
need the bus error vector to implement paging!

ACCs should not steal vectors; and, IMO, APPs shouldn't do so, either.
Only the operating system or resident programs (which effectively become
part of the operating system) should link into trap, interrupt or exception
vectors!

Martin

| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |
---

932. Re: (4 meg simm) diy upgrade for 1040st?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 16:32:16 UTC
From: plate@cdsmn.mn.org
Message-ID: <C2nKLs.DB7@cdsmn.mn.org>
Source record: 40487

In article <1993Feb16.120207.19999@eng.cam.ac.uk> cmh@eng.cam.ac.uk (C.M. Hicks) writes:
>selick@csa.bu.edu (Steven Selick) writes:
>
>
>>Has anybody done a do-it-yourself upgrade on a 1040st with a single 4
>>meg simm? My brother would like to do this, and thought somebody might
>>have an easy upgrade.
>
>You cannot use a single 4Mbyte SIMM because the ST's memory is 16 bits wide,
>and the SIMM is 8 bits wide - thus you need to use 4 1Meg SIMMS for 4MByte.
>This is still relatively easy - see me file 2_5ram.zoo on aaue for details.
>
>Christopher Hicks
> ==

I am planning to help a friend upgrade his 520ST to > 512k. The circuit
part of it is no problem, but I was wondering about the physical aspects
of a diy upgrade. Have you diy'ers just sorta run wires off of the
RAM DIP locations or what. What about mounting of the new RAM?

Regards,
Doug Sr.

--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

933. Re: Interupts and PCM sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 17:31:01 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb18.173101.5846@mnemosyne.cs.du.edu>
Source record: 40488

> [timer b interupt handler does...]
>Start of interrupt
>Clear interrupt flag
>Do code
>End interrupt
>Now surely this means that the interrupt could be interrupted by itself?

No, the interupt shouldn't be able to interupt itself, because even
though the interupt-in-service bit has been cleared in the MFP registers,
the CPU is still running at IPL 6, and that prevents another MFP interupt
(of any sort) from coming in until the IPL is lowered. Unless you lower
it manually in your code, that means that it can't be re-interupted until
your RTE pops the original SR from the stack.

If you want the ikbd to be able to interupt your routines, you should be
able to get that effect by lowering the machine IPL to 5 at the start of
your routine, then set the interupt mask bit for your interupt and clear
its in-service bit. By masking your interupt, you prevent a re-interupt
while in the service routine, but the MFP will still latch an interupt
that comes in and will hold it. By clearing the in-service bit, you allow
other MFP-based interupts to be asserted to the CPU, which is now at IPL
5, so the level-6 interupt the MFP asserts will get through. At the end
of your service routine, clear the mask bit for your interupt, and if a
new interupt had occured it will be asserted (unless a higher-priority
interupt is also pending on the MFP).

Mind you, this is all in theory, according to the docs. I've never
actually needed to do this in exactly this way, although I've used similar
techniques.

--
==
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==

934. Re: How to write new verison of rsrc_load()... kosher?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 17:51:22 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb18.175122.7075@mnemosyne.cs.du.edu>
Source record: 40489

> I want to write a new version of rsrc_load() that will be compatible
> with new RSC formats.

A tall order. Especially given that Atari isn't very good at defining new formats of things that are compatible with the old. They aren't even very good at keeping old things the same when they've promised to do so.

Anyway, I don't think it's a very good idea to try to handle this with resident software. There's a lot of programs that use embedded resource data and don't even go through rsrc_load() or rsrc_obfix() calls anyway. (None of mine do.)

What the world needs is an easy-to-use system for embedding RSC data into a program, including custom fixup routines that handle the resolution scaling issues. Luckily, I have such a thing, and have been using it for years. It not only scales the objects' xywh values, it even scales IMAGE and ICON data to compensate between the creation resolution and the runtime resolution.

Unfortunately, I've never released this program, because someone has been hounding me to package it as a commercial product and sell it, and I just can't make up my mind whether I want to do that or not. I've been tempted many times to release it as shareware, but I figure I'd never get any money for it, ST folks don't pay shareware fees.

The main thing that has prevented me from releasing it as PD or shareware is that the docs are 2 years out of date. I just can't get up the energy to spend a week or more rewriting the docs from scratch to prepare it for release. Also, I have no idea whether it'll work with GCC; right now it works with HSC, LC, TurboC, LaserC, and MWC. But for widest acceptance, GCC support is a must.

So what's the point? I dunno. Convince me, maybe. Convince me that enough folks would contribute $10 for a professional-quality RSC file compiler that made embedding RSC data into your program and automatically scaling it to the runtime resolution as easy as coding a single #include statement with no other changes to your code.
--
==========
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==========

935. Re: How to write new verison of rsrc_load()... kosher?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 19:04:28 UTC
From: bobf@wadati.geology.yale.edu
Message-ID: <1993Feb18.190428.11790@cs.yale.edu>
Source record: 40490

```
: So what's the point? I dunno. Convince me, maybe. Convince me that
: enough folks would contribute $10 for a professional-quality RSC file
: compiler that made embedding RSC data into your program and automatically
: scaling it to the runtime resolution as easy as coding a single #include
: statement with no other changes to your code.

I can't convince you of that. I can tell my experiences commercially
marketing software. My first commercial product was Mi-Print. It was
an application potentially useful to a wide audience. I sold it
through Mich-Tron. They sent me _one_ check for $525. After that,
they _deducted_ money from my account every quarter because
distributers kept returning copies to them. That was in 1986, when
the ST market was a lot stronger than it is today.

My second commercial product was The Vault, a hard disk backup
program. I spent a lot of time writing it and wanted to sell it
commercially. The company I sold it to went out of business, ending
up delaying the program's release to the public for a year and costing
me a lot of money. I decided to distribute it on the Internet because
it's a lot less hassel, not to mention the legal responsibility
involved with a commercial program. (What if it crashes or doesn't
work?) It also gave me a wider distribution --- the whole world, as
opposed to the United States.

Furthermore, the ST market is small and shrinking. Even if everyone
who might use your program were to buy it, you still wouldn't make
much. Most of the remaining market is in Germany; to sell it there,
you'd have to find a company willing to do so, meaning you'd have to
deal with German companies (trans-atlantic business relationships are
difficult), or find an American company willing to export to Germany.
You'd also have to translate the manual, or get it translated;
foreigners are willing to deal with English docs for shareware, but
not for commercial software.

The ST market is so dead now that I only have a vague idea of
available commercial software. Chances are, if you sold your program,
I wouldn't even know it existed. Many other ST users are experiencing
this too, as their dealers stop carrying Ataris.

And last of all, consider how much would your program is worth to
average ST programmer. How much would _you_ pay for it, if you're a
competent programmer and already have many other (free) options open,
including Atari's built-in rsrc_load as well as something you could
hack quickly yourself.
```

So I'm not arguing that ST users will pay for the shareware. I'm just stating that commercially marketing the package, _especially_ one with such a limited audience as yours, is not likely to make you more than a few hundred dollars after a lot of trouble, and your program will likely never be known to most potential users of it.

--- Bob

BTW, if there's interest in Mi-Print, I could probably post it. The contract has probably expired.

936. Re: F030 - Some technical comments from a demo coder....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 19:53:53 UTC
From: gcf@spd.eee.strathclyde.ac.uk
Message-ID: <C2ntxu.373@ccsun.strath.ac.uk>
Source record: 40391

In article <1993Feb17.220823.24915@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <C2LIHL.vE@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

[...]

>>
>>PS. Buy a Falcon, I think Atari finally got something right!
>
>Where do you suggest I get one?
>

Currently advertising Falcons in the *MUSIC* press (naturally this doesn't guarantee availability) are:

Barnaby Marder Music (081 948 8795/8971)
Evenlode (0993 898484)
Music Corporation (0425 470007/480569)
ABC music (081 546 9877 or 0865 725221 plus 6 other branches)
Project music (081 570 4444)
Soho Soundhouse/Turnkry (071 379 5148/071 240 2041)

(It's claimed to be Cubase compatible)

I'm sure you'll keep us informed...

GCF

937. Re: CeBIT Dates !

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 20:37:51 UTC
From: bzech@veeble.han.de
Message-ID: <1993Feb18.203751.6773@veeble.han.de>
Source record: 40392

In article <1lsqouINNqm6@clinet.fi> likos@clinet.fi (Johannis Likos) writes:
>The netters who want to meet there could stick a 5x9cm card on their jackets
>with their Internet address (email address) printed on it (maybe in TimesRoman
>Bold Italics) so that they can identify themselves easier among the huge
>crowd at the Atari booth.
>
>C.U. there guys!
>
>likos@clinet.fi

Hi folks,

I must admit, that I haven't followed this discussion very well. So I'm
asking if you netters already made up a time to meet. I'll surely have
a look at the CeBit as it takes place in my hometown :-).

Please send me a mail, Boris.
--
e-mail: bzech@veeble.han.de (or bzech@hiss.han.de)
that is: Boris Zech, D-3000 Hannover, GERMANY
telephone: +49 511 755827 (voice) system: ATARI TT030

938. CANADIAN source for TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 21:00:01 UTC
From: SPAC000 <SPAC@UNB.CA>
Message-ID: <18FEB93.18360580.0066@UNBVM1.CSD.UNB.CA>
Source record: 40393

Is there a Canadian source for TOS 2.06 chips (mail order)? Is Atari Canada gone for good? With our wonderful new Customs regulations it's getting pretty unreasonable to order small items from the US--so I would appreciate a Canadian address if anyone can come up with one.

939. Atari formats PC better than PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-18 21:56:00 UTC
From: Bryan.Hall@f2703.n206.z1.fidonet.org
Message-ID: <730377648.AA00870@royaljok.fidonet.org>
Source record: 40394

In a message of 13 Feb 93 14:45:40, John Cordes wrote:

JC> I'm quite sure DCFormat 3.02 *does* (optionally) do a verify pass; I
JC> always used to select verify on when I used it for formatting. It also
JC> claims, if it finds bad sectors, to mark them as bad. However, I've never
JC> been convinced that this actually does any good under TOS - anybody know?

The way I use the system is this.. I format disks with bad-sector
checking. From then on, I don't do a write verify. I suppose you could
format without bad-sector checking, and always use a write verify, but the
first method allows quicker usage of the floppy, and almost eliminates "Error
writting to disk" messages.

"MICRO"

940. Re: Ghostscript -> .GEM Metafile device.....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 00:56:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12100@uqcspe.cs.uq.oz.au>
Source record: 40395

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>IMHO a postscript to .GEM file convertor would be quite useful to the world at
>large as well as to me.

PageStream, Calamus, and AtariWorks all provide for .GEM metafile inclusion,
so a PS->GEM converter would vastly increase the applicability of that
software.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

941. Re: Atari formats PC better than PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 01:50:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1m1ecuINNjbt@golem.wcc.govt.nz>
Source record: 40396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > DC-Format has a Verify toggle. It's at the bottom right of the displa
> > says, 'Verify'.
>
> IMO, it should not be an option, it should always be ON, and no button..

Verify is a nuisance! I have NEVER had any defect disks, apart from the
ones my disk-drive stuffed up (due to a misaligned head, which I fixed)

I also always have write-verify turned off al the time, makes floppies
almost usable! Again, no problems in 8-years!

□
Contrary to popular belief, money IS everything! |||
To cause a catastrophic disaster, you need a computer! ||| TARI
If several things can go wrong, the one that will / | \
cause the most damage, happens first! At least it goes!
WELLS_S@KOSMOS.WCC.GOVT.NZ□

942. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 04:47:48 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb19.044748.7361@netcom.com>
Source record: 40397

In article <jimomura.02m2@tndb.UUCP> jimomura@tndb.UUCP (Jim Omura) writes:
>In article <1993Feb14.200700.11844@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>> MiNT, why source-only distribution
>>
>> I can't speak for Eric or Atari, but if I were to release something with
>>a source-only redistribution limitation, it would have nothing to do with
>>ensuring the users are "clueful enough" to use a beta product, and
>>everything to do with support.
>
> Actually, I was just wondering about this recently. It
>seems that Eric is using Gnu C. Now as far as I remember the
>"CopyLeft" agreement, you weren't supposed to distribute binaries
>at all. Furthermore, you weren't supposed to sell your final
>product. You *must* give it away for free.

You've misinterpreted copyleft on both counts (they're common mistakes, especially the second one). The GNU GPL basically requires that (a) you make source code available for GPL'd programs (you can do this in a number of ways, including making an offer to provide source), and (b) you not impose restrictions on the further redistribution of the code. This makes selling the code for profit rather difficult (after all, one customer can buy the program and *legally* give it to all the other customers), but not impossible. In fact, there's a company (Cygnus) that does just that, and makes its money on support. The FSF and Cygnus get along very well, I hear.

All of which is rather beside the point, since MiNT is not covered by the GNU General Public License. Merely using gcc to compile a program does not "infect" it with the copyleft. If it did, I would simply switch to a different compiler: MiNT compiles with Lattice C and PureC as well as GNU C.

(Linking with the FSF GNU libraries does bring a program under a form of copyleft, which is one reason that I didn't put any of the FSF's code into the MiNT libraries back when I was maintaining them.)

As always, I'm not making any statements on behalf of Atari. The opinions expressed are mine alone.

Regards,
Eric

943. First-Byte

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 05:16:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1m1qg5INNkcc@golem.wcc.govt.nz>
Source record: 40398
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a quick message, enquiring if anyone knows whether First-Byte computers still exists, and if so (or if not), where I could possible get in contact with someone either who works/worked there, or someone who might be able to help with the upgrading of some of their software!

944. CFV: Creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 11:16:07 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb19.111607@cs.bham.ac.uk>
Source record: 40399
Cross-posted to: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

```
FIRST CALL FOR VOTES
====================

This is a Call for votes on the creation of a newsgroup for
debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Rationale
=========
This group will separate a section of discussion, mainly from the current
newsgroup comp.sys.atari.st but also relatted topics including the Atari 8-bit
range of computers (atari.8bit) and the new Atari Falcon computers.

The discussion of advocacy currently takes up over 50% of the items
in the atari.st newsgroup and so it is felt that the original
purpose of the newsgroup is being left behind.

New users and people who need information about the Atari ST can
continue to use the original group and would hopefully get more
attention if there is less advocacy mail present.

Voting
======
VOTING PERIOD IS:
16th February 1993
to 16th March at 9:00 GMT.

HOW TO VOTE:
1. REPLY to THIS message.

2. send your votes to:
JANET(UK accademics): dxo@uk.ac.bham.cs
INTERNET(all others): dxo@cs.bham.ac.uk%@uknet.ac.uk

WHAT YOUR MAIL MESSAGE SHOULD CONTAIN:

For a yes vote:
---------------------------------------------------------------
I vote "Yes" for the creation of "comp.sys.atari.advoacy"
VOTE: [lastname], [firstname] [email address] : YES
```

.

For a no vote:

I vote "No" for the creation of "comp.sys.atari.advoacy"
VOTE: [lastname], [firstname] [email address] : NO
.

Rules on voting
===============

Voting Rules:
-Only one vote per user (Two different people cannot vote under the
same user name).
-Any votes which are received before or after the voting period
will be discarded.
-Any vote which does follow the above examples specifically,
will not be valid.
-Anyone who wants to change their previous vote may do so by voting
again. They must indicate that they have previously voted and are
changing their mind in a footnote. A changed vote will discard your
previous vote.

Ambiguous Votes:
Ambiguous votes -- those who do not follow the specified format, or
do not make clear the voter's intent, will, where possible, be
returned to their senders for clarification. Ambiguous votes which
cannot be returned to their senders or for which no clarification is
provided will be identified in vote mass acknowledgements and in the
final vote tally.

******* ANY PROBLEMS, MAIL THE ADDRESSES ABOVE! *********

Thanks to Danny Richman for the basis of this CFV!!!!!

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

945. Re: F030 - Some technical comments from a demo coder....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 11:28:56 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C2p189.1K3@newcastle.ac.uk>
Source record: 40400

In article <C2ntxu.373@ccsun.strath.ac.uk>, gcf@spd.eee.strathclyde.ac.uk (Graham Freeland) writes:

>
>(It's claimed to be Cubase compatible)
>
>I'm sure you'll keep us informed...
>

Here's informed then - the version of Cubase (3) that I tried on the Falcon died the death of the unjust and crashed mightily - perhaps I should upgrade (but that said, my version isn't THAT old).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

946. Re: Sun -> ST transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 12:23:45 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C2p3rM.GC4@dcs.glasgow.ac.uk>
Source record: 40401

bobf@flint.geology.yale.edu (Bob Fischer) writes:
>milne.geology.yale.edu, as /pub/mtools.tar.Z. I'll also mail it to
>anyone who asks.

Please mail me a copy of mtools.tar.Z

--

Darren J Moffat

@@@
@ moffatd ~ "Maybe One Day the computer will reprogram me !"@
@@@
--

Darren J Moffat

947. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 13:47:03 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1m2ocnINN14ic@obelix.uni-muenster.de>
Source record: 40402

In article 5960@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> Line-A is a big NO-NO.
>
> And that is a big lie, perpetrated by Atari. The simple truth is, if
>they do away with line-a, they kill too many important applications which
>currently rely on it. If they kill those applications, they cease to
>exist as a viable market force.
>
As far as I know, the Falcons DO have Line-a, BUT that works only in the
ST and TT video modes, so a program using those functions will most
probably NOT WORK in any other of the new video modes.

> As of now (TOS 4.02 on a Falcon) the mouse position parts of the Line-A
>are still valid. Some Line-A functionality only works if the Falcon is in
>an ST-compatible video mode (things like complex blits).

see above, line-a works only in the ST and TT video modes.

Have you thought of a VDI replacement, which is faster than the Line-a
functions? In the manual of NVDI, they say that line-a is NOT FASTER
than the normal VDI output.

Ulrich

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+----------------------------+-------------------------+

948. Re: CFV: creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 15:21:19 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb19.152119@cs.bham.ac.uk>
Source record: 40403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is a message to everyone who voted before

15:00 GMT 19th February

Can you send me your votes again please? The server went down
while I was editing the file and err BANG.

Very sorry!

That's about 13 people.

Andrew Oakley... I've got your vote!

Thanks a lot and keep voting!

David.

949. MultiTOS - ls command

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 15:29:12 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C2pCCo.LBL@newcastle.ac.uk>
Source record: 40404

Can anyone point me to a version of ls that DOESN'T violate memory protection
under MultiTOS on my Falcon ?

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
-----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

950. Re: CFV: Creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 16:51:11 UTC
From: rick@crick.ssctr.bcm.tmc.edu
Message-ID: <1m335v$j4j@gazette.bcm.tmc.edu>
Source record: 40405
Cross-posted to: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

This CFV did not appear in news.announce.newgroups and therefore should be considered invalid. If the proposers did send this to n.a.n, then they should not have posted a separate article outside of the moderated news group. Thus, when the votes are tallied, any vote whuch were submitted prior to the appearance of the official CFV must be discarded.

--
Richard H. Miller Email: rick@bcm.tmc.edu
Asst. Dir. for Technical Support Voice: (713)798-3532
Baylor College of Medicine US Mail: One Baylor Plaza, 302H
Houston, Texas 77030

951. Re: C-Includes & UUencode

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 17:21:50 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb19.172150.23747@mnemosyne.cs.du.edu>
Source record: 40406

> missing OBDEFS.H and GEMDEFS.H, but have HSC/GEMFAST

The GEMFAST.H file contains everything that OBDEFS.H and GEMDEFS.H
contained under the old Alcyon compiler. So you can just nuke the #include
statements for those.

But, I was told that UUCODER was written for GemFast v1.5, so I'm
surprised that it would even have references to those older header files.
Maybe the source you have is way out of date?

I was planning on finding the UUCODER source myself and updating it a
bit, sometime in the upcoming weeks. Besides allowing an option for where
to put the output file(s), I wanted to add frm_progress() calls, and I was
going to embed the RSC data so that you don't need the .RSC file. But, if
someone else is already doing it, that's fine with me. :-)

--
==
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==

952. GNU C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 17:33:31 UTC
From: Cford@debug.cuc.ab.ca
Message-ID: <1993Feb19.173331.430@debug.cuc.ab.ca>
Source record: 40407

I am interested in installing GNU C on my system. How many MB of RAM do I need, and how much HD space do I need? Is there a program available for converting the TeX docs. to normal ASCII text?

--

Conan Ford 1:134/9,201:5500/9,1:134/21 | Save our forests - ask for Cford@debug.cuc.ab.ca | plastic bags :-)

I do not represent Debug Computer Services.

953. Re: THE PC- FALCON DEBATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 17:59:55 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C2pJBv.Azo@tsegw.tse.com>
Source record: 40408

boris@sys6626.bison.mb.ca (boris) writes:

lines deleted
>You really can't compare the two properly. Open verses closed arch. OS on
>chip verses OS on disk.

Hold on - which is which?? The St has OS on chip & closed architecture (insofar
as it does not provide any expansion slots/ports - not the base ST(e)'s..)
The PC has OS on disk & open architecture.. Your line sounds like one of PC/ST
is open&chip and the other is closed&disk..

> Any given IBM pc is usually a mismash of clone parts and periphels.
True - usually they work
> All ST are basically the same.
ditto

> give it up guys. It's just politics you're arguing. Trying to make out
>like you wer'nt the one who may have made the dumb purchase.
Yup - like I used to argue that my TI was better than a Vic-20 :-)

> Give it ten years and they'll all be archaic pieces of trash. No matter
>who made them.
Maybe.. Maybe not - depends on how far things will have advanced.. Unless a
GOOD voice recognition system comes SOON for very little $$$, I'll still be
needing terminals in 10 years :-)

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

954. MiNT Distribution Kit latest.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 18:37:46 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb19.183746.20154@sol.ctr.columbia.edu>
Source record: 40409

```
Hi all,

The MDK now has a set of shareable utilities available. These include
the following subsets...

bgcc233.zoo
bgrep.zoo
bpatch.zoo
btxtutl.zoo
bbison.zoo

... And are available on phlim.ph.kcl.ac.uk as
well as on a.a.u.e + mirrors asap.

**********************************************************************
* IMPORTANT: If you have used the mfsutil subset, you will have to *
* remove the mfsconf call from your bootup sequence BEFORE running *
* INSTALL. (Sorry, but I can't really link a GFA program with the *
* mint libs :-) *
* See the 0readme for details in the directory Shareable *
**********************************************************************

Simon.

--

_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

955. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 19:31:28 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C2pnKv.9M7@news.cis.umn.edu>
Source record: 40410

In article <jimomura.02m2@tndb.UUCP>, jimomura@tndb.UUCP (Jim Omura) writes:
> Actually, I was just wondering about this recently. It
>seems that Eric is using Gnu C. Now as far as I remember the
>"CopyLeft" agreement, you weren't supposed to distribute binaries
>at all. Furthermore, you weren't supposed to sell your final
>product. You *must* give it away for free. Now this raises
>the interesting picture of Stallman suing Atari if Atari includes
>the MiNT kernel in the Falcon. Am I right about this? I haven't
>concerned myself with the GNU project in years now. I use Lattice C
>and Sozobon C. . . .

You are assuming that the final product (i.e. MultiTOS) will be compiled using GNU C. Source code that compiles across a wide range of compilers isn't subject to any restriction. And the "CopyLeft" applies only to FSF products. There is a GNU General Public License which covers software compiled using FSF libraries (like libg++ or the libc replacement), and code using output from Bison generally follows the GPL as well.

You don't HAVE to give binary code away for free. You do have to agree to provide source code to anyone who asks for it -- provided you use FSF products covered by the GPL.

You won't see the FSF suing Atari over MiNT or MultiTOS.

-- David Paschall-Zimbel

956. Neodesk 3.03a Neoqueue Bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 22:10:44 UTC
From: rmsara@ecst.csuchico.edu
Message-ID: <1m3lt4INNmgn@charnel.ecst.csuchico.edu>
Source record: 40411

Well, I thought that the last patch before Neodesk 4.0 comes out would be bug free, but either I'm doing something wrong (I don't think so), or there is something wrong with the new Neodesk.

Last week I downloaded it from Genie and installed it as the directions asked for. Everything worked, and I was very impressed. Until yesterday. I wanted to print out a document directly on my printer and decided to use the Neodesk accessory, Neoqueue, to print it out. Well, it doesn't work. I load up the file and close the accessory and it doesn't work. I reopen the accessory and accidently open a window and, for some reason, the document starts printing, only a couple of pages. I click on the window again and the same thing happens again.

Does anyone have this problem with Neoqueue or is it just me.
Also,
it only prints in draft mode!!!!

I need help on this. :-<

Carlos Sara

957. NVDI faster? But unavailable...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-19 22:14:41 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Feb19.221441.29200@a.cs.okstate.edu>
Source record: 40412

In article <1m2ocnINN14ic@obelix.uni-muenster.de> kuehn@math.uni-muenster.de writes:
>
>Have you thought of a VDI replacement, which is faster than the Line-a
>functions? In the manual of NVDI, they say that line-a is NOT FASTER
>than the normal VDI output.
>
>Ulrich

Yes, but I am unable to find anyone distributing it. Anyone find an English
copy yet? How about in the USA? (If not... I'd order overseas...)

jc

958. Re: MFM hard drive on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-20 01:13:02 UTC
From: spanky@iowegia.dsm.ia.us
Message-ID: <e9w9yB6w165w@iowegia.dsm.ia.us>
Source record: 40413

linda@cs.su.oz.au (Linda Distributed Language) writes:

> I have a spare 40Mb MFM hard drive (an old Seagate ST251). I would like to ho
> it up to the atari. What products exist to do this (if any)? I realize there
> is a problem in that the adapter will have to do arithmetic to translate the
> sector number the atari gives to heads/cylinders/sectors etc, and thus will
> have to be configurable for different drive geometries. Ugh. Any ideas?
> Thanks,
> David Monro
> (Please reply by email to linda@cs.su.oz.au)

Just buy one of the ADCSCI Plus boards from ICD, you will need a
board to translate the SCSI to MFM. I use an Adaptec 4070, they
are others which are much better than the Adaptec. I formatted my
MFM 251 on RLL and got a *(^ of a lot more disk space. Since the
ICD software does write verify without any slowdown, it works
great. There software is awsome. If you want the new v ersion or
driver for something just download it from their board.
815-968-2228, by phone or 2229 by modem.

959. Re: C-Includes & UUencode

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-20 03:10:12 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb19221012@kropotkin.gnu.ai.mit.edu>
Source record: 40414

In article <1993Feb19.172150.23747@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> The GEMFAST.H file contains everything that OBDEFS.H and GEMDEFS.H
>contained under the old Alcyon compiler. So you can just nuke the #include
>statements for those.
>
> But, I was told that UUCODER was written for GemFast v1.5, so I'm
>surprised that it would even have references to those older header files.
>Maybe the source you have is way out of date?

I believe GEMFAST used to come with obdefs.h and gemdefs.h files which
just included gemfast.h. Steve probably used the old names for
backwards compatibility.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

960. Re: IDE HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-20 05:46:12 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1m4gj4$md0@msuinfo.cl.msu.edu>
Source record: 40415

etldnbs@etlxd21f.etlxd (duncan bowers xd/gdf) writes:

>I friend of mine (honest!) wants to know if an IDE hard disk drive can be conne
cted to
>his ATARI ST and if so how, he has heard that he may need some sort of adapter,
is
>this true??.

Suggest to him that he not hold his breath...
--
=-=
||| Sing a happy tune and
molin@ptb.cl.msu.edu ||| happy dancers will join
Canton, Michigan USA / | \ your trip. -T. Golas

961. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-20 19:02:59 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb20.190259.9000@mnemosyne.cs.du.edu>
Source record: 40416

> As far as I know, the Falcons DO have Line-a, BUT that works only in the
> ST and TT video modes, so a program using those functions will most
> probably NOT WORK in any other of the new video modes.

Let me try to be as clear as I can (despite the fact that my prior message on the subject was couched in absolute terms, without anything such as "I think" or "it should"): The portions of the Line-A data structures having to do with mouse position are still valid on a Falcon, in all video modes. In fact, most of the Line-A data (all the parts that I've investigated) are still valid on a Falcon, in all video modes. I have two Falcon machines onsite, this is not speculation.

> Have you thought of a VDI replacement, which is faster than the Line-a
> functions? In the manual of NVDI, they say that line-a is NOT FASTER
> than the normal VDI output.

Apparently you didn't read my posting. Or, you just didn't get it. Performance is not the issue, functionality is. There are some things you can do via the Line-A data structures which you cannot do via VDI calls. There are some things you can do with Line-A blits that you cannot do with VDI blits, because the data structure used in the VDI blit calls does not provide all the fields you need to get the job done.

Again, I have no problem with Atari removing the Line-A interface from the machine, it was a klunky interface at best. My complaint is that Atari is not providing equivelent functionality through a better-controlled interface (such as VDI or the XBIOS). Until Atari starts providing Line-A equivelents, they should expect people to keep using what's available, that being Line-A. As long as applications continue to use Line-A, Atari will find it difficult to completely remove that interface from the system. If they completely remove it anyway, enough applications will break that people will be upset. Also, since some things will be impossible or incredibly difficult to implement, less software will be written as a result. In both cases, you have a downward spiral of marketability of the machines.

--

```
==============================================================================
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==============================================================================
```

962. Re: CFV: Creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-20 20:46:38 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <=5=4kzf@rpi.edu>
Source record: 40417
Cross-posted to: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

I vote yes to the creation of comp.sys.atari.advocacy

Name: amalaye oyake
at: rpi.edu rensselaer polytechnic institute
id: oyakea@rpi.edu

963. Re: NVDI faster? But unavailable...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-20 23:02:41 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1m6dahINN5bl@golem.wcc.govt.nz>
Source record: 40418

NVDI

>>Yes, but I am unable to find anyone distributing it. Anyone find an English
>copy yet? How about in the USA? (If not... I'd order overseas...)
>
>jc
>

Well all I have is a U.K..phone No. taken from ST-Review Aug92..

0753 832212

It did not state the firm or shop....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

964. Re: (4 meg simm) diy upgrade for 1040st?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-21 01:17:01 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <3uuaZB7w165w@dogbox.acme.gen.nz>
Source record: 40419

plate@cdsmn.mn.org (Doug Plate) writes:

> I am planning to help a friend upgrade his 520ST to > 512k. The circuit
> part of it is no problem, but I was wondering about the physical aspects
> of a diy upgrade. Have you diy'ers just sorta run wires off of the
> RAM DIP locations or what. What about mounting of the new RAM?

Assuming you mean upgrading with simms:

run the wires off the dip positions.
Use either double sided foam tape or a hot melt glue gun to fix them in
position. Make sure that you can still get the shielding on. (do a trial
fitting...)

As for sockets, it's up to you, but simms are so cheap that it's
hardly worth taking them out of your machine if/when you upgrade
or change in a few years....

There's a couple of upgrade instruction texts sitting on a.a.

--
Alan (dogbowl@dogbox.acme.gen.nz)

We are the people our parents warned us about

965. Re: NVDI faster? But unavailable...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-21 03:27:09 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <85802@hydra.gatech.EDU>
Source record: 40420

In article <1993Feb19.221441.29200@a.cs.okstate.edu> cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>Yes, but I am unable to find anyone distributing it. Anyone find an English
>copy yet? How about in the USA? (If not... I'd order overseas...)

Toad Computers advertise that they sell it. I saw it listed in an ad
in the February 93 issue of Current Notes. They sell it for $59.

Toad Computers
570-F Gov. Ritchie Highway
Severna Park, Maryland 21146
1-800-448-TOAD

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

966. Re: Reading shift status

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-21 07:26:28 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.ti0P6j4rsZA@elfhaven.ersys.edmonton.ab.ca>
Source record: 40421

[> In article <C2Hruw.CBt@dcs.ed.ac.uk>, arjm@dcs.ed.ac.uk (Andrew Maccormack) writes:

[> How can one read the shift keys without having to read anything else at the same
[> time? I'm trying to detect a shift-click, but can't use the usual graf_mkstate.
[> --
[> Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
[> "I am not ashamed of the Gospel of Jesus Christ for it is the
[> power of God to salvation of all who believe."

You use the usual routine to determine if you got a click, and then immediately
after the click you check the status of the shift key using Kbshift(), which
is Bios #11. You pass it -1, and it will give you (in the return value) the
status of the various shift keys. The values are:

0 Right Shift
1 Left Shift
2 Control
3 Alt
4 Caps Lock
5 Right Mouse Button
6 Left Mouse Button
7 Reserved

This is a bitmap. I am not good at decoding bitmaps, though, so I cannot
tell you how to decode the value if more than one shift key is pressed (for
example, Alt + Control). For just the one button, though, you can use the
value listed.

So, if Kbshift returns 0 or 1, the shift key is being pressed.

Is this what you were looking for?

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< --- >>

967. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-21 16:03:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A2965@K.maus.de>
Source record: 40422

> Line-A is a big NO-NO.

i> And that is a big lie, perpetrated by Atari. The simple truth is, if
i>they do away with line-a, they kill too many important applications which
i>currently rely on it. If they kill those applications, they cease to
i>exist as a viable market force.

That is no lie. Atari keeps saying "Don't use LineA" for years and years now, just to prepare for the day the kick it out.

The original statement is:

"The Line-A graphics interface is maintained for backward compatibility with existing ST programs only. It should not be used for new programs. It will not keep pace with future hardware or software improvements. The VDI should be used."

See what I'm saying? They have the old programs in mind, but don't implement Line-A for new hardware.

Actually, TT low res mode and all the Falcon modes beyond 16 colors can NOT be fully accessed via Line-A! It already happened, although Line-A is still there and useable in ST compatible modes.

Apart from that, there is absolutely NOTHING that an _application_ can't do by using proper VDI and AES methods.

- Peter -

968. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-21 18:09:54 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.730318194@vega>
Source record: 40423

jimomura@tndb.UUCP (Jim Omura) writes:

>In article <1993Feb14.200700.11844@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>> MiNT, why source-only distribution
>>

> Actually, I was just wondering about this recently. It
>seems that Eric is using Gnu C. Now as far as I remember the
>"CopyLeft" agreement, you weren't supposed to distribute binaries
>at all.

>Jim Omura, (416) 652-3880
>'jimomura@lsuc'

I am afraid that you remember it totally wrong and this can be
easily checked by reading corresponding copyright documents.
What you describe would be the case if Eric would use a *** code ***
from FSF. But neither MiNT code, nor libraries used with it,
come from GNU project and terms of GNU license do NOT apply to them.

As an aside; note that various pieces of the current GNU project fall under
GNU Library License which is substantially less restrictive.
It is good idea to read carefuly all legal documents attached to
a particular piece of code/software you are going to use.
Note also that a number of definitely commercial companies (with
NeXT most prominent among them) is using, and distributing, (derivative
of) gcc compiler with a full blessing from Stallman and friends.
Quite a few pieces of a commercial software (and some pretty
expensive too) on todays market were compiled with gcc compiler.

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

969. Re: CANADIAN source for TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-21 19:44:32 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <Xc8BZB2w165w@ersys.edmonton.ab.ca>
Source record: 40424

SPAC000 <SPAC@UNB.CA> writes:

- Is there a Canadian source for TOS 2.06 chips (mail order)? Is Atari
- Canada gone for good? With our wonderful new Customs regulations it's
- getting pretty unreasonable to order small items from the US--so I
- would appreciate a Canadian address if anyone can come up with one.
-
-

You can try to get them from Quay (pronounced `Key') Computers in New Westminster (BC). You can call them at +1 (604) 522-2915, or their BBS at 522-7105. They sell their TEC boards for $180 plus GST. I bought mine in October '92 (just before I moved back from Vancouver to Edmonton). Good luck in getting your TEC (you won't be sorry for the investment!).

```
=========================================================================
| Gregeory C. Granger | "All these memories will be |
| (GGranger@Ersys.Edmonton.Ab.Ca) | lost in time, like tears |
| 5516-190A Street | in the rain." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

970. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-21 20:47:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A57607@MS.maus.de>
Source record: 40425

Peter Missel wrote:
>Well, TOS 1.00 uses a 6 byte record for every event, while later versions use
8
>bytes. You'll have to code a special case anyway...

I don't think so. In TOS 1.00, appl_tplay should work as documented.
Only appl_trecord is broken.

971. internal SCSI to external SCSI cable?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-21 20:58:23 UTC
From: kendall@NeoSoft.com
Message-ID: <C2tGxD.4rH@sugar.neosoft.com>
Source record: 40426

I was wondering if anyone knows where I can get a cable to go from a bare SCSI drive to an external SCSI plug - such as that on the Falcon, for instance.

Thanks,
--
---> Kendall Gelner (kendall@neosoft.com)
The real goal of AI is to make computers act like the ones in the movies.

972. SuperCharger for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-21 21:47:04 UTC
From: cleaves@venus.ctron.com
Message-ID: <6984@balrog.ctron.com>
Source record: 40427

Hello there,

Since I've got a HD with no DMA pass-thru, I putting my SuperCharger up for sale. It wants to be the last device in the chain. It works perfectly, runs anything I ever needed. Turbo C++ and Turbo Pascal have been its main uses, and compiling is a pretty good test I think. Best run with a monochrome monitor emulating Hercules Graphics. Comes with Messy Dos 4.01 and mouse driver. Best used with a hard disk, but can be used with floppy only systems. Even lets you use its 1 meg of RAM when you are on the ST as a RAM disk! Very impressive device, got me through college so I didn't have to give up my ST and buy a PC. Taking offers, or inquiries now.

Stephan R. Cleaves
p.s. Mail to below address, the Reply command will send to an invalid address.

--
/\/\/\

973. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 01:16:55 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb22.011655.26527@mnemosyne.cs.du.edu>
Source record: 40428

> [basically, programs shouldn't hook system vectors because it might
> not work well in a multitasking (MiNT/MultiTOS) environment]

If MiNT and/or MultiTOS can't handle multiple applications hooking system vectors, it is simply another indication of how lame they are, and yet another strong argument against using them. To ask applications to cripple themselves just for the convenience of supporting a half-implemented multitasking kernal is not reasonable.

(Mind you, I don't know for sure that MiNT/MultiTOS don't handle this properly. I would expect that they do.)
--
==========
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==========

974. Re: Problem Printing with Spectre 128

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 01:42:08 UTC
From: foroughi@optima.cs.arizona.edu
Message-ID: <32958@optima.cs.arizona.edu>
Source record: 40429

From article <1993Feb22.032806.1@emu.insted.unimelb.edu.au>, by
wallacen@emu.insted.unimelb.edu.au (Neil Wallace):
> I'm having great trouble getting Spectre 128 to print with a 24 pin
> Epson Printer (LQ400).
>
> It worked fine with Aladin, though the printout was 25% smaller than
> it should have been, and that was with the Australian Imagewriter
> Driver. I have tried Chucks Printer drivers with limited success.

If you're willing to spend some bucks, look into "Power Print" from GDT
Softworks. It's a Canadian company. They have a special package for Spectre
GCR owners. If you decide to contact them, let them know that you're using
Spectre on the Atari ST.

Here's the info:
GDT Softworks, Inc.
#188 - 4664 Lougheed Highway
Burnaby, B.C. Canada V5C 6B7
Phone: 604-299-3379
Fax : 604-291-9689

975. Re: IDE HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 02:09:35 UTC
From: ekrimen@wet.UUCP
Message-ID: <5352@wet.UUCP>
Source record: 40430

In article <kZ70yB1w165w@iowegia.dsm.ia.us> spanky@iowegia.dsm.ia.us (Lannie Schafroth) writes:
>etldnbs@etlxd21f.etlxd (duncan bowers xd/gdf) writes:
>
>> I friend of mine (honest!) wants to know if an IDE hard disk drive can be con
>> his ATARI ST and if so how, he has heard that he may need some sort of adapte
>> this true??.
>
>I was told that ICD has a driver for their ICD host adapter wich
>allows any IDE drives to work. Call them at 815-968-2228. or
>2229 by modem.

Their IDE-compatible driver is for Falcon and ST Book users (whose machines have IDE drives). They don't have IDE host adapters for the ST, so unless you can find an IDE->SCSI adapter, you won't be able to connect the drives to the ST.

--
||| Ed Krimen
||| ekrimen@wet.uucp
/ | \ AEO.5 (GEnie)

976. Problem Printing with Spectre 128

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 03:28:06 UTC
From: wallacen@emu.insted.unimelb.edu.au
Message-ID: <1993Feb22.032806.1@emu.insted.unimelb.edu.au>
Source record: 40431

I'm having great trouble getting Spectre 128 to print with a 24 pin Epson Printer (LQ400).

It worked fine with Aladin, though the printout was 25% smaller than it should have been, and that was with the Australian Imagewriter Driver. I have tried Chucks Printer drivers with limited success.

If anyone is using Spectre and successfully running out of the parallel port, please let me know your secret. It may just be that I have to find a printer driver....

Thanks....


```
-------------------------------------------------------------------
| Neil Wallace |"I turned to look but it was gone|
| ============ | I cannot put my finger on it now|
|--------------------------------| The child is grown, the dream is|
| | gone.......... |
| neilex@brt.deakin.edu.au | And I have become, Comfortably |
| wallacen@insted.unimelb.edu.au | Numb......" |
| | Dave Gilmour/Roger Waters (1980)|
-------------------------------------------------------------------
```

977. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 07:19:40 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb22.071940.121@netcom.com>
Source record: 40432

In article <1993Feb22.011655.26527@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> [basically, programs shouldn't hook system vectors because it might
>> not work well in a multitasking (MiNT/MultiTOS) environment]

> If MiNT and/or MultiTOS can't handle multiple applications hooking system
>vectors, it is simply another indication of how lame they are, and yet
>another strong argument against using them.

Come on, Ian. You know as well as I do that if two programs grab the same system vector and try to use it in inconsistent ways (e.g. two applications grab the mouse input vector directly) then there can be problems. At best, one of the programs won't work as expected; at worst, the system can crash (depending on what the vector was and what the programs were trying to do with it). That's always been the case under TOS (we've always had limited multitasking, in the form of desk accessories). It's just more noticeable under MultiTOS because in that environment one tends to run more applications simultaneously.

That's not to say that programs shouldn't use system vectors; just that they should use them wisely, with the full understanding that other programs may want to use the same vectors too.

Eric
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp
All opinions expressed are my own; Atari has its own ideas.

978. 1040STfm to 4Mb and others...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 07:45:50 UTC
From: nunis@hpsgm2.sgp.hp.com
Message-ID: <54780001@hpsgm2.sgp.hp.com>
Source record: 40433

hi everyone.

i just bought an ATARI 1040STfm second hand with the power supply and the disk drive changed. anyway, this machine looks like it has 1Mb of RAM at the moment. I would like to know how to go about upgrading it to 2Mb or even 4Mb. Also, how to go about getting a harddisk and a good big monochrome (hiRes) monitor. right now it is slow, and runs on a lousy small thomson colour monitor and it looks awful.

any help would be appreciated (i am new to this - first atari).

please email responses as i don't read this group normally.

thanks.

simon.

979. IDE Protocol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 08:39:42 UTC
From: f92sk@efd.lth.se
Message-ID: <1993Feb22.083942.12258@lth.se>
Source record: 40434

Do anyone have the protocol for IDE??? I would like to make
a own hostadapter either ASCI->IDE or SCSI->IDE. If
someone is interested I might release a working thing..

Yours
Sven Karlsson/Istari Software

980. spectrum-plot

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 10:08:24 UTC
From: ricquebo@irisa.fr
Message-ID: <1993Feb22.100824.10496@irisa.fr>
Source record: 40435

Does anybody have a source-listing of a function which would
do a sort of simple PLOT X,Y,C in spectrum mode ?

Because I know the computations to select which colors to keep and which to approximate aren't obvious, nor fast at all. So I'd really be very thankul if someone could provide me with such a fast rubtine...

---
ricquebo@irisa.fr
FRANCE
---

981. Re: TOS 360K disks to msdos, how ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 10:18:22 UTC
From: sav@nanette.sto.pdb.sni.de
Message-ID: <1ma99eINN804@nanette.sto.pdb.sni.de>
Source record: 40436

Just format a floppy via DOS. Then copy your existing files to it on the
Atari ST then read them in on the DOs box. The important step is to
format a disk on the IBM first ;)

982. Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 12:28:43 UTC
From: d70@nikhefh.nikhef.nl
Message-ID: <2203@nikhefh.nikhef.nl>
Source record: 40437

Hi!

I think it should be possible to hook the parallel port
of a 1040 ST to a PC's parallel printer port to grab
its output (no, I can't break into the program that
generates the output). Has anyone done something like
that before? What cable do I need? How do I read from
the port, just Bconin() in a loop or low-level?

Thanx,

Bram

Bram Bouwens <Bram.Bouwens@nikhef.nl>
NIKHEF-H, National Institute for Nuclear and High-Energy Physics
Kruislaan 409; P.O. Box 41882, NL-1009 DB Amsterdam
Phone: +31 20 592 5011, home: +31 20 6956831, fax: +31 20 592 5155
---

983. Re: NVDI faster? But unavailable...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 13:33:55 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Feb22.133355.26419@its.bt.co.uk>
Source record: 40438

In article <1m6dahINN5bl@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>NVDI
>
>>>Yes, but I am unable to find anyone distributing it. Anyone find an English
>>copy yet? How about in the USA? (If not... I'd order overseas...)
>>
>>jc
>>
>
>
>Well all I have is a U.K..phone No. taken from ST-Review Aug92..
>
> 0753 832212
>
>
>It did not state the firm or shop....

Thats the Windsor (Service Centre /Mail Order) line of Systems Solutions.
Quoted price for NVDI version 2.11 is UKL 39.95 - They indicate list is 49.95.

BTW, I quote from an advert. I have no connexion with the company what so ever.
I haven't even used them as a supplier so it would be nice to hear how you get
on.

John.
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7FLG
+44 21 308 8892

984. Re: GDOS to Postscript

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 13:43:03 UTC
From: JOCKEL89@dosuni1.rz.uni-osnabrueck.de
Message-ID: <16B7DCF0E.JOCKEL89@dosuni1.rz.uni-osnabrueck.de>
Source record: 40439

In article <j1#4zh@rpi.edu>
bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:

>
>I/m sure this has been asked before but, I am looking for a way to
>route GDOS output to a postscript _file_ so I can take it to another machine
>and print it on a postscript laser.

There's a Metafile to PostScript Converter called "NMFPS.LZH", I think it's
on a.a. (If not, I can upload it)

Joachim
==
Joachim Hoehne "Wie Du Dir, so ich mir!"
Fachbereich Physik
Universitaet Osnabrueck
# #
Bitnet : JOCKEL89@DOSUNI1.BITNET
Internet: jockel89@dosuni1.rz.uni-osnabrueck.de
or (better): jockel90@charon.physik.uni-osnabrueck.de
==

985. Re:F030 A lamer in France ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 13:50:26 UTC
From: mod2g53@cix.cict.fr
Message-ID: <2912@cix.cict.fr>
Source record: 40440

>> Hello, i'm a lamer and i live France...

For a lamer, please, does the Falcon be a very good computer ?

>> Does i buy it or not ??

(Excuse for english...)

986. Re: F030 - Some technical comments from a demo coder....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 14:16:20 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb22.141620@cs.bham.ac.uk>
Source record: 40341

In article <C2p189.1K3@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|>
|> In article <C2ntxu.373@ccsun.strath.ac.uk>, gcf@spd.eee.strathclyde.ac.uk (Graham Freeland) writes:
|>
|> >
|> >(It's claimed to be Cubase compatible)
|> >
|> >I'm sure you'll keep us informed...
|> >
|>
|> Here's informed then - the version of Cubase (3) that I tried on the Falcon
|> died the death of the unjust and crashed mightily - perhaps I should upgrade
|> (but that said, my version isn't THAT old).
|>
|> Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
|> BAe Space Systems || Phone : (UK) 091 2737650
|> Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
|> -----------------/__\---
|> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

At the 7th International Computer Show in London at the weekend I SAW a Falcon running Cubase, and the man in the stall said that it was only one of the pre-release TOS versions which couldn't run Cubase.

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

987. NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 15:13:05 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <C2uvLu.5zv@newcastle.ac.uk>
Source record: 40342

Someone posted a request for more info on NVDI and who distributes an English version.

Can I suggest that they contact Karl Brandt. He can be found at:

Systems Solutions
The Desktop Centre
Blackwater St
East Dulwich
London SE22 8RS.

Tel: (Int) +44 81 693 3355
(Dom) 081 693 3355

Karl has been of great help to me in the past. He knows the Atari computers very well and has kept my computer going when I thought it had died.

With regards to NVDI. Well I have had TurboST and QuickST on my system and NVDI has been the only one which has not caused me any problems. I would recommend it to anyone who is wants to speed up application screen responses.

- Chris

+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+
e-mail: Chris.Forker@newcastle.ac.uk	Dept. Marine Technology
voice: +44 91 222-8557	Newcastle University
fax: +44 91 2616059	Newcastle upon Tyne
	NE1 7RU ENGLAND
+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+

988. Re: How to write new verison of rsrc_load()... kosher?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 17:03:31 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C2v0pw.L9G@cs.bham.ac.uk>
Source record: 40343

In article <12076@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>However, I want to write the rsrc_load() in the most kosher way - so
>that I won't be so likely to have to change my code if a new RSC
>format (and compatible new RSC editors!) arrives.
>
>Any ideas?
>

Remember to plant a pointer to the 'start' of the resource file in the AES global array. Dunno what 'start' exactly means in this case, I never have been able to figure out what the AES does with this value - it certainly doesn't use it for error checking :-)

I think the only thing you can do to make it slightly safe is to check the version number word at the start of the file. If it doesn't match any version(s) you know about, pass the call to the original rsrc_load().

--Chris

989. Re: C-Includes & UUencode

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 17:11:39 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C2v13F.LC5@cs.bham.ac.uk>
Source record: 40344

In article <1993Feb19.172150.23747@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> I was planning on finding the UUCODER source myself and updating it a
>bit, sometime in the upcoming weeks. Besides allowing an option for where
>to put the output file(s), I wanted to add frm_progress() calls, and I was
>going to embed the RSC data so that you don't need the .RSC file. But, if
>someone else is already doing it, that's fine with me. :-)

I've modified a uudecode variant to run under GEM nicely, with progress indicators etc etc. The variant? Oh, it was the most compatible one I could find around a year ago, couldn't tell you the original author offhand. I'll put the sources on a.a if time permits later this week.

990. Re: 38400 Baud problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 18:11:06 UTC
From: zxmhp01@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmhp01.730404666@studserv>
Source record: 40345

In <1993Feb15.161604.7533@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
> The real problem is the speed of Bconin which goes through a trap dispatcher
>which takes a VERY long time. However, since it is possible to get/set the
>address of the serial buffer you can probably write code that reads data
>directly from the buffer.

There is a nice programm called v24blast. It has his own TRAP-Dispatcher.

You can get about 3500cps with ZModem. (on an 8Mhz ST)

Mike

--
// Michael Hipp , Tuebingen , Germany
// Email: mhipp@mailserv.zdv.uni-tuebingen.de
// X400: C=DE;A=DBP;P=UNI-TUEBINGEN;OU=student;S=mhipp

991. Supercharger help ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 18:30:10 UTC
From: cv192@cleveland.Freenet.Edu
Message-ID: <1mb63jINN2us@usenet.INS.CWRU.Edu>
Source record: 40346

Hi

I bought a SCSI drive and I'm planning on buying a DOS emulator.
I've got some old information on the Supercharger and it looks
very interesting to me.
Now I'm wondering :
- exist a Supercharger with 80286 processor ?

The supercharger has to be connected to the DMA port.
- Does it provide a SCSI hostadapter so that I don't need an
extra one for my HD?

Every information is welcome. Maybe somebody knows a Internet or
other-net address of beta system ?

Thanks for your responce
Thomas

thadlich@uwspmail.uwsp.edu

992. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 19:45:06 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb22.194506.953@mnemosyne.cs.du.edu>
Source record: 40347

```
>> [I say MiNT/MultiTOS should handle multiple apps hooking system vectors]
> [Eric Smith says that's unreasonable]

As far as I'm concerned, it is the responsibility of the multitasking
kernal to keep applications isolated from each other. That's exactly why
the 680x0 chips have a vector base register. Remember, the subject we're
talking about here is not hardware device drivers and their interupts,
we're talking about the vectors an application might want to hook: unused
TRAPs, and common exception vectors such as 2,3,4,5,8.

Every mainframe OS I've worked with (in 22 years of mainframe
programming) handles this. OS/2 handles it. Windows 3 handles it.

Part of the process of a context switch in multitasking is to handle the
virtualization of system resources. If MiNT/MultiTOS don't handle this,
then I have to assume that 1) you just can't figure out how, or 2) the ST
and other TOS machines just don't have the horsepower to handle it. (I
rather tend to suspect the latter, myself.)

--
==============================================================================
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==============================================================================
```

993. Re: How to write new verison of rsrc_load()... kosher?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 19:51:16 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb22.195116.1204@mnemosyne.cs.du.edu>
Source record: 40348

```
>> [implementing rsrc_load()]
>Remember to plant a pointer to the 'start' of the resource file in the
>AES global array. Dunno what 'start' exactly means in this case, I
>never have been able to figure out what the AES does with this value -
>it certainly doesn't use it for error checking :-)

That pointer in the global array is used for a variety of things. It
points to the first word of the resource header structure of the file
that's loaded into memory. The rsrc_free() uses that to make an Mfree()
call to free the resource. (So if you haven't loaded the RSC into memory
aquired via Malloc(), then you need to take over rsrc_free() as well, and
free the memory in whatever way is appropriate.) It is also used by
rsrc_gaddr() to locate objects in the resource data.
--
==============================================================================
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==============================================================================
```

994. Re: internal SCSI to external SCSI cable?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 20:04:48 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb22.200448.1753@mnemosyne.cs.du.edu>
Source record: 40349

> bare SCSI drive cable to Falcon-style SCSI-2 port

I've got a cable (from Atari but you can get them elsewhere) that converts the SCSI-2 DB50 connector to a standard C-50 external SCSI connector. What I can't find is something to convert the C-50 to a dual-inline-50 such as a bare SCSI drive uses.

I've been told that CompUSA stocks the parts to make your own, basically by using a ribbon cable and a C-50 clamp-on for it. I haven't had time check this out, though, since the CompuUSA here is 35 miles away on the other side of town.

--
==
- Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
==

995. Re: Fractal driven MIDI - HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-22 22:02:52 UTC
From: lazarus@mits.mdata.fi
Message-ID: <lazarus.730418572@mits>
Source record: 40350

spxaf@thor.cf.ac.uk (Mr A Faulconbridge 92) writes:

>Hi,
> I was advised to post this letter to comp.sys.atari.st.tech, so
>if this question is irrelevant, then please direct me to the appropriate
>newsgroup.

> Basically, I am doing a project at university which involves
>generating fractal information, and then sending it in the form of
>pitch, velocity and duration data to a connected synth.

< stuff cut >

> Thanks, people.

> Anton.

Hey! This seems interesting! I also would like some info about this. I have a great interest in using music (or sounds) in a pseudo-multimedia forms. My ST, however, is on the dry dock at the moment because of a faulty videoshifter. If someone comes up with an idea about "The Music On Fractal Landscapes", then please post it here or e-mail me too.

Second Thanks.

lazarus@mits.mdata,fi

aka

Lasse Saikkonen

P.S. Isn't this idea from the book Dirk Gently's Holistic Detective Agency?

996. Re: F030 A lamer in France ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 01:17:15 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Feb23.011715.5233@a.cs.okstate.edu>
Source record: 40351

To: mod2g53@cix.cict.fr
Subject: Re: F030 A lamer in France ?
Newsgroups: comp.sys.atari.st.tech
In-Reply-To: <2912@cix.cict.fr>
Organization: Oklahoma State University, Computer Science, Stillwater
Cc:
Bcc:

I don't know what a "lamer" is!

But the falocn has more speed, higher resolution and better sound than the
current STs. The TT may be better if you would just like more speed, and
the highest resolution MONOCHROME.

Why would you prefer a Falcon over an ST? 4x speed,
Many more colors
Slightly higher resolution
(the colors will make it look
photo-like, not the resolution)
DSP can give great speed if programs
use it.

Myself, I want a TT just because of the 8x speed
19" mono support

jc (cummins@a.cs.okstate.edu)

997. Re: Fractal driven MIDI - HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 02:14:17 UTC
From: koops@gaul.csd.uwo.ca
Message-ID: <1993Feb23.021417.13721@julian.uwo.ca>
Source record: 40352

I was at an Amiga trade show in NY NY in '87 and a developer there
was generating music with the Mandelbrot set. The sound was output by
a synthesizer hooked up to the Amiga 1000 via MIDI. You may want to
direct your request to an Amiga newsgroup.

-Luke
--

-Luke Koops

998. Re: malloc() problem in the mintlibs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 03:13:05 UTC
From: mh1@irz409.inf.tu-dresden.de
Message-ID: <1mc4o1$btl@irz401.inf.tu-dresden.de>
Source record: 40353

In article <C2nAMo.IxM@dutiws.twi.tudelft.nl>, boender@dutiws.twi.tudelft.nl (Hildo Biersma) writes:

> I think I've discovered a serious problem in the mintlibs when using MiNT 0.99.
> MiNT currently has a pagesize of 8 Kb; any small malloc() will result in
> sbrk() requesting *just* 16 or so bytes more than 8 Kb. MiNT gives sbrk()
> 8 Kb and allocates 2 pages, of which one is almost unused.
>
> There are various ways in which this could be fixed. For instance,
> malloc() could ask just a little less than 8 Kb, so that sbrk() will ask
> for a correct amount; or sbrk() could call getpagesize() and always allocate
> in multiples of that. The main problem with this would be that this would
> cause malloc() and sbrk() to become very dependent on each other (using magic
> values or sharing variables and so on).

I don't see why malloc() and and sbrk() should become dependent on each other
if sbrk() is fixed to Malloc() in multiples of MiNT's page size.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

999. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 03:31:12 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb23.033112.901@netcom.com>
Source record: 40354

In article <1993Feb22.194506.953@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>> [I say MiNT/MultiTOS should handle multiple apps hooking system vectors]
>> [Eric Smith says that's unreasonable]
>
> As far as I'm concerned, it is the responsibility of the multitasking
>kernal to keep applications isolated from each other. That's exactly why
>the 680x0 chips have a vector base register. Remember, the subject we're
>talking about here is not hardware device drivers and their interupts,

Well, I included hardware device drivers and their interrupts as "system vectors". Perhaps we are using different definitions of what a "system vector" is, and that explains part of the confusion.

>we're talking about the vectors an application might want to hook: unused
>TRAPs, and common exception vectors such as 2,3,4,5,8.

OK, let's examine the exception vectors. Debuggers will want to hook exception vectors so that they can catch exceptions occuring in other applications. If we make exceptions per-process, then the debuggers will break. Similar comments apply to all sorts of utility programs that are quite common in the ST world (print spoolers, file selector replacements, and most TSRs). Perhaps TOS should never have allowed programs such access to the lower levels of the machine; but it did, and unfortunately we're stuck with it :-(.

Finally, the 68000 does *not* have a vector base register; only the 68010 and above do. While I, personally, would be quite happy to throw out 68000 support, there seem to be a lot of ST owners who want to be able to run MiNT and/or MultiTOS on their existing machines.

> Every mainframe OS I've worked with (in 22 years of mainframe
>programming) handles this. OS/2 handles it. Windows 3 handles it.

Most mainframe OS's don't allow you access to the hardware. IBM's VM operating system is a notable exception; but the overhead of emulating the machine's hardware in software (i.e. providing a virtual machine) can be quite high. (I wish we could assume a reasonable minimum configuration, like an 8 megabyte TT; but for various reasons that just isn't possible. Incidentally, we will be shipping a version of MultiTOS that boots on a 1 megabyte floppy system. You can't do anything practical with it, but it does boot :-)).

--
Eric Smith ersmith@netcom.com ersmith@atari.uucp
As always, I'm giving only my OWN opinions, not Atari's.

1000. Problem with mntlib28 for Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 04:04:59 UTC
From: mh1@irz409.inf.tu-dresden.de
Message-ID: <1mc7pb$dr6@irz401.inf.tu-dresden.de>
Source record: 40355

```
The function getcwd() in the MiNT library pl 28 for Pure C won't work
because a missing Dgetcwd() binding. Here's a patch that fixes this.
[ after my signature ]

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

*** ../mntlib29/purec/mintbind.s Fri Feb 12 17:24:07 1993
--- purec/mintbind.s Tue Feb 23 02:34:46 1993
***************
*** 514,519 ****
--- 514,531 ----

.ENDMOD

+ .MODULE Dgetcwd:
+ SYS_LWW GEMDOS,#$13b,a0,d0,d1
+ rts
+
+ .ENDMOD
+
+ .MODULE Salert:
+ SYS_L GEMDOS,#$13c,a0
+ rts
+
+ .ENDMOD
+
*
* XBIOS bindings
*
```

1001. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 04:05:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12152@uqcspe.cs.uq.oz.au>
Source record: 40356

jimomura@tndb.UUCP (Jim Omura) writes:

> Actually, I was just wondering about this recently. It
>seems that Eric is using Gnu C. Now as far as I remember the
>"CopyLeft" agreement, you weren't supposed to distribute binaries
>at all. Furthermore, you weren't supposed to sell your final
>product. You *must* give it away for free.

>Am I right about this?

No, not in any way. Code developed or compiled with GCC is the sole property
of the author, unless it uses the GNU C Library, which MiNT doesn't.

And "CopyLeft" makes absolutely NO RESTRICTION on the sale of ANYTHING.

Read the GNU Manifesto for details. GNU GPL and GNU LGPL are available
everywhere.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1002. Re: IDE HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 05:41:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A57741@MS.maus.de>
Source record: 40357

Ed Krimen (ekrimen@wet.UUCP) wrote:
>Their IDE-compatible driver is for Falcon and ST Book users (whose machines
>have IDE drives). They don't have IDE host adapters for the ST, so unless you
>can find an IDE->SCSI adapter, you won't be able to connect the drives to the
>ST.

You can get a TOS card with integrated IDE host adapter (for ST's and
Mega's) from Hard&Soft, Castrop-Rauxel, Germany.

1003. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 05:41:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A57740@MS.maus.de>
Source record: 40358

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
> If MiNT and/or MultiTOS can't handle multiple applications hooking system
>vectors, it is simply another indication of how lame they are, and yet
>another strong argument against using them. To ask applications to
>cripple themselves just for the convenience of supporting a
>half-implemented multitasking kernal is not reasonable.

Well. Then please tell us *how* a multitasking system can correctly
handle system vectors and variables (without sacrifiying performance).

In my opinion, real-world applications can be written without access
to this low level stuff, and I simply don't want to see more and more
(slow and memory consuming) hacks in the kernel just to make some old
applications happy.

1004. Re: Problem with mntlib28 for Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 05:53:57 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb23005357@kropotkin.gnu.ai.mit.edu>
Source record: 40359

In article <1mc7pb$dr6@irz401.inf.tu-dresden.de> mh1@irz409.inf.tu-dresden.de (Michael Hohmuth) writes:

>The function getcwd() in the MiNT library pl 28 for Pure C won't work
>because a missing Dgetcwd() binding. Here's a patch that fixes this.
>[after my signature]

That patch, and a few others, are in patchlevel 30, now available on atari.archive.

Apologies to anyone who has actually tried to keep up with me these past few days, I'll try to keep a more reasonable pace in the future...

cheers,
entropy

p.s. mint library mail goes to entropy@terminator.rs.itd.umich.edu !!! not here!

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

1005. Embedded Resource (Was: C-Includes & UUencode)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 07:12:28 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.kakZeiiAKtw@elfhaven.ersys.edmonton.ab.ca>
Source record: 40360

In <1993Feb19.172150.23747@mnemosyne.cs.du.edu>, Ian Lepore writes:

[> I was planning on finding the UUCODER source myself and updating it a
[> bit, sometime in the upcoming weeks. Besides allowing an option for where
[> to put the output file(s), I wanted to add frm_progress() calls, and I was
[> going to embed the RSC data so that you don't need the .RSC file. But, if
[> someone else is already doing it, that's fine with me. :-)
[>
[> --
[> ===
[> - Ian Lepore | Describing recent staff cutbacks, CNN reported, "The White
[> ianl@bix.com | House Office of Drug Abuse Policy took the biggest hit."
[> ===

How do you embed a resource file in a binary? I know it is possible, but
how is it done? The various resource construction sets I have allow you to
save the resource file as C-Source code, which would be the obvious first
step. That only gives you the resource structure, though. How do you put
it in memory (like the system resource load call does)?

Is this a specific feature of certain compilers, or can it be done with
Sozobon? I'm going to be releasing a new program soon, and I'd like to do
away with the resource file if possible.

--
Regards,

<< +-+ >>
<< Michel Forget >>
<< ~~~~~~ >>
<< mforget@elfhaven.ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< My cat worships the Sacred Halogen Torchiere! >>
<< -- >>

1006. GUCK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 08:25:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mcn2ilNNlrg@golem.wcc.govt.nz>
Source record: 40361

From memory GUCK is no longer PD, and I think is sold
in the U.K.. by the ST-Club..

Can some one confirm this and the price and version..

And do the take bankcards...??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1007. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 09:29:36 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.730459776@sun>
Source record: 40362

d70@nikhefh.nikhef.nl (Bram Bouwens) writes:

>I think it should be possible to hook the parallel port
>of a 1040 ST to a PC's parallel printer port to grab
>its output (no, I can't break into the program that
>generates the output). Has anyone done something like
>that before? What cable do I need? How do I read from
>the port, just Bconin() in a loop or low-level?

I got a small programm to receive files via parallel port,
it came with my 1ST ADDRESS package (same vendor as 1ST WORD).
Note that PCs can NEVER receive data through their parallel port ;-)

Keep hackin'
Walter.

1008. Re: F030 - Some technical comments from a demo coder....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 10:00:17 UTC
From: news@newcastle.ac.uk
Message-ID: <C2wBsH.Do0@newcastle.ac.uk>
Source record: 40363

In article <1993Feb22.141620@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>
>At the 7th International Computer Show in London at the weekend I SAW a Falcon
>running Cubase, and the man in the stall said that it was only one of the
>pre-release TOS versions which couldn't run Cubase.
>
>David.

Well, perhaps it is time to upgrade my Cubase - but this doesn't change the fact
that v3 doesn't work. In spite of what the guy at the show said, I DON'T have a
pre-release version of TOS. I'm not a developer, I'm just some guy who own's one
of the few production falcons sold so far.....and Cubase v3 broke on it real bad.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1009. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 13:29:45 UTC
From: f92sk@efd.lth.se
Message-ID: <1993Feb23.132945.25667@lth.se>
Source record: 40364

Some PC can recive through parallel port. I don't remember
which parallel chip you must have...

yours
Sven Karlsson/Istari Software

1010. AIM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 13:53:05 UTC
From: JOCKEL89@dosuni1.rz.uni-osnabrueck.de
Message-ID: <16B7ED151.JOCKEL89@dosuni1.rz.uni-osnabrueck.de>
Source record: 40365

Hello!

I have the image processing program AIM (Another Image Manipulator, TU Delft)
version 2.51, for the Atari ST. This version is dated 1988.
Does anyone know of a newer version?

Joachim
--

==
Joachim Hoehne "Wie Du Dir, so ich mir!"
Fachbereich Physik
Universitaet Osnabrueck
# #
Bitnet : JOCKEL89@DOSUNI1.BITNET
Internet: jockel89@dosuni1.rz.uni-osnabrueck.de
or (better): jockel90@charon.physik.uni-osnabrueck.de
==

1011. colored Metafiles -> colored Bitmaps

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 14:10:11 UTC
From: JOCKEL89@dosuni1.rz.uni-osnabrueck.de
Message-ID: <16B7ED553.JOCKEL89@dosuni1.rz.uni-osnabrueck.de>
Source record: 40366

Hello Again!

I'm looking for a program that converts colored GEM-Metafiles to colored
Bitmap-files (GEM-XIMG, GIF, etc.).
GEM-View, Karma and META-Bit don't work. Maybe Convert2 ?

Has anyone tested Karma vs. Convert2 (formats, handling, memoryusage) ?

Joachim
==
Joachim Hoehne "Wie Du Dir, so ich mir!"
Fachbereich Physik
Universitaet Osnabrueck
# #
Bitnet : JOCKEL89@DOSUNI1.BITNET
Internet: jockel89@dosuni1.rz.uni-osnabrueck.de
or (better): jockel90@charon.physik.uni-osnabrueck.de
==

1012. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 16:43:40 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C2wuGs.DIB@tsegw.tse.com>
Source record: 40367

walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:

>d70@nikhefh.nikhef.nl (Bram Bouwens) writes:

>I got a small programm to receive files via parallel port,
>it came with my 1ST ADDRESS package (same vendor as 1ST WORD).
>Note that PCs can NEVER receive data through their parallel port ;-)

And why not?? Most PC's DON'T, but if you want to build a new parallel port
card that can receive, no problem - YOU JUST DO IT! There is NO WAY ON EARTH
you can say that PC's can NEVER receive data through their parallel port..

As an example - ALL IBM PS/2's can RECEIVE THROUGH THEIR SERIAL PORT!!
>Keep hackin'
>Walter.

Mattias

--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

1013. Re: Hooking system vectors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 18:47:06 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb23.184706.16631@mnemosyne.cs.du.edu>
Source record: 40368

> exception vectors, per-process, then debuggers won't work

It shouldn't be too tough to define a program flag bit that can be used for things like SYSMON and debuggers (and even device drivers) that tells the OS that this program is installed in the system-level chain of handlers and is not to be handled on a per-process basis.

> the 68000 does not have a vector base register

Of course not. But then, the 68000 also doesn't have the power to reasonably run more than one application at a time. Hell, it barely has the power to run one at a time. (Unless you define multitasking as "letting one thing run well because everything else is waiting for something anyway." That works well sometimes, but let any two applications try to use a lot of CPU at the same time and you'll feel like you're running on a Timex-Sinclair, not an ST.)

> IBM's VM operating system...the overhead of emulating the machine's
> hardware in software can be quite high.

Actually, of the big-3 OSes for IBM mainframes, VM is by far the leanest-and-meanest of the bunch. Of course, by itself it doesn't do much, you need a guest OS or two running under it to get any work done.

Still, Windows 3.x takes the VM route to a large degree, and it performs pretty well on hardware not even as powerful in many ways as a 16mhz 68030.

--
==========
- Ian Lepore | Question of the week:
ianl@bix.com | Why are all churches insured against acts of God?
==========

1014. DIY memory Upgrade Problems, HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 18:48:47 UTC
From: psurge@cs.utexas.edu
Message-ID: <lokscfINN3h7@earth.cs.utexas.edu>
Source record: 40369

I am utilizing the Do-it-yourself Memory upgrade from atari.archive. I decided to do the entire 4 megs at once, so I removed all my DRAM chips from the motherboard. The motherboard is REV. B.

So I built the board to hold the memory chips (1x9 80ns SIPP, 3 chip style) and soldered
the wires to the board in two sets, each corresponding to the two banks of memory. I then soldered the wires to the motherboard in the manner indicated, connecting the D pin from each Dram to the corresponding SIPP, then connecting the rest of the wires to one of the DRAM slots in each respective bank. Pin 18 is connected to pin 64 of the MMU.

All I get is a bunch of garbage on the screen (in the desktop colors) and the system locks up. I followed the directions exactly, and I am sure there are no shorts. If anyone has any insights to this upgrade, please let me know, I need to get this computer back up and running, so I can at least find out how much money I have in the bank...

Now my questions... Is the Q pin (pin 14) of the DRAM slot supposed to be empty? The SIPP diagram in the handout shows the D & Q lines combined, and makes no indication that anything should be connected to the Q pin.

I have 4 pins on the SIPP board that are not connected to anything. Namely pins 26 from each SIPP. The others that are not connected are speciffically listed as such.

Pins 22, 28 and 29 of the SIPPs are connected together. Pin 22 is a ground connection. Should it be connected as well as the Ground connection on pin 9?

On the same lines, Pin 1 and Pin 30 are both listed as Vcc. Which one is to be connected? Right now both are connected to the same spot in the DRAM location. Might that be a problem?

In the process of removing all the DRAMs, I damaged two of the capacitors that were next to each DRAM chip. I have since repalced them with 225pf capacitors, which look very different, but are the same rating (ie, the old ones were 225pf also). Could this be a problem, or are the capacitors needed now that the DRAM is gone.

Finally, is there any way to verify if the chips are bad (memory, MMU, etc)? I have been rough with my 68000 in the past and it still worked, so I don't see that this would really be the problem.

Please, I really need input, either posted to the newsgroup or through email. I must get this upgrade done soon, or purchase a new computer, whichever turns out to be the case... Time is of the essance.

Thanks,
Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

1015. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 18:51:24 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb23.185124.16828@mnemosyne.cs.du.edu>
Source record: 40370

> Note that PCs can NEVER receive data through their parallel port.

Gee, don't tell the LapLink folks that. If you do, they may feel
obbligated to recall hundreds of thousands of hardware/software packages
they've sold for PC<->PC linkups through a parallel port. Of course, the
recall might confuse the users of the product, who haven't found any
problems with it. :-)

--
==
- Ian Lepore | Question of the week:
ianl@bix.com | Why are all churches insured against acts of God?
==

1016. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 19:12:49 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C2x1DD.HCK@tsegw.tse.com>
Source record: 40372

mhembruc@tsegw.tse.com (Mattias Hembruch) writes:

>walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:

>>d70@nikhefh.nikhef.nl (Bram Bouwens) writes:

>>I got a small programm to receive files via parallel port,
>>it came with my 1ST ADDRESS package (same vendor as 1ST WORD).
>>Note that PCs can NEVER receive data through their parallel port ;-)

>And why not?? Most PC's DON'T, but if you want to build a new parallel port
>card that can receive, no problem - YOU JUST DO IT! There is NO WAY ON EARTH
>you can say that PC's can NEVER receive data through their parallel port..

>As an example - ALL IBM PS/2's can RECEIVE THROUGH THEIR SERIAL PORT!!

*** That should, of course, read Parallel port... Don't know what I was
thinking :-) ***

>>Keep hackin'
>>Walter.

>Mattias

>--
>Mattias Hembruch
>>> My views do not necessarily reflect those of the TSE. <<
>E-mail: mhembruc@tse.com

--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

1017. Re: TOS 360K disks to msdos, how ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 19:51:30 UTC
From: spook@cyberhm.royle.org
Message-ID: <H.ea.GGOTkxpyNoI@cyberhm.royle.org>
Source record: 40371

In <1ma99eINN804@nanette.sto.pdb.sni.de>, Dr.Savory writes:
>Just format a floppy via DOS. Then copy your existing files to it on the
>Atari ST then read them in on the DOs box. The important step is to
>format a disk on the IBM first ;)

Not strictly true - not as the ONLY way. If you use DCFORMAT v3.0 (or possibly earlier versions) it will format a floppy and then write an MSDosBoot sector of the correct type to the disc. Very handy at times!

--
spook@cyberhm.royle.org
spook%cyberhm%s0otl@exnet.co.uk
exnet!exnet2!s0otl!cyberhm!spook
Steve Caple 2:255/404.0@fidonet.org 90:100/114@nest.ftn

1018. Re: DIY memory Upgrade Problems, HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-23 20:52:21 UTC
From: bjgrier@bnr.ca
Message-ID: <C2x5z9.Lqz@news.rich.bnr.ca>
Source record: 40373

> All I get is a bunch of garbage on the screen (in the desktop colors) and
> the system locks up. I followed the directions exactly, and I am sure
> there are no shorts. If anyone has any insights to this upgrade, please
> let me know, I need to get this computer back up and running, so I can
> at least find out how much money I have in the bank...

Does the system do anything? Are you seeing a lot of vertical stripes
of various colours. I the answer is 1) No 2) Yes you may need to replace the
68901. This has happened on two STs of mine, both after performing various
internal modifications.

The problem, on at least one of my systems is/was the 68901 no longer
could accept its clock from the crystal! I jury rigged a TTL oscillator
onto the 68901 and the system has been running for three years now.

The other ST that exhibited this behaviour I foolishly sent to Atari,
who promptly returned my system 4 months later. This is why I bought
the second ST.

I found this out by putting an ICE, In-Circuit Emulator into my ST and
watching where it died. Then I tapped the 68901 TTL clock with a grounded
wire and the silly thing booted up!

ESD works in strange and darned annoying ways.

I hope it's something simple!

Brian

1019. MiNT Distribution Kit docs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 00:38:54 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Feb24.003854.14945@sol.ctr.columbia.edu>
Source record: 40374

Hi all,

I've re-worked the documentation to take account of the fact that
INSTALL has changed since the last time I did it. The new docs can
be found (in PS form only at the moment) at phlim.ph.kcl.ac.uk. When
I get the ascii version done I'll upload it to a.a.u.e

Simon.

--

```
_______________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1020. #### CAN I CONNECT A SCSI HARD DRIVE TO MY ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 00:46:25 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1megh1INN4u2@uwm.edu>
Source record: 40375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

is it possible to connect a SCSI drive to my ST? Do I need to buy some sort of adapter? how much does one cost?

does Atari manufacture hard drives for the ST? are they expensive? are they any good?

thanks for help...

1021. Re: #### CAN I CONNECT A SCSI HARD DRIVE TO MY ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 01:30:53 UTC
From: boyd@gauss
Message-ID: <C2xIvI.2Cz@mailer.cc.fsu.edu>
Source record: 40376
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Daniel James Frederiksen (mode@csd4.csd.uwm.edu) wrote:
> is it possible to connect a SCSI drive to my ST? Do I need to buy some sort
> of adapter? how much does one cost?
>
> does Atari manufacture hard drives for the ST? are they expensive? are they
> any good?

This is something I posted a long time ago. It sounds like it may be useful
to you.

----------begin included text----------

Newsgroups: comp.sys.atari.st
Subject: Re: HardDrives
References: <bg258s1421.03a3@sycom.mi.org>
Distribution:
Followup-To:
Reply-To: boyd@nu.cs.fsu.edu
Organization: Florida State University Computer Science Department

In article <bg258s1421.03a3@sycom.mi.org>, bg258s1421@sycom.mi.org (Burley Good) writes:
>I am looking for an inexpensive HD a starters HD. I am looking for a used
>maybe 20m or more CHEAP!!!

You might want to try rolling your own. It is very easy for the ST. You
need:

A host adaptor
A power supply
An enclosure
A SCSI drive

I recommend the ICD Host adaptor. It has (IMHO) the best software, which is
updated frequently (and available free). They also provide a very easy way
to add a battery backed up clock to your ST (if you don't have one already,
they can be bought with or without the clock). I also like ICD's because they
report any "sense codes" the drive communicates to the user. I have only
seen one ("read error with recover", induced by dropping something heavy on
the desk while the hard disk was reading), but I find it reassuring that
any weirdness at the device level is reported directly to me (it pops up in
the corner of the screen, by the way). Price is about $80 at last look.
Without the clock, you save $10. Order the SCSI connector cable whereever
you get the host adaptor, and make sure to ask for a dual drive one with a
red wire denoting pin one (to make the installation easier).

Power supplys are cheap. Just pick up an old XT power supply for ~$30 from computer shopper. If you can find a junked PC, you can get one for free.

Enclosures can also be cheap. You can buy one of those huge old style XT cases for about $30 from computer shopper. This will hold all the hard drives you will ever want! Buy a tower stand for $5 and stick it on the floor (the ICD cable is nice and long for this). You can also go all out and buy an enclosure which will fit under your monitor (mine houses 2 5.25" devices, has a front mounted lit power switch, mates perfectly with the ICD board, etc) with power supply for about $125. There are several places that sell these for the ST, two being Toad Computers and D&P Computer Supply. Email if you want their 1-800 numbers. Again, a junked PC is the absolute cheapest way to do this. If you can get ahold of grannys old IBM XT, you are in fat city. A nice side bonus is that the old PC motherboards make great wall hangings (big fat traces, lots of chuncky looking components). Old PC's are really easy to find, now that everyone is going to 80x86 machines.

Now, the SCSI drive. These can be bought from computer shopper. All you need is a bare SCSI device, no other boards or anything. The ICD host will work with just about anything, but there is a very large list of already tested drives that comes with the host adaptor (which I could probably email to you also). Drives are very cheap nowadays, and if you want to really save money you can get a refurb. Several of the refurb places will guarentee their drives for X number of years (X varies with the particular company), so they can really be the way to go.

Anyway, you will now have your hard disk. You bolt down the drive and host adaptor (you can drill some extra holes in the case, or use wire-ties or whatever), connect the two, plug in the power cords (the ICD comes with a little splitter which connects to a standard PC type power cord), hook up the DMA, and boot up. It is very simple, and is not easily botched up. You only need to pay attention to:

SCSI id jumpers set to some reasonable value
SCSI terminator pack plugged into the drive
SCSI connector from drive to DMA is right side up on both ends
Nothing wiggling around

The first two can be checked via the manual that will accompany the drive (make sure you ask for one, some places assume you already have one), usually a 1 page Xerox. The third can be verified by checking that the red wire side of the ribbon cable is near pin one (which is marked on the board either by a number or by a square solder hole instead of a round one). If the cable is in backwards, the red end will be at the other end of the connection (quite often it is pin 2 that is marked, but you only need to know which end of the connector the numbers start on, and match it with the red wire). These are the only two possibilities. You cannot mess up the power connections or the DMA connection (they won't go in wrong).

The reason you wanted a dual drive cable is so you can easily add another device in the future. You merely have to plug it into the other receptacle on the cable, remove the terminating resistor pack off the middle drive on

the cable (the one on the plug closer to the computer), and check to see that the SCSI id jumpers are set to two different numbers. Oh, by the way, the ICD supports the Syquest SQ555 (the 44mb removeable cartridge drive) without any special concerns. Since the Syquest is a SCSI device, you can hook one of these up just a easily as you could a regular fixed disk drive. These only cost about $320 bucks nowadays, with 44mb cartridges going for ~$60.

It really is easy, and there are plenty of computer tinkerers around to look over your shoulder and verify what you do. You can also use a setup consisting of a host adaptor, SCSI controller board, and ordinary PC type hard disks, but you add complexity to the system and lose performance this way. Straight SCSI is much cleaner, and usually much faster (SCSI devices have their controller boards "built in", comunicating with the SCSI standard).

If you do get a hard disk, you should immediately buy Neodesk 3 and the Universal Item Selector III. They will make life much nicer. Also, beware of buying too small a hard disk. Megabytes are like potato chips. I have a buddy with a 105mb quantum drive, a 320mb Hitachi, and a Syquest SQ555 with 6 cartridges all hooked to his ST, and he still complains about not having enough disk space! I have not yet gone that apeshit, but I think Mr. Visa might have to talk to Syquest Corp. pretty soon. Oh, notice the my friend above has three SCSI devices hooked to his ICD. This just requires a 3 plug cable. The ICD can support 8 SCSI devices, and you can hook up multiple host adaptors if you really need to (like if you get given a box of 10mb SCSI drives :-).

Please feel free to email questions. The above is IMHO, direct flames elsewhere.

----------end included text---------

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1022. Re: MiNT Falcon Version - where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 02:20:35 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Feb24.022035.10260@olymp.informatik.uni-bonn.de>
Source record: 40377

In article <jimomura.02m2@tndb.UUCP> jimomura@tndb.UUCP (Jim Omura) writes:
>In article <1993Feb14.200700.11844@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>> MiNT, why source-only distribution
> Actually, I was just wondering about this recently. It
>seems that Eric is using Gnu C. Now as far as I remember the
>"CopyLeft" agreement, you weren't supposed to distribute binaries
>at all.

Wrong. You may ship binaries as much as you please, but you *must* provide the sources TO THE FSF PARTS of your binaries [or at least provide a pointer to the sources]. Also, you must provide a means for your customer to modify the FSF parts of your product [this is the real problem, as it might mean the requirement to provide object as well as binary files, especially when using Gnu libraries].

> Furthermore, you weren't supposed to sell your final
>product. You *must* give it away for free.

Wrong again. Please read the Gnu General Public License ["GPL"] or read the discussion in gnu.misc.discuss. You may charge as much as you like for the final product. You may not charge for the FSF sources that you must provide, beyond reasonable media cost.

> Am I right about this? I haven't
>concerned myself with the GNU project in years now. I use Lattice C
>and Sozobon C. . . .

You're missing something!

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1023. Quantum ProDrive LPS inside a MegaST4?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 02:30:08 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb23.213008.15633@bsu-ucs>
Source record: 40378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm considering adding a 3.5" 40Meg Quantum ProDrive LPS to my Mega ST4, internally.

Do any of you know if this "ProDrive" is compatible with ICD's Advantage Micro host adapter?

Are all Quantum's LPS drives called ProDrives?

Thanks ahead of time for any and all responses! :)

-Matt

Email to:01mbmccab@virgo.bsuvc.bsu.edu

1024. Help Recovering A Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 05:08:20 UTC
From: jjung@netcom.com
Message-ID: <1993Feb24.050820.19908@netcom.com>
Source record: 40379

I accidentally told DC Format to format a disk that I wanted to write an MS-DOS bootable sector to. Fortunately, I was able to pop the disk out after the second track, so I'm pretty sure that all the information is intact. Unfortunately, I can't get DC Format or even the ST Desktop to recognize the disk.

Can someone out there recommend some help for getting everything after the second sector of the disk?

Please post or mail any help you can offer.

Thanks in advance.

John

John Jung aka Junior | "If you doubt a friend, you are not being a
Flt. Capt. on calvin [ret.] | friend." -- Groo #62
Nilgiri Level 20 Mage [ret.] +---
E-mail: jjung@netcom.com | "Happiness isn't something you experience, it's
or: jjung@atc.com | something you remember." -- Oscar Levant

1025. Re: How to write new verison of rsrc_load()... kosher?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 05:10:29 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Feb24.051029.7010@gumby.cc.wmich.edu>
Source record: 40380

In article <1993Feb18.175122.7075@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> What the world needs is an easy-to-use system for embedding RSC data into
> a program, including custom fixup routines that handle the resolution
> scaling issues.

Personally, I wish fewer people would embed their RSCs into the program. Separate resource files allow for a limited degree of cosmetic fixups and customizing, embedded RSCs don't. Unless, of course, you have a utility that can locate embedded RSC data in a PRG file, extract it, allow it to be manipulated, then re-embed it in the program?

> Luckily, I have such a thing, and have been using it for
> years. It not only scales the objects' xywh values, it even scales IMAGE
> and ICON data to compensate between the creation resolution and the
> runtime resolution.

This sounds nice, but how well have you found bitmap scaling to work in practice? It seems to me that bitmaps scaled up will look "clunky" and scaled down may look ugly due to holes, discontinuities and distortions? Wouldn't it be more effective to have bitmap pairs (for the two divergent resolution classes) and automatically link in the appropriate one at load (or pseudo-load) time?

Of course, even bitmap scaling glitches would be preferable to the usual alternative. I.e., decently sized icons with huge gaps between them in one resolution, and grotesquely elongated icons in the other. (Now where have we ever seen anything like that? :-)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1026. Re: #### CAN I CONNECT A SCSI HARD DRIVE TO MY ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 05:38:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mf1l9INN3k3@golem.wcc.govt.nz>
Source record: 40381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

These days, if you want to run a SCSI drive on the ST, you just need:/

SCSI Drive (Plus a box to stick it in, or it looks 'orrible)
SCSI Connector Cable
ICD-Link

The ICD-Link, just converts the ST's ASCI, into a SCSI, the general upshot of which is, you plug one end of the Link into the ST, and the other end into the connector cable, which is plugged into the Hard-Drive!

(You will also need the Power-Supply unit, otherwise it sort of won't go! 8-)

Also - (To the original poster as well), Yes Atari does (did) make Hard-Drives, they were slow, grotty and huge (size, not storage space), they also cost a fortune! Making your own, or buying a 3rd-party drive is a LOT cheaper!
(It is quite possible to put together a 60meg SCSI drive unit for the ST for around $300) - Using all brand-new parts!

1027. Re: Embedded Resource (Was: C-Includes & UUencode)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 05:43:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mf1tvINN3k3@golem.wcc.govt.nz>
Source record: 40382

[> I was planning on finding the UUCODER source myself and updating it a
[> bit, sometime in the upcoming weeks. Besides allowing an option for where
[> to put the output file(s), I wanted to add frm_progress() calls, and I was
[> going to embed the RSC data so that you don't need the .RSC file. But, if
[> someone else is already doing it, that's fine with me. :-)

Hey, no problem, if you want to add more features - go for it, sounds
like you'd do a better job than I would!
(A little progress bar would be nice - or a '???% completed' readout,
it'd make things just that much nicer 8-)

Imbedding the ReSourCe file would be great too, and as I don't have
the slightest idea how to go about doing that (or, even if you can
using HS-C). If you want the Source code, I can stick it throubh
c.b.a.st it, or E-Mail it (Or, I suppose I could stick it up on a.a)

The source code is well documented, it even shows exactly where to stick
the redirection code etc, and everything is modular (a seperate file
for the Fsel routine, one for decoding, one for encoding etc. etc.
makes things much easier - Steve Y. did a good job!)

1028. Falcon specs for palette change/identity needed!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 06:32:12 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1mf4pclNN5tl@shelley.u.washington.edu>
Source record: 40383

I am finishing a very fast GIF Viewer called Speed of Light, but it has palette problems on the Falcon. It works great on an ST/STE/TT, but is just white on the falcon. I have two problems that need solving, I would appreciate any help...code prefered in C, GFA Basic or Assembly.

1. How do you change one of the colors out of 256 on the Falcon. I know on the TT it is xbios(83,...), and on the ST's it is xbios(7,...), but what is it on the Falcon, and how do you specify RGB values? Neither of the xbios numbers just mentioned seems to work on the Falcon.

2. How do I know if the program is running on the Falcon? Is there some memory location that tells me this, or some routine I can run to check this? This will help me to know what palette setting command to use.

Thanks for any help you can give me...I want everyone to be able to use my programs on all Ataris.

Stuart Denman
stusoft@u.washington.edu

1029. Re: Help Recovering A Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 06:59:43 UTC
From: marc@targon.UUCP
Message-ID: <2935@targon.UUCP>
Source record: 40384

In article <1993Feb24.050820.19908@netcom.com> jjung@usc.edu (John Jung) writes:
|
| I accidentally told DC Format to format a disk that I wanted to write an
|MS-DOS bootable sector to. Fortunately, I was able to pop the disk out after
|the second track, so I'm pretty sure that all the information is intact.
|Unfortunately, I can't get DC Format or even the ST Desktop to recognize the
|disk.
|
| Can someone out there recommend some help for getting everything after the
|second sector of the disk?
|
| Please post or mail any help you can offer.
|
| Thanks in advance.
|
| John
|

Let's see. Two tracks, that's 18 sectors or more. That's more than enough
to erase the bootsector, the file allocation tables and the root directory.
I'm afraid it is almost impossible to recover that.

Marc

1030. MiNT libs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 09:45:48 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <C2y5sD.6xL@dcs.ed.ac.uk>
Source record: 40385

Hi everyone.First all I would like to thank everyone who has
helped me with my problems compiling and using MiNT 0.99 - especially
those people who I haven't already thanked by mail.

My main problem now is to do with MiNT lib28 which I have just
got from atari.archive.I can't make any of the .olb files that gcc wants.
I know that they are available pre-compiled,indeed I have them,but I would
really like to be able to make them myself as I want the '020 versions.

When I try to make the libs,using GCC 2.3.3 (shareable version from
the updated MiNT distribution kit) I can compile everything apart from the
.cpp files,and I get loads of .o files but I still don't get any .olb files.
If I try making gmakefil.16or gmakefil.32 I get an error - "mincl:142
commands without asociated target " or something like that.What am I doing
wrong,and what should I be doing?

Hope you can help,
Cheers,Joe.

1031. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 10:32:45 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.730549965@sun>
Source record: 40386

mhembruc@tsegw.tse.com (Mattias Hembruch) writes:

>mhembruc@tsegw.tse.com (Mattias Hembruch) writes:

>>walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:

>>>d70@nikhefh.nikhef.nl (Bram Bouwens) writes:

>>>Note that PCs can NEVER receive data through their parallel port ;-)

>>>>>>>.......

seems to be the wrong newsgroup for repeating nice statements
out of fucking manuals? in fact, i never tried to do it :-)

summary: they CAN.

Keep hackin'
Walter.

1032. Emacs in TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 11:28:59 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <C2yAKC.Arr@dcs.ed.ac.uk>
Source record: 40387

Hi,I have jsut compiled emacs 18.57 on my TT using GCC 2.3.3 and
MiNT lib25,and while it does run,I can't get it to run in TT RAM.The program
works fine as long as the load-to-TT-RAM bit is not set,but if it is,it just
bus errors as soon as I try to run it - does anyone know why?The code should
be able to handle 32 bit addresses as it was compiled with GCC's m68020 option.

Hope you can help,
Cheers,Joe.

1033. HARD DISKS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 11:46:21 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Feb24.114621.8473@cs.nott.ac.uk>
Source record: 40388

This may be a FAQ, but I haven't seen it answered, although I vaguely remember a thread on it in the past:

Can I go out, buy a dead cheap PC clone SCSI hard disk, then buy an ICD adaptor (e.g. "the Link" is one I've seen) and plug the whole thing into my STE (TOS 1.62)? - I'm talking about the UK here, not the US, where HD's seem to be about 2-a-penny.

If so, why do dealers charge so much for Atari-specific drives?

Are there any reasons why I shouldn't do this, even if it's possible?

Any advice on this matter would be much appreciated, as I'm working with a pretty limited budget here, and can't afford to make the wrong choice!

Replies by email if you don't think this is of global interest.

Thanks,
Keith.

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

1034. Re: Falcon specs for palette change/identity ne

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 12:46:09 UTC
From: julian@math.uni-muenster.de
Message-ID: <1mfqmhINN1369@obelix.uni-muenster.de>
Source record: 40389

In article 1mf4pcINN5tl@shelley.u.washington.edu, stusoft@hardy.u.washington.edu (Stuart Denman) writes:
> 1. How do you change one of the colors out of 256 on the Falcon. I know
> on the TT it is xbios(83,...), and on the ST's it is xbios(7,...), but
> what is it on the Falcon, and how do you specify RGB values? Neither of
> the xbios numbers just mentioned seems to work on the Falcon.
>
Use vs_color() instead.

> 2. How do I know if the program is running on the Falcon? Is there some
> memory location that tells me this, or some routine I can run to check
> this? This will help me to know what palette setting command to use.
You can find that out by inspecting the _MCH cookie, but you don't have to if you use the VDI interface,

---
_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

1035. Re: Emacs in TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 13:01:31 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Feb24.130131.8624@ugle.unit.no>
Source record: 40390

Hi, the reason emacs won't work in TT-ram, is because it is only 24-bit clean
by default. You must redefine a constant in one of the header files.
Can't remember which right now, but a grep 24 *.h should do the trick.
When you find the name of that constant, redefine it to 26 and recompile.
If you can't find it, send me mail and I'll look it up.

Alternatively, you could wait a few days until emacs-18.59 is available
on a.a (It has been uploaded, but have not put in the mint-directory yet).
This one definitively works in TT-ram.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1036. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 13:14:20 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb24.131420.12084@cs.ruu.nl>
Source record: 40291

In <1m2ocnINN14ic@obelix.uni-muenster.de> kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:

>In article 5960@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>> Line-A is a big NO-NO.
>>
>As far as I know, the Falcons DO have Line-a, BUT that works only in the
>ST and TT video modes, so a program using those functions will most
>probably NOT WORK in any other of the new video modes.

etc. etc.

I think we're being a bit vague about what this 'line-a works' and 'line-a doesn't work' means. Line-a is a *SET* of variables *AND* routines, for very miscellaneous purposes. Some of the variables are important for applications like Calamus, but not all! Anyway, the routines don't seem to matter. I think the mouse position is a very universal one, that is likely to be kept; in Direct Color modes some of the variables (like number of planes) will make no sense.

'Line-a is a big NO-NO' should be 'line-a, chapter ** is a x% NO-NO'.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1037. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 13:15:35 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb24.131535.13560@cs.ruu.nl>
Source record: 40292

In <A2302@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:

>Well, TOS 1.00 uses a 6 byte record for every event, while later versions use 8
>bytes. You'll have to code a special case anyway...

Remarkable that my AutoRaise works on 1.00! (at least I think it does...)
It's probably that I only use a one-record appl_tplay.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1038. Re: How to place the mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 13:18:49 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Feb24.131849.14704@cs.ruu.nl>
Source record: 40293

In <1993Feb20.190259.9000@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>Until Atari
>starts providing Line-A equivelents, they should expect people to keep
>using what's available, that being Line-A. As long as applications
>continue to use Line-A, Atari will find it difficult to completely remove
>that interface from the system. If they completely remove it anyway,
>enough applications will break that people will be upset. Also, since
>some things will be impossible or incredibly difficult to implement, less
>software will be written as a result. In both cases, you have a downward
>spiral of marketability of the machines.

On of the things that are impossible is this: Set a non-white background
for a v_gtext. The only thing you can do is first draw the background then
gtext in transparent mode. But this will cause display flicker which is not
what you want for text windows.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1039. Re: Interupts and PCM sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 13:39:57 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Feb24.133957@cs.bham.ac.uk>
Source record: 40294

Ian!

Thanks for the info on interrupts... I think I'll have to do some reading up on it though... I can't even remember which SR bit to us to mask my interrupt. That's the problem with going away to university... you leave half your documentation (the half you didn't think you'd need) at home!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1040. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 14:41:50 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93Feb24144150@brosme.dhmolde.no>
Source record: 40308

>>>>> On Wed, 24 Feb 1993 02:01:33 GMT, entropy@gnu.ai.mit.edu (maximum entropy) said:

>> In article <walter.730459776@sun> walter@lkn.e-technik.tu-muenchen.de (Walter
Loepsinger) writes:
>I got a small programm to receive files via parallel port,
>it came with my 1ST ADDRESS package (same vendor as 1ST WORD).
>Note that PCs can NEVER receive data through their parallel port ;-)

> This is, of course, a lie. There are even ethernet adapters that plug
> into any PC's parallel port, and ethernet is of course bidirectional.

> I've yet to see an ST read from its printer port, and I've seen
> messages from the more hardware-literate folks on this group that it
> isn't possible (or at least non-trivial.)

You're right about PC's of course, but Atari does have a handy little program
for sending files to/from the ST Books that use the printer port so it's no
big deal. Remember: nothing is impossible, it might just take a little longer..

Cheers,

Torbjoern

--
Torbjorn Ose - tose@unix03.dhmolde.no - "Things Take Time - Piet Hein"

1041. Re: Supercharger help ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 15:02:49 UTC
From: cleaves@ctron.com
Message-ID: <7017@balrog.ctron.com>
Source record: 40295

I think I can answer your questions and possibly help you out. I own a SuperCharger, it has a V30 microprocessor, this supports a 286 instruction set, but is NOT a 286, it still runs at XT speed. SuperCharger does need to be connected to a DMA, not only that, it must be the last device in the chain. I recently purchased a used HD that only has 1 DMA port, and SuperCharger will not work in any other position. I tend to think the problem is that the HD is an extreme hack, and the SCSI driver is accepting info that should only be going to SuperCharger. As a result, I am selling my SuperCharger, I no longer need it, I only ever used it at school to run Turbo Pascal 6.0 and Turbo C++ 2.0 (which is quite impressive for an emulator.) It works great, especially with a monochrome monitor. It will do color (CGA, but I prefer hercules with monochrome.) At any rate, I'm selling, you sound as though you would like one, so...

Respond if you have any interest and give me an offer, then we can talk further.

Stephan
/\
external: cleaves@ctron.com Stephan R. Cleaves (603) 337-7021
internal: cleaves@venus Salamanders Are Cool...
\/

1042. Re: Help Recovering A Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 15:39:55 UTC
From: kd@cs.tu-berlin.de
Message-ID: <1mg4sb$jmu@news.cs.tu-berlin.de>
Source record: 40296

marc@targon.UUCP (Marc Dierikx) writes:

>In article <1993Feb24.050820.19908@netcom.com> jjung@usc.edu (John Jung) writes:
>|
>| Can someone out there recommend some help for getting everything after the
>|second sector of the disk?
>|

>Let's see. Two tracks, that's 18 sectors or more. That's more than enough
>to erase the bootsector, the file allocation tables and the root directory.
>I'm afraid it is almost impossible to recover that.

>Marc

That depends on the kind of files you want to recover - it is possible to
recover short files (less than one cluster) and text files and with a little
luck even GFA-Basic files.

I once had to recover the contents of a disk (since I hadn't made a backup).
The procedure was roughly as follows: First you get a sector editor, then
you scan the clusters and try to figure out which clusters belong to which
file (a starting point is provided in subdirectories). At last you rebuild
the FAT and the root directory.

I think it cost me a week or so to recover most of the text files (it's a
BIG puzzle, after all).

Klaus

--
....
Klaus Didrich kd@cs.tu-berlin.de

1043. FALCON 030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 15:52:09 UTC
From: mod2g48@cix.cict.fr
Message-ID: <3012@cix.cict.fr>
Source record: 40297

HELLO GUYS !

It's the first time that i write an article .

I would like to have some news about the marvellous machine ; the FALCON 030 !!!

- First , has someone seen a F030 yet ? I have been waiting for it since last december and i'm
going to become crazy if i won't have one before nextchristmas!!!!

- I'd like to know how much does it cost , because in France , they seem to want to sell it for at least 5,000 Francs (1,000$) for the one Meg configuration without Hard-disk... HURGH!!!!

- and at last, could someone tell me if it's possible to connect an external IDE HD ??? (SCSI are too
expensive for my (very) little budget...)

Waiting for your responses.... A lonesome atarist in France.
(for the moment : futur member of KAMIKAZES'group when I have a machine...).

WRITE TO : mod2g48@cicx.cict.fr

1044. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 16:40:01 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <86394@hydra.gatech.EDU>
Source record: 40298

In article <ENTROPY.93Feb23210133@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>I've yet to see an ST read from its printer port, and I've seen
>messages from the more hardware-literate folks on this group that it
>isn't possible (or at least non-trivial.)

It may not be possible using GEMDOS functions, but I think it can be done quite readily using the appropriate parallel port registers. I can think of two programs that read from the parallel port - one is the blitz disk duplicator and the other is the task switcher Switch/Back. I don't think either of these programs use the parallel port for bidirectional data transfer, but it does demonstrate that data can be received through it.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1045. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 18:07:47 UTC
From: schaerer@isi.ethz.ch
Message-ID: <1993Feb24.180747.23896@bernina.ethz.ch>
Source record: 40299

David P. Forrai (gt1448b@prism.gatech.EDU) wrote:
: In article <ENTROPY.93Feb23210133@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:

: It may not be possible using GEMDOS functions, but I think it can be
: done quite readily using the appropriate parallel port registers. I

The parallelport-register is the register no. 15 of the YAHAMA-Sound-Chip. To control this chip, you must use the command XBIOS 28. To initiate a CENTRONICS-controlled GAL-programmer I used this trick in the last time. The advandage is, I could go round the handshake. So, I only used the XBIOS 28 - command to send an output-signal to GAL-prommer. Therefore I don't know at the moment, the correct XBIOS 28 - command to get a handshakefree inputsignal. I think it will be very interessting for many ST-peoples to know how to receive a CENTRONICS-input with XBIOS-28.

Another thing is. Everybody who develops a circuit to connect with the CENTRONICS-Port should be very carefull! Because of the YAHAMA-Sound-chips. It is not cheap and not easy available.

Another way to get a parallel input is the ROM-Port with 16 Bit,
by the way if you work with a ST....

Greeting Thomas

1046. Re: How to write new verison of rsrc_load()... kosher?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 18:07:48 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb24.180748.8582@mnemosyne.cs.du.edu>
Source record: 40300

> Personally, I wish fewer people would embed their RSCs into the program.
> Separate resource files allow for a limited degree of cosmetic fixups
> and customizing, embedded RSCs don't. Unless, of course, you have a
> utility that can locate embedded RSC data in a PRG file, extract it,
> allow it to be manipulated, then re-embed it in the program?

This is a good example of why I embed RSC data. Often I have groups of objects (especially string or text objects) which are treated as a contiguous array by my program. If a user edits the RSC file and scrambles the order of the objects, Bad Things will happen at runtime. I also rely pretty heavily on extended object type values, and if those get messed up the program will break.

> [ICON & BITBLK scaling]

If you're a perfectionist, you'd probably want to have separate low and high rez icons/images in your RSC data. My program doesn't prevent that, because it supplies scaling as an option.

I've found that doing an icon in low/medium rez and letting it be scaled to high rez by duplicating each line works fine 90% of the time. If you consider your icons to be more "works of art" than visual cues for your users, you'll probably disagree.

The program offers 4 different algorithms for scaling down a high rez icon to a lower rez. (AND each line pair, OR them, take only even lines, or only odd lines. No dithering or anything else fancy.) With a little experimenting to see how each works, and bearing in mind how they work as you design an icon, you can do fairly complex high rez icons that still look acceptible when scaled to a lower rez.

--
==
- Ian Lepore | Question of the week:
ianl@bix.com | Why are all churches insured against acts of God?
==

1047. Re: Embedded Resource (Was: C-Includes & UUencode)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 18:17:22 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb24.181722.9030@mnemosyne.cs.du.edu>
Source record: 40301

> [How do you embed a resource file in a program?]

I have a program that does 99% of the work for me. It reads the RSC file and emits C source code. But not C source like the RSH file stuff that you've seen before (it can do RSH, but I never use that feature). What it outputs more closely resembles the actual structure of the RSC data, and requires less fixup. It also does a few extra things like (optionally) consolidating multiple occurrances of identical strings to a single occurrance.

You embed the data using a single #include statement. In addition to bringing in the C-source-form RSC data, a couple macros hoist the rsrc_load() and rsrc_free() functions, so that they automatically get rerouted through local routines instead of calling the AES functions. And finally, the local fixup routines are also #included automatically. The local fixup routines are the real magic of the system. They do xywh fixup appropriate to the runtime resolution, do image scaling if you've requested it, and patch the embedded RSC data into the global[] array elements that the AES uses to locate RSC data.

There is code available which does the runtime fixups on RSH-style resource data. I don't know the filename, but I've seen the code, years ago.
--
==========
- Ian Lepore | Question of the week:
ianl@bix.com | Why are all churches insured against acts of God?
==========

1048. Re: #### CAN I CONNECT A SCSI HARD DRIVE TO MY ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 18:21:20 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Feb24.182120.26368@freenet.carleton.ca>
Source record: 40302

Hasn't ICD released the LINK; which lets any ST hook up to any SCSI drivly ?(ie the host adapter is built into the cable) I've seen it advertised in the states for less than $100.
--

1049. Power Supply for 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 19:00:03 UTC
From: CARDOSO <CARD@UNB.CA>
Message-ID: <24FEB93.16201084.0134@UNBVM1.CSD.UNB.CA>
Source record: 40303

PLEASE HELP!!! Where can I purchase a Power Supply Module
for a 1040ST????
Your help much appreciated!!! Thanks
John Cardoso (cardoso@unb.ca)

1050. Re: Help Recovering A Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 19:39:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mgisuINN9or@golem.wcc.govt.nz>
Source record: 40304

I completely trashed my directory & FAT sectors on a disk, most of which was a 350K text file, so I got out 'Salvage'. Scanned through the disk for the start of the text, told salvage that was the start sector, and the last one was about 400K after that. Saved the resulting copy to RAM-Disk, loaded into a text editor, edited the garbage out of the end of the file, and bingo! 100% okay text file!

(There was also a couple of other files I managed to recover the same way, just took a little longer!)

WIthin half an hour, I had 95% of the disk resurrected! (Except for the Fat, Boot & Directory sectors of course... Good old RAM-Disk!)

1051. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 19:40:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mgj0bINN9or@golem.wcc.govt.nz>
Source record: 40305

> >I've yet to see an ST read from its printer port, and I've seen
> >messages from the more hardware-literate folks on this group that it
> >isn't possible (or at least non-trivial.)

A few comms packages support the parallel port for modems!

It is quite possible to send & receive, as I have been doing so, converting
files over to my old Atari 800XL (8-bit)

Simple cable, and no fancy tricks! (The software did it for me!)

1052. Re: Falcon specs for palette change/identity ne

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 21:21:36 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1mgot0INNb3e@shelley.u.washington.edu>
Source record: 40306

julian@math.uni-muenster.de (Julian F. Reschke) writes:

>In article 1mf4pcINN5tl@shelley.u.washington.edu, stusoft@hardy.u.washington.edu (Stuart Denman) writes:
>> 1. How do you change one of the colors out of 256 on the Falcon. I know
>> on the TT it is xbios(83,...), and on the ST's it is xbios(7,...), but
>> what is it on the Falcon, and how do you specify RGB values? Neither of
>> the xbios numbers just mentioned seems to work on the Falcon.
>>
>Use vs_color() instead.

Good idea, but how do I access this from Assembly Language or GFA Basic 3.5E?
Also, doesn't this define colors used by VDI commands? These have
different indexes from the color values that you write directly to screen
memory (e.g. Color 1 in VDI is color 15 if you write it to the screen!)
So how would you know how to covert between these. Is there some formula
that uses XORs or something?

>> 2. How do I know if the program is running on the Falcon? Is there some
>> memory location that tells me this, or some routine I can run to check
>> this? This will help me to know what palette setting command to use.

>You can find that out by inspecting the _MCH cookie, but you don't have to if you
>use the VDI interface,

I don't think you got to finish your sentence there, but since I don't
have a Falcon, you'll have to be a little more specific. Also, I'm not
sure what a cookie is, is it just a memory location that you read, and if
so, what is this location?

Thanks for your help,

Stuart Denman
stusoft@u.washington.edu

1053. Adding a 2nd hard disk and...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 22:17:27 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1mgs5nINNh7v@uwm.edu>
Source record: 40307
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I bought my current hard drive configuration second hand, all ready to go.
I have a BMS host adaptor and an Adaptec 4000 SCSI->MFM adaptor. I want to
add a 2nd drive. The current drive is an old Wren I. The Adaptec is
capable of supporting the 2nd drive. I will require a disk with a 20 pin
command port and a 34 pin data port. Is it possible to find such old
dinosaur drives yet? Would CompUSA type stores carry them, or is everything
SCSI now? Also, is 20 pin ribbon cable available readily?
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

1054. Re: CFV: Creation of comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-24 22:44:42 UTC
From: dave@frackit.UUCP
Message-ID: <2154@frackit.UUCP>
Source record: 40309
Cross-posted to: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb19.111607@cs.bham.ac.uk>, dxo@cs.bham.ac.uk (David Oakley) writes:
> FIRST CALL FOR VOTES
> ====================
>
> This is a Call for votes on the creation of a newsgroup for
> debates about the Atari range of personal computers.

Uh-oh, I see a boo-boo. Let's look at the header of this:

From wa3wbu!uunet!cs.bham.ac.uk!dxo Fri Feb 19 06:16:07 1993
From: dxo@cs.bham.ac.uk (David Oakley)
Newsgroups: news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

Not posted to news.announce.newgroups.... Invalid CFV

Subject: CFV: Creation of comp.sys.atari.advocacy
Message-ID: <1993Feb19.111607@cs.bham.ac.uk>
Date: 19 Feb 93 11:16:07 GMT
Sender: news@cs.bham.ac.uk

Not tale@rodan.UU.NET.... Invalid CFV

Organization: ASTRAsoft, Stoke-On-Trent England.
Lines: 98
Nntp-Posting-Host: jw9

No 'Approved: tale@uunet.uu.net... Invalid CFV

This isn't a good start. CFV's are posted by Dave Lawrence and posted to
certain specific groups. IF you have already submitted this message to
him and have decided to 'jump the gun' and post it yourself you have
invalidated ANY votes you may receive before the valid posting from the
moderator hits the net. In effect, you will have tainted the vote even
before it really began.

I'm against this proposed group, no secret. BUT I'd rather see it
defeated in a valid vote, not because someone screwed up the CFV
process.

Go to your room. You do NOT get a free cooky. :(

--
vogon1!compnect!frackit!dave@psuvax1.psu.edu | Dave Ratcliffe |
- or - ..uunet!wa3wbu!frackit!dave | Sys. <*> Admin. |
| Harrisburg, Pa. |

1055. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 00:26:54 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C2zAKw.5x9@ecf.toronto.edu>
Source record: 40310

In article <ENTROPY.93Feb23210133@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <walter.730459776@sun> walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:
>>I got a small programm to receive files via parallel port,
>>it came with my 1ST ADDRESS package (same vendor as 1ST WORD).
>>Note that PCs can NEVER receive data through their parallel port ;-)
>
>This is, of course, a lie. There are even ethernet adapters that plug
>into any PC's parallel port, and ethernet is of course bidirectional.
>
>I've yet to see an ST read from its printer port, and I've seen
>messages from the more hardware-literate folks on this group that it
>isn't possible (or at least non-trivial.)
>
>Yours for less misinformation,
>entropy
>--
>entropy@gnu.ai.mit.edu
>entropy. . .it's not just a good idea, it's the second law.
>Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
>Programming Freedom! Write to lpf@uunet.uu.net for more information.

It is possible to read from the parallel port on the Atari. It just isn't standard. (chalk one up to atari for that one.)

1056. SM 124 for a non-atari??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 00:47:25 UTC
From: slp9m@cc.usu.edu
Message-ID: <1993Feb24.184725.64482@cc.usu.edu>
Source record: 40311
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've seen the literature on hooking MultiSync monitors to the ST.
What about going the other way? Is it possible to hook an SM124
to an IBM-PC clone? What has to be done to accomplish this?

-SEP

Scott E. Parker WA7VYJ \ INTERNET: SLP9M@cc.usu.edu
Center for Atmospheric & Space Sciences \ Twisted pair: (801) 750-2975
Utah State University \ Home: (801) 753-3924
Logan, UT 84322-4405 \

1057. Re: Help Recovering A Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 03:16:12 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb24221612@kropotkin.gnu.ai.mit.edu>
Source record: 40312

In article <1993Feb24.050820.19908@netcom.com> jjung@netcom.com (John Jung) writes:
> I accidentally told DC Format to format a disk that I wanted to write an
>MS-DOS bootable sector to. Fortunately, I was able to pop the disk out after
>the second track, so I'm pretty sure that all the information is intact.
>Unfortunately, I can't get DC Format or even the ST Desktop to recognize the
>disk.

First, make a direct disk-to-disk copy of the floppy (the desktop
probably won't work for this, you'll need a disk copy utility like
Procopy)...work on the backup, so if you screw up you can start
over...

Can you write an MS-DOS boot sector onto it like you intended? If
not, you'll have to use a sector editor and copy sector 0 from the
good disk to the one you munged (make sure they are the same format).
You could of course build the boot sector by hand, but that's a
hassle.

Now that you've got a good boot sector, your best bet is to get
Diamond Edge, tell it to fix the disk using the second copy of the
FAT, and then PRAY there's enough of the second copy left to get some
of your files back intact . If you did format the fisrt two tracks, I
think you might be out of luck. If the second track is there, you
should be able to get some of it (though I think the second FAT does
begin on the first track...)

In any case Diamond Edge (or any other utility that can find lost
clusters) may be able to find some of your data and dump it into
"recovery" files, but you'll have to dig through these files to find
the stuff you want (possible if it's a text file, not readily
possible if it's a program or other binary data)

I don't work for ORA and I have no affiliation with them, I mention
Diamond Edge only because I happen to own it and think it may help in
your case. You may also be able to use ICD Cleanup, or Disk Doctor
(ancient), or some Beckemeyer program (can't rememeber the name).

Good luck!

entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

1058. Re: Help Recovering A Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 03:29:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mheffINNgf2@golem.wcc.govt.nz>
Source record: 40313

A quick note to those asking me to send Salvage to them. I will UUencode it when I get time, and put it in the atari binaries section!

1059. Hermes Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 04:01:32 UTC
From: coonstot@quads.uchicago.edu
Message-ID: <1993Feb25.040132.21353@midway.uchicago.edu>
Source record: 40314

I have recently d/led a copy of Hermes 1.04b. I have
installed it. I have changed the passwdfile, config.sys, paths,
spaths, etc. However, it doesn't work.

Usually it just locks up.(gus, login, and a number of other programs).
If I am lucky, when it locks up, it will tell me that I am
out of system memory and that I should run the folderxxx program.
However, I have a 4meg STe and do not see why this should be necessary
In fact, I think folderxxx causes trouble for my STe.

I am new to uucp and I may not have set this up properly. But
I have no clue as to why it would lock up. In addition, all of
the manuals(or most of them anyway) are in German. Are there
English docs available? Could someone give me a hand in setting
this up via email? or let me know what they think could be wrong?

Thanks,

Charles O. Onstott, III
--
Charles O. Onstott, III (coonstot@midway.uchicago.edu)
The University of Chicago Divinity School (Origen says:)
"But what sort of apperance the mind could have, seeing that it is a mind
and moves in an intellectual way, I do not know who could describe or tell us."

1060. Re: Help Recovering A Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 04:17:29 UTC
From: jjung@netcom.com
Message-ID: <1993Feb25.041729.4207@netcom.com>
Source record: 40315

In article <1mg4sb$jmu@news.cs.tu-berlin.de> kd@cs.tu-berlin.de (Klaus Didrich) writes:
:That depends on the kind of files you want to recover

Well, for my case, I lost a disk full of non-text stuff. (Old, but still, I wanted to move it to a different computer system.)

:The procedure was roughly as follows: First you get a sector editor, then
:you scan the clusters and try to figure out which clusters belong to which
:file (a starting point is provided in subdirectories). At last you rebuild
:the FAT and the root directory.

The problem for me is that since the first two tracks are gone, when I tell the Desktop to open the disk to see the directory, it just sits there. If I try to tell DC Format to put an MS-DOS boot sector on the disk, it bombs out on me.

I wouldn't mind if I could put all the (non-formatted) data of the disk into one file and then break up the file at points where I recognized the data as being different.

(See, the disk had some pictures on it, and I wanted to move them to a Unix system and use the PPM utilities to convert to GIF to make it more portable and easier for me to view. Since each picture has its own header information, I can discern that and then lop the file off at that point.)

Is there some sort of program out that will either help me recover the unformatted files or at least save the disk image as one huge file? (Preferably, it would be available by FTP for maximum convenience =)

John

----------------+---
John Jung | "Cigarette?" "Yes, it is." -- Police Squad!
jjung@atc.com | "The Lord's our shepherd, says the psalms,
jjung@netcom.com | But just in case, we're gonna get a bomb." -- Tom Lehrer

1061. Help with old MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 05:15:07 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1993Feb25.001507.1@vaxc.stevens-tech.edu>
Source record: 40316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I had to take my SCSI drives off my ST as they where needed for a
new system, so I put my OLD SH204 drive back on my ST. The SH204 is a 20 meg
MFM drive by Tandon, I am using the Adaptec 4000 MFM--SCSI controller that
came with the SH204 along with the ATARI SCSI--ASCI board that also came with
the original drive. Now the question, I have a spare Seagate 225 MFM drive
sitting on my kithen table, what would be needed (and what do I have to do)
to add this drive to my system? Can the Adaptec card handle 2 MFM drives?
I heard from ICD that the Tandon drives in the SH204's had a hardware bug
that caused them to respond on all luns when queried? would this complicate
the issue severly? Sorry if this is simple but I do not really no much about
MFM technology.

please reply to:

scott@dmi.stevens-tech.edu

-or-

scott@sparc1.stevens-tech.edu

Thanks again,
Scott Kolodzieski.

1062. WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 06:42:07 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb25.014207.15727@bsu-ucs>
Source record: 40317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

TOS 1.4 in the 2-chip set. It's for a MegaST4.

Email offerings to:
01mbmccab@virgo.bsuvc.bsu.edu

-Matt

P.S. Anyone have any comments or suggestions about updating from TOS 1.2 to 1.4?

1063. LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 08:32:37 UTC
From: ricquebo@irisa.fr
Message-ID: <1mi075$kqn@irisa.irisa.fr>
Source record: 40318

Does anyone own a ST-version of this @$#%^&@$#! editor, but
unfortunately whose files are so largely spread in the Unix-world ?

1064. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 09:12:31 UTC
From: jules@cs.ruu.nl
Message-ID: <1993Feb25.091231.16210@cs.ruu.nl>
Source record: 40319

In <1mi075$kqn@irisa.irisa.fr> ricquebo@irisa.fr (Yann Ricquebourg) writes:

>Does anyone own a ST-version of this @$#%^&@$#! editor, but
>unfortunately whose files are so largely spread in the Unix-world ?
>
I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
ST is CS-TeX and can be found at archive.atari.umich.edi.

Hope this helps, Jules

1065. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 09:20:10 UTC
From: Marco_Fris@p11.f202.n281.z2.fidonet
Message-ID: <8c90e000@p11.f202.n281.z2.fidonet>
Source record: 40320

In a message of <Tue 23 Feb 93 04:31>, Eric R. Smith (2:281/202.0) writes:

> Finally, the 68000 does *not* have a vector base register; only the
> 68010 and above do. While I, personally, would be quite happy to throw
> out 68000 support, there seem to be a lot of ST owners who want to be
> able to run MiNT and/or MultiTOS on their existing machines.
>
I get confused. Our local support people (Atari Benelux) have assured us
time and again there won't be a MultiTOS for the older machines. So why
bother?

- Marco -

---
* Origin: ... and no one likes a stranger here... (2:281/202.11)

1066. To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 09:46:27 UTC
From: hmallat@robin.cs.hut.fi
Message-ID: <1mi4hkINNmgb@sauna.cs.hut.fi>
Source record: 40321

I'd like to point out that if you leave the resource file as it is you
can easily change the appearance and the language of the program
without having to recompile the binary!

Several German programs feature two rsc-files, one in German and one
in English. The user can pick the one he wishes to use. I think that
is _very big plus_

And if John Doe wanted to read ancient Latin (or maybe something more
practical like his first language) in his menus and dialogs, he could
just tweak the rsc-file with an editor.
--
Lashing out the action, returning the reaction /
Weak are ripped and torn away / Hannu Mallat
Hypnotizing power, crushing all that cower / hmallat@niksula.hut.fi
Battery is here to stay /

1067. PLease Help me Compiling C progs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 12:09:11 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <58114@olivea.atc.olivetti.com>
Source record: 40322

Hi there,

I have two little program written in C that I need to
compile, but since I have no C environment on my ST
(and I'm totally unexperienced with C!!)
I'm asking if some kind soul could do it for me....

follow the included sources (samlabel.c and samprint.c)

Thanks a looooot!!!
Savino

**********BEGIN SAMLABEL.C**********

```
/************************************************************************/
/* NAME */
/* samlabel - print a Roland 12-bit-sample-disk label and catalog */
/* SYNOPSIS */
/* samlabel roland-12-bit-sample-disk-file */
/* DESCRIPTION */
/* samlabel prints the disk label and contents for a Roland */
/* 12-bit sample-disk. */
/* The disk label layout is a bit strange. */
/* AUTHOR */
/* Copyright 1992 by Gary J. Murakami <gjm@research.att.com> */
/* V1.0 (4 May 1992) Freely distibutable for non-comercial use. */
/* All other rights reserved. */
/************************************************************************/

#include <stdio.h>
#include "rs12.h"

void
printLabel(Disk * disk)
{
int i, j;
byte * s;

s = disk->functionParameter.diskLabel;

printf("----------------\n");
printf("| %-12.12s |\n", s);
s += 12;
for (i = 0; i < 4; i++)
{ putchar('|');
putchar(' ');
for (j = 0; j < 12; j++)
```

```
putchar(*(s + j*4 + i));
putchar(' ');
putchar('|');
putchar('\n');
}
printf("----------------\n");
for (j = 0; j < 8; j++)
{ for (i = 0; i < 2; i++)
printf("%d%d %-12.12s ", i + 1, j + 1,
disk->patchParameter[i*8+j].patchName);
putchar('\n');
}
}

Disk disk;

main(int argc, char ** argv)
{
int i;
FILE * fin;

if (argc <= 1)
{ printf("usage: %s Roland-12-bit-sample-disk-file\n", argv[0]);
exit(1);
}
i = 1;
if (i < argc)
{ if ((fin = fopen(argv[i++], "r")) != NULL)
{ fread(&disk, sizeof(Disk), 1, fin);
printLabel(&disk);
fclose(fin);
}
else printf("%s: open failed for \"%s\"\n", argv[0], argv[i]);
}
exit(0);
}
****************** END SAMLABEL.C ************
************** BEGIN SAMPRINT.C ***********

/*************************************************************************/
/* NAME */
/* samprint - ASCII dump for Roland 12-bit-sampler-disks */
/* SYNOPSIS */
/* samprint Roland-12-bit-sample-disk-files */
/* DESCRIPTION */
/* Samprint prints the contents of samples disks for the Roland */
/* 12-bit samplers (S-550, S-330, etc.). This verifies the disk */
/* format specified by the header file rs12.h that is derived from */
/* the MIDI implementation detailed in the S-550 Owners Manual. */
/* AUTHOR */
/* Copyright 1992 by Gary J. Murakami <gjm@research.att.com> */
```

```
/* V1.1 (12 May 1992) Freely distibutable for non-comercial use. */
/* All other rights reserved. */
/*************************************************************************/

#include <stdio.h>
#include "rs12.h"

int
int7(byte c)
{
signed char i;
return (i = c);
}

long
uint24(byte * p)
{
long i;
i = *p++;
i = (i << 8) + *p++;
i = (i << 8) + *p++;
return (i);
}

int
sample(byte * p, int si)
{
int i, s;

i = si*3/2;
if (si % 2) /* odd */
{ s = (*(p+i+1) & 0x80) ? (-1 << 11) : 0;
s |= ((*(p+i) & 0x0F) /* << 0 */) | (*(p+i+1) << 4);
}
else /* even */
{ s = (*(p+i) & 0x80) ? (-1 << 11) : 0;
s |= ((*(p+i) & 0xFF) << 4) | ((*(p+i+1) & 0xF0) >> 4);
}
return (s);
}

void
printDummy(char * n, int len, byte * p)
{
/*
int i;

printf("%24s[%d]\t%s\t", n, len, "0-127");
for (i = 0; i < len; i++) printf("%d ", *p++);
putchar('\n');
*/
}
```

```
void
printSystemProgram(SystemProgram * p)
{
printf("%24s[%s]\n", "data", "0000000:0176000");
}

char * sKeyMode[] = {"Normal","V-Sw","X-Fade","V-Mix","Unison","","",""};
char * sAfterTouchAssign[] = {"Modulation","Volume","Bend +","Bend -",
"Filter","","",""};
char * sKeyAssign[] = {"Rotary", "Fix"};
char * sOutputAssign[] = {"Out 1", "Out 2", "Out 3", "Out 4", "Out 5",
"Out 6", "Out 7", "Out 8","Tone","","","","","","",""};

void
printPatchParameter(PatchParameter * p)
{
int i;

printf("%24s[1:12]\t%s\t\"%12s\"\n","patchName","ASCII",p->patchName);
printf("%24s\t%s\t%d\n","bendRange","0-11",p->bendRange);
printDummy("dummy1", 1, p->dummy1);
printf("%24s\t%s\t%d\n","afterTouchSense","0-127",p->afterTouchSense);
printf("%24s\t%s\t%d(%s)\n","keyMode","0-4",p->keyMode,
sKeyMode[p->keyMode&0x03]);
printf("%24s\t%s\t%d\n", "velocitySwThreshold","0-127",p->velocitySwThreshold);
printf("%24s[1:109]\t%s\t","toneToKey1","0-31");
for (i = 0; i < 109; i++) printf("%d ",p->toneToKey1[i]);
putchar('\n');
printf("%24s[1:109]\t%s\t","toneToKey2","0-31");
for (i = 0; i < 109; i++) printf("%d ",p->toneToKey2[i]);
putchar('\n');
printf("%24s\t%s\t%d\n","copySource","0-7",p->copySource);
printf("%24s\t%s\t%d\n","octaveShift","-2-+2",int7(p->octaveShift));
printf("%24s\t%s\t%d\n","outputLevel","0-127",p->outputLevel);
printDummy("dummy2", 1, p->dummy2);
printf("%24s\t%s\t%d\n","detune","-64-+63",int7(p->detune));
printf("%24s\t%s\t%d\n","velocityMixRatio","0-127",p->velocityMixRatio);
printf("%24s\t%s\t%d(%s)\n","afterTouchAssign","0-4",p->afterTouchAssign,
sAfterTouchAssign[p->afterTouchAssign&0x3]);
printf("%24s\t%s\t%d(%s)\n","keyAssign","0-1",p->keyAssign,
sKeyAssign[p->keyAssign&0x1]);
printf("%24s\t%s\t%d(%s)\n", "outputAssign","0-8",p->outputAssign,
sOutputAssign[p->outputAssign&0xF]);
printDummy("dummy3", 12, p->dummy3);
}

char * sOffOn[] = {"Off", "On"};
char * sVoiceMode[] = {"VAL","VAF","F1","F2","F3","F4","F5","F6","F7","F8",
"F9","F10","F11","F12","F13","F14","F15","F16","F17","F18","F19",
"F20","F21","F22","","","","","","","","",""};
char * sKeyboardDisplay[] = {"A","B","C","D","E","F","G","H","All",
"","","","","","","",""};
```

```
char * sExternalController[] = {"Off","Mouse","RC-100",""};

void
printFunctionParameter(FunctionParameter * p)
{
int i;

printf("%24s\t%s\t%d\n","masterTune","-64-+63",int7(p->masterTune));
printDummy("dummy1", 13, p->dummy1);
printf("%24s\t%s\t%d(%s)\n","audioTrig","0-1",p->audioTrig,
sOffOn[p->audioTrig&0x1]);
printDummy("dummy2", 1, p->dummy2);
printf("%24s\t%s\t%d(%s)\n","voiceMode","0-23",p->voiceMode,
sVoiceMode[p->voiceMode&0x1F]);
printf("%24s[1:8]\t%s\t","multiMidiRxCh","0-15");
for (i = 0; i < 8; i++) printf("%d ", p->multiMidiRxCh[i]);
putchar('\n');
printf("%24s[1:8]\t%s\t","multiPatchNumber","0-31");
for (i = 0; i < 8; i++) printf("%d ", p->multiPatchNumber[i]);
putchar('\n');
printDummy("dummy3", 9, p->dummy3);
printf("%24s\t%s\t%d(%s)\n","keyboardDisplay","0-8",p->keyboardDisplay,
sKeyboardDisplay[p->keyboardDisplay&0xF]);
printf("%24s[1:8]\t%s\t","multiLevel","0-127");
for (i = 0; i < 8; i++) printf("%d ", p->multiLevel[i]);
putchar('\n');
printf("%24s[1:60]\t%s\t\"%60s\"\n", "diskLabel","ASCII",p->diskLabel);
printDummy("dummy4", 4, p->dummy4);
printf("%24s\t%s\t%d(%s)\n","externalController","0-2",p->externalController,
sExternalController[p->externalController&0x3]);
printDummy("dummy5", 140, p->dummy5);
}

char * sRxChannel[] = {"1","2","3","4","5","6","7","8",
"9","10","11","12","13","14","15","16",
"Off","","","","","","","","","","","","","","",""};
void
printMidiParameter(MidiParameter * p)
{
int i;

printDummy("dummy1", 32, p->dummy1);
printf("%24s[1:8]\t%s\t","rxChannel","0-16");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxChannel[i],
sRxChannel[p->rxChannel[i]&0xF]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxProgramChange","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxProgramChange[i],
sOffOn[p->rxProgramChange[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxBender","0-1");
```

```
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxBender[i],
sOffOn[p->rxBender[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxModulation","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxModulation[i],
sOffOn[p->rxModulation[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxHold","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxHold[i],
sOffOn[p->rxHold[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxAfterTouch","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxAfterTouch[i],
sOffOn[p->rxAfterTouch[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxVolume","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxVolume[i],
sOffOn[p->rxVolume[i]&0x1]);
putchar('\n');
printf("%24s[1:8]\t%s\t","rxBendRange","0-1");
for (i = 0; i < 8; i++) printf("%d(%s) ",p->rxBendRange[i],
sOffOn[p->rxBendRange[i]&0x1]);
putchar('\n');
printDummy("dummy2", 1, p->dummy2);
printf("%24s\t%s\t%d(%s)\n","systemExclusive","0-1",p->systemExclusive,
sOffOn[p->systemExclusive&0x1]);
printf("%24s\t%s\t%d(%s)\n","deviceId","0-15",p->deviceId);
printDummy("dummy3", 1, p->dummy3);
printf("%24s[1:32]\t%s\t","rxProgramChangeNumber","0-127");
for (i = 0; i < 32; i++) printf("%d ",p->rxProgramChangeNumber[i]);
putchar('\n');
printDummy("dummy4", 124, p->dummy4);
}

char * sOrgSubTone[] = {"Org","Sub"};
char * sSamplingFrequency[] = {"30KHz","15KHz"};
char * sWaveBank[] = {"A","B"};
char * sLoopMode[] = {"Fwd","Alt","1Shot","Reverse"};
char * sLfoMode[] = {"Normal","One Shot"};
char * sLfoPolarity[] = {"Sine","Peak Hold"};
char * sTvfEgPolarity[] = {"Normal","Reverse"};
char * sRecPreTrigger[] = {"0ms","10ms","50ms","100ms"};

void
printToneParameter(ToneParameter * p)
{
printf("%24s[1:8]\t%s\t\"%8s\"\n", "toneName","ASCII",p->toneName);
printf("%24s\t%s\t%d\n","outputAssign","0-7",p->outputAssign);
printf("%24s\t%s\t%d\n","sourceTone","0-31",p->sourceTone);
printf("%24s\t%s\t%d(%s)\n","orgSubTone","0-1",p->orgSubTone,
sOrgSubTone[p->orgSubTone&0x1]);
```

```
printf("%24s\t%s\t%d(%s)\n","samplingFrequency","0-1",p->samplingFrequency,
sSamplingFrequency[p->samplingFrequency&0x1]);
printf("%24s\t%s\t%d\n","origKeyNumber","11-120",p->origKeyNumber);
printf("%24s\t%s\t%d(%s)\n","waveBank","0-1",p->waveBank,
sWaveBank[p->waveBank&0x1]);
printf("%24s\t%s\t%d\n","waveSegmentTop","0-17",p->waveSegmentTop);
printf("%24s\t%s\t%d\n","waveSegmentLength","0-18",p->waveSegmentLength);
printf("%24s[1:3]\t%s\t%ld\n","startPoint","0-221180",uint24(p->startPoint));
printf("%24s[1:3]\t%s\t%ld\n","endPoint","0-221180",uint24(p->endPoint));
printf("%24s[1:3]\t%s\t%ld\n","loopPoint","0-221180",uint24(p->loopPoint));
printf("%24s\t%s\t%d(%s)\n","loopMode","0-3",p->loopMode,
sLoopMode[p->loopMode&0x2]);
printf("%24s\t%s\t%d\n","tvaLfoDepth","0-127",p->tvaLfoDepth);
printDummy("dummy1", 1, p->dummy1);
printf("%24s\t%s\t%d\n","lfoRate","0-127",p->lfoRate);
printf("%24s\t%s\t%d(%s)\n","lfoSync","0-1",p->lfoSync,
sOffOn[p->lfoSync&0x1]);
printf("%24s\t%s\t%d\n","lfoDelay","0-127",p->lfoDelay);
printDummy("dummy2", 1, p->dummy2);
printf("%24s\t%s\t%d(%s)\n","lfoMode","0-127",p->lfoMode,
sLfoMode[p->lfoMode&0x1]);
printf("%24s\t%s\t%d\n","oscLfoDepth","0-127",p->oscLfoDepth);
printf("%24s\t%s\t%d(%s)\n","lfoPolarity","0-127",p->lfoPolarity,
sLfoPolarity[p->lfoPolarity&0x1]);
printf("%24s\t%s\t%d\n","lfoOffset","0-127",p->lfoOffset);
printf("%24s\t%s\t%d\n","transpose","0-127",p->transpose);
printf("%24s\t%s\t%d\n","fineTune","-64-+63",int7(p->fineTune));
printf("%24s\t%s\t%d\n","tvfCutOff","0-127",p->tvfCutOff);
printf("%24s\t%s\t%d\n","tvfResonance","0-127",p->tvfResonance);
printf("%24s\t%s\t%d\n","tvfKeyFollow","0-127",p->tvfKeyFollow);
printDummy("dummy3", 1, p->dummy3);
printf("%24s\t%s\t%d\n","tvfLfoDepth","0-127",p->tvfLfoDepth);
printf("%24s\t%s\t%d\n","tvfEgDepth","0-127",p->tvfEgDepth);
printf("%24s\t%s\t%d\n","tvfEgPolarity","0-127",p->tvfEgPolarity,
sTvfEgPolarity[p->tvfEgPolarity&0x1]);
printf("%24s\t%s\t%d\n","tvfLevelCurve","0-5",p->tvfLevelCurve);
printf("%24s\t%s\t%d\n","tvfKeyRateFollow","0-127",p->tvfKeyRateFollow);
printf("%24s\t%s\t%d\n","tvfVelocityRateFollow","0-127",p->tvfVelocityRateFollow);
printDummy("dummy4", 1, p->dummy4);
printf("%24s\t%s\t%d(%s)\n","tvfSwitch","0-1",p->tvfSwitch,
sOffOn[p->tvfSwitch&0x1]);
printf("%24s\t%s\t%d(%s)\n","benderSwitch","0-1",p->benderSwitch,
sOffOn[p->benderSwitch&0x1]);
printf("%24s\t%s\t%d\n","tvaEnvSustainPoint","0-7",p->tvaEnvSustainPoint);
printf("%24s\t%s\t%d\n","tvaEnvEndPoint","1-7",p->tvaEnvEndPoint);
printf("%24s\t%s\t%d\n","tvaEnvLevel1","0-127",p->tvaEnvLevel1);
printf("%24s\t%s\t%d\n","tvaEnvRate1","0-127",p->tvaEnvRate1);
printf("%24s\t%s\t%d\n","tvaEnvLevel2","0-127",p->tvaEnvLevel2);
printf("%24s\t%s\t%d\n","tvaEnvRate2","0-127",p->tvaEnvRate2);
printf("%24s\t%s\t%d\n","tvaEnvLevel3","0-127",p->tvaEnvLevel3);
```

```
printf("%24s\t%s\t%d\n","tvaEnvRate3","0-127",p->tvaEnvRate3);
printf("%24s\t%s\t%d\n","tvaEnvLevel4","0-127",p->tvaEnvLevel4);
printf("%24s\t%s\t%d\n","tvaEnvRate4","0-127",p->tvaEnvRate4);
printf("%24s\t%s\t%d\n","tvaEnvLevel5","0-127",p->tvaEnvLevel5);
printf("%24s\t%s\t%d\n","tvaEnvRate5","0-127",p->tvaEnvRate5);
printf("%24s\t%s\t%d\n","tvaEnvLevel6","0-127",p->tvaEnvLevel6);
printf("%24s\t%s\t%d\n","tvaEnvRate6","0-127",p->tvaEnvRate6);
printf("%24s\t%s\t%d\n","tvaEnvLevel7","0-127",p->tvaEnvLevel7);
printf("%24s\t%s\t%d\n","tvaEnvRate7","0-127",p->tvaEnvRate7);
printf("%24s\t%s\t%d\n","tvaEnvLevel8","0-127",p->tvaEnvLevel8);
printf("%24s\t%s\t%d\n","tvaEnvRate8","0-127",p->tvaEnvRate8);
printDummy("dummy5", 1, p->dummy5);
printf("%24s\t%s\t%d\n","tvaEnvKeyRate","0-127",p->tvaEnvKeyRate);
printf("%24s\t%s\t%d\n","level","0-127",p->level);
printf("%24s\t%s\t%d\n","envVelRate","0-127",p->envVelRate);
printf("%24s\t%s\t%d\n","recThreshold","0-127",p->recThreshold);
printf("%24s\t%s\t%d(%s)\n","recPreTrigger","0-3",p->recPreTrigger,
sRecPreTrigger[p->recPreTrigger&0x3]);
printf("%24s\t%s\t%d(%s)\n","recSamplingFrequency","0-1",p->recSamplingFrequency,
sSamplingFrequency[p->recSamplingFrequency&0x1]);
printf("%24s[1:3]\t%s\t%ld\n","recStartPoint","0-221180",uint24(p->recStartPoint));
printf("%24s[1:3]\t%s\t%ld\n","recEndPoint","0-221180",uint24(p->recEndPoint));
printf("%24s[1:3]\t%s\t%ld\n","recLoopPoint","0-221180",uint24(p->recLoopPoint));
printf("%24s\t%s\t%d\n","zoomT","0-5",p->zoomT);
printf("%24s\t%s\t%d\n","zoomL","0-5",p->zoomL);
printf("%24s\t%s\t%d\n","copySource","0-31",p->copySource);
printf("%24s\t%s\t%d\n","loopTune","-64-+63",int7(p->loopTune));
printf("%24s\t%s\t%d\n","tvaLevelCurve","0-5",p->tvaLevelCurve);
printDummy("dummy6", 12, p->dummy6);
printf("%24s[1:3]\t%s\t%ld\n","loopLength","0-221180",uint24(p->loopLength));
printf("%24s\t%s\t%d(%s)\n","pitchFollow","0-1",p->pitchFollow,
sOffOn[p->pitchFollow&0x1]);
printf("%24s\t%s\t%d\n","envZoom","0-5",p->envZoom);

printf("%24s\t%s\t%d\n","tvfEnvSustainPoint","0-7",p->tvfEnvSustainPoint);
printf("%24s\t%s\t%d\n","tvfEnvEndPoint","1-7",p->tvfEnvEndPoint);
printf("%24s\t%s\t%d\n","tvfEnvLevel1","0-127",p->tvfEnvLevel1);
printf("%24s\t%s\t%d\n","tvfEnvRate1","0-127",p->tvfEnvRate1);
printf("%24s\t%s\t%d\n","tvfEnvLevel2","0-127",p->tvfEnvLevel2);
printf("%24s\t%s\t%d\n","tvfEnvRate2","0-127",p->tvfEnvRate2);
printf("%24s\t%s\t%d\n","tvfEnvLevel3","0-127",p->tvfEnvLevel3);
printf("%24s\t%s\t%d\n","tvfEnvRate3","0-127",p->tvfEnvRate3);
printf("%24s\t%s\t%d\n","tvfEnvLevel4","0-127",p->tvfEnvLevel4);
printf("%24s\t%s\t%d\n","tvfEnvRate4","0-127",p->tvfEnvRate4);
printf("%24s\t%s\t%d\n","tvfEnvLevel5","0-127",p->tvfEnvLevel5);
printf("%24s\t%s\t%d\n","tvfEnvRate5","0-127",p->tvfEnvRate5);
printf("%24s\t%s\t%d\n","tvfEnvLevel6","0-127",p->tvfEnvLevel6);
printf("%24s\t%s\t%d\n","tvfEnvRate6","0-127",p->tvfEnvRate6);
printf("%24s\t%s\t%d\n","tvfEnvLevel7","0-127",p->tvfEnvLevel7);
printf("%24s\t%s\t%d\n","tvfEnvRate7","0-127",p->tvfEnvRate7);
```

```
printf("%24s\t%s\t%d\n","tvfEnvLevel8","0-127",p->tvfEnvLevel8);
printf("%24s\t%s\t%d\n","tvfEnvRate8","0-127",p->tvfEnvRate8);
printf("%24s\t%s\t%d(%s)\n","afterTouchSwitch","0-1",p->afterTouchSwitch,
sOffOn[p->afterTouchSwitch&0x1]);
printDummy("dummy7", 2, p->dummy7);
}

void
printToneList(ToneList * p)
{
int i;

printf("%24s[1:8]\t%s\t\"%8s\"\n", "toneName","ASCII",p->toneName);
printf("%24s[1:8]\t%s\t", "unknown","0-127");
for (i = 0; i < 8; i++) printf("%d ", p->unknown[i]);
putchar('\n');
}

void
printWaveData(WaveData * p)
{
int si;
for (si = 0; si < SamplesPerSegment; si++)
printf("[%d]\t%d\n", si, sample(p->data, si));
}

void
printDisk(Disk * disk)
{
int i;

printf("systemProgram\n");
printSystemProgram(&disk->systemProgram);
for (i = 0; i < 16; i++)
{ printf("patchParameter[%d]\n", i + 1);
printPatchParameter(&disk->patchParameter[i]);
}
printf("functionParameter\n");
printFunctionParameter(&disk->functionParameter);
printf("midiParameter\n");
printMidiParameter(&disk->midiParameter);
for (i = 0; i < 32; i++)
{ printf("toneParameter[%d]\n", i + 1);
printToneParameter(&disk->toneParameter[i]);
}
for (i = 0; i < 32; i++)
{ printf("toneList[%d]\n", i + 1);
printToneList(&disk->toneList[i]);
}
for (i = 0; i < 18; i++)
{ printf("waveDataA[%d]\n", i + 1);
printWaveData(&disk->waveDataA[i]);
```

```
}
for (i = 0; i < 18; i++)
{ printf("WaveDataB[%d]\n", i + 1);
printWaveData(&disk->waveDataB[i]);
}
}

Disk disk;

main(int argc, char ** argv)
{
int i;
FILE * fin;

if (argc <= 1)
{ printf("usage: %s Roland-12-bit-sample-disk-files\n", argv[0]);
exit(1);
}
for (i = 1; i < argc; i++)
{ if ((fin = fopen(argv[i], "r")) != NULL)
{ fread(&disk, sizeof(Disk), 1, fin);
printDisk(&disk);
fclose(fin);
}
else printf("%s: open failed for \"%s\"\n", argv[0], argv[i]);
}
exit(0);
}
```

1068. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 16:02:24 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb25.160224.5680@newshost.lanl.gov>
Source record: 40323

I agree that there are times when NON-imbedded resources are preferable.
A very good example is when multiple languages are to be supported.
However, you shouldn't forget the reasons programmers started imbedding
their resources in the first place:

1) For the novice user, it's a lot simpler to have a single *.PRG file
to double-click and run his program from any directory and without the
worry of keeping multiple *.RSC files with the program file or in a
specific directory. To you and me it's no big deal, but to a novice,
it's just one more thing he/she can screw up. Then we get calls like,
"I just bought your XYZ program and the &%#@ thing won't work!" <groan>

2) Some programmers, myself included, do not really WANT users mucking
around in my resource files. As mentioned earlier, if the sort order of
resource tree objects gets out of whack, the program may die. And besides
that, I'd rather users did NOT change my copyright notice or other info in
the resource file which I felt was important when it was coded.

My $0.02.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1069. How to create an IMG file?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 16:11:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Feb25.161152.7486@newshost.lanl.gov>
Source record: 40324

Does anyone out there have the patience to describe to me in email how to create an IMG graphics format file? I've got a simple rectangular graphic and text image on my mono screen and I want to save it as an IMG file for later input into a desktop publisher.

I thought there was a utility or routine to convert DEGAS images to IMG format If so, wouldn't you lose a lot of clarity since DEGAS is just a bitmap image?

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1070. Sound File Conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 16:57:40 UTC
From: pauld@umbc.edu
Message-ID: <1mitq4INN8ir@xs24g07.acslab.umbc.edu>
Source record: 40325

Hey all, I am looking for a program that will convert sound files to
something readable by the St. I can convert files to .aiff, .au, sun,
next, and whatever.. but just can't seem to get it readable by the ST.
(trying programs like replay4 to play back. Does anyone know what type
of program I should look for? Thanks.. oh, and please mail responses,
since I don't have a chance to read this base much.. thanks.

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
-------------------- Those pesky lemmings.. I tell ya.. ----------------------

1071. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 17:47:47 UTC
From: u0h36@keele.ac.uk
Message-ID: <C30Mrn.CwI@gabriel.keele.ac.uk>
Source record: 40327

Jules Vleugels (jules@cs.ruu.nl) wrote:
: In <1mi075$kqn@irisa.irisa.fr> ricquebo@irisa.fr (Yann Ricquebourg) writes:
:
: >Does anyone own a ST-version of this @$#%^&@$#! editor, but
: >unfortunately whose files are so largely spread in the Unix-world ?
: >
: I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
: typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
: free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
: ST is CS-TeX and can be found at archive.atari.umich.edi.
:
Strange. I use LaTeX a lot, and it works fine on my twin floppy, 2.5 meg
system....

Adam

1072. Re: PLease Help me Compiling C progs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 17:54:47 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb25.175447.18283@dcs.warwick.ac.uk>
Source record: 40328

In article <58114@olivea.atc.olivetti.com> grillo@flash.ATC.Olivetti.Com (GUEST Savino Grillo) writes:
>Hi there,
>
> I have two little program written in C that I need to
> compile, but since I have no C environment on my ST
> (and I'm totally unexperienced with C!!)
> I'm asking if some kind soul could do it for me....
>
>follow the included sources (samlabel.c and samprint.c)
>
> Thanks a looooot!!!
> Savino
[sources deleted]

A better way of approaching this would be to ask people willing to compile a C program to mail you, and then reply with the sources to the first person who replied.
The problem with posting the sources is that it wastes network bandwidth (other articles may be lost on the way to some places as your article fills up disk space), and you will either get 50 binaries in your mail box the next day (Which will probably cause problems with your system, and possibly those en route), or none because everybody decided that it wasn't worth the effort to do something that somebody else had probably already done (Which is why I will not be compiling the sources for you (unless of course you mail me to say nobody else has bothered)).

- Leo

1073. help needed with hard drive setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 17:54:54 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C30n40.H5G@news.cis.umn.edu>
Source record: 40329

I have gained access to a DEC RZ55 SCSI disk drive (350+ megabytes). I tried using the ICD ADSCI+ adapter board I have, along with the 6.0.7 software, to format the drive for my Mega ST. The ICDCHECK program sees the controller board as a DEC RZ55, but when I try to use the ICDFMT program to format the drive, it cannot 'find' it. Any suggestions on what I should try next? (I believe that the hard drive itself doesn't start spinning up until requested by the controller board ... perhaps that's where the problem lies?)

-- David Paschall-Zimbel

1074. Re: DIY memory Upgrade Problems, HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 18:25:18 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b8d115c5da662@discworld.oche.de>
Source record: 40326

In <lokscfINN3h7@earth.cs.utexas.edu>,
Troy Carpenter (psurge@cs.utexas.edu) wrote:

TC>respective bank. Pin 18 is connected to pin 64 of the MMU.
That should be OK.

TC>All I get is a bunch of garbage on the screen (in the desktop colors) and
TC>the system locks up. I followed the directions exactly, and I am sure
TC>there are no shorts. If anyone has any insights to this upgrade, please
TC>let me know, I need to get this computer back up and running, so I can
TC>at least find out how much money I have in the bank...

You could get the Atari diagnostic cardridge and start the system with a
color monitor - that should give some hints.

If everything else seems to be OK and you still get garbage, it might be
that you have swapped the /CASL and /CASH lines on on or both memory banks.

TC>Now my questions... Is the Q pin (pin 14) of the DRAM slot supposed to be
TC>empty? The SIPP diagram in the handout shows the D & Q lines combined,
TC>and makes no indication that anything should be connected to the Q pin.

Pin 14 of a standard SIMM/SIPP is A6!

Here's the pinout for both 1M*[8/9] and 4M*[8/9]:
1MB*9 4MB*9

1 Vcc Vcc
2 CAS* CAS*
3 DQ0 DQ0
4 A0 A0
5 A1 A1
6 DQ1 DQ1
7 A2 A2
8 A3 A3
9 Vss Vss
10 DQ2 DQ2
11 A4 A4
12 A5 A5
13 DQ3 DQ3
14 A6 A6
15 A7 A7
16 DQ4 DQ4
17 A8 A8
18 A9 A9
19 NC A10
20 DQ5 DQ5

21 W* W*
22 Vss Vss
23 DQ6 DQ6
24 NC NC
25 DQ7 DQ7
26 PQ PQ ***
27 RAS* RAS*
28 PCAS* PCAS* ***
29 PD PD ***
30 Vcc Vcc

*** = only present on 9-chip modules, NC on 8-chip. Not used for ST.

TC>Pins 22, 28 and 29 of the SIPPs are connected together. Pin 22 is a ground
TC>connection. Should it be connected as well as the Ground connection on pin 9?

Of course - connect both GND and both +5V pins, and use *thich* cable (at
least 2.5mm^2)!

Pin 29 = GND is a bad idea, expecially if Pin 28 is grounded as well.
Connect Pin 28 to Vcc, so that the Parity bit is disabled and leave Pin
29 open. However, you might only damage the Parity RAM on the SIPP, this
should not cause the SIPP to malfunction.

TC>On the same lines, Pin 1 and Pin 30 are both listed as Vcc. Which one is
TC>to be connected? Right now both are connected to the same spot in the DRAM
TC>location. Might that be a problem?

As above, use thick cables and connect to thick traces on the
motherboard. Somewhere near the plug from the power supply would be a
good idea !

TC>In the process of removing all the DRAMs, I damaged two of the capacitors
TC>that were next to each DRAM chip. I have since repalced them with 225pf
TC>capacitors, which look very different, but are the same rating (ie, the old
TC>ones were 225pf also). Could this be a problem, or are the capacitors

No - they were 220nF, which is about 1000* more :-)
They are labeled as 22*10^5 (in pF). If the old RAMs are removed, two
missing Cs should not cause any trouble. But you might want to add some
ceramic (!) capacitors of about 220-470nF next to the SIPP power pins.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3
IRC: Rincewind
"Emberella, thought Magrat. I'm fairy godmothering a girl who sounds like
something you put up in the rain." (Terry Pratchett, Witches Abroad)

1075. Re: TOS 360K disks to msdos, how ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 18:33:48 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Feb25.183348.15136@unix.brighton.ac.uk>
Source record: 40330

Yep, but as DOS machines are _real_ picky about disks, you could invalid
media error on the PC because it doesn't recognise the exact boot sector info.

Dom

1076. Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 19:52:00 UTC
From: psurge@cs.utexas.edu
Message-ID: <loq8r0INNjhh@levelland.cs.utexas.edu>
Source record: 40331

How easy is a Mega 1 STE to upgrade. By that I mean are the SIMM slots already on the computer and 1 megs SIMMS will plug right in? Which TOS version did most Megas come with? Might it have a HD drive? (ie, TOS 2.06)

Reason is, I can get a Mega 1 STe for about the same price as a 4meg 1040STe. I already have in my posession 4 1meg SIPPS (which should work as SIMMS with a connector conversion). Anybody have suggestions?

Also, are the 1040STe's equiped with SIMM sockets? Can I do the same as above with a stock 1 meg 1040STe (that is, put in the memory I already have?)

Thanks in advance,
Troy

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

1077. Ethernet cards

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 20:20:39 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Feb25.202039.94688@yuma.ACNS.ColoState.EDU>
Source record: 40332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was told that CSU is considering extending their computer system "backbone"
to most of the dorms, and using an Ethernet card, I can get access to the system
instead of using a modem (no big deal). But my question is, is there an Ethernet
card for the Atari line? I believe I remember hearing about it... I have a
Mega/STE 4 50 BTW....

thanx!

* Remote Sysop RingWorld BBS (303) 699-0402 2400-16800bps 670megs

1078. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 22:08:44 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <86687@hydra.gatech.EDU>
Source record: 40333

In article <1993Feb25.160224.5680@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
> 2) Some programmers, myself included, do not really WANT users mucking
>around in my resource files. As mentioned earlier, if the sort order of
>resource tree objects gets out of whack, the program may die. And besides
>that, I'd rather users did NOT change my copyright notice or other info in
>the resource file which I felt was important when it was coded.

If a user fools around with the resource file and causes the program
to crash, that is their tough luck (although as a developer I suppose
you could get a lot of disk returns under warranty with a screwed up
resource - most annoying!). As user, I have found very little need to
modify a resource.

You don't have to worry about changing a copyright notice in the
resource. Nothing prevents you from modifying the address in an
OBJECT tree or TEDINFO once the resource is loaded. Simply embed the
copyright notice in the program and put its address into the
appropriate structure. It seems to me that this would be a better
approach in terms of upgrades unless of course modifications to the
resource was part of the upgrade.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1079. Re: WP conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-25 23:48:07 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb25.184807.15801@bsu-ucs>
Source record: 40259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb25.105802.2986@news.sara.nl>, mbdqbest@diamond.sara.nl (;;diamond) writes:
> Writing with WordPlus and being asked for WordPerfect text?
> Can't read WordPerfect documents on your Atari?
>
> I've a conversion program WordPlus <-> WordPerfect 5.
> Text only, no graphics.

Anyone know where I can get this and what it's called?!?

I need it Thursday night to convert a WordPerfect 5.1 file to SOME format I can read (ascii, WP4.2, 1stWordPlus, STWriter Elite, whatever!:)

Help!?! 8-O

-Matt

1080. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 00:37:56 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Feb26.003756.17296@cs.yale.edu>
Source record: 40334

That's also a good idea because you you can change the (c) notice in the dialog box with just a change in your program. I have a file "version.c" in my programs which contains just a version number, which I then insert into the resource. When I change the program, I change version.c and add a comment to the end of it saying what the change does. I found that a lot easier than changing the resource every time I modified the program. Note that if you don't want people messing with the (c) notice, encrypt it, or else it can be changed very easily by any binary file editor.

One problem with the resource concept as a language-independent method, as implemented by Atari is twofold:

1) The language-specific parts (i.e. strings) are mixed up with the non-specific parts (i.e. resource object orders, etc). As has been pointed out, letting anyone modify the resource has potentially bad consequences if the structure is accidentaly modified.

2) Many language-specific parts of a program are not included in the resource. Examples include strings printed _inside_ a window, or window titles.

Both problems could be fixed by making a set of "language resource" routines which load a set of language-specific strings. Some would be used directly by your program, and other would be used by resource-fixup routines which would insert them into the RSC file in the correct places. Then, you could embed RSC files in your code, a great convenience, and still have language independence.

--- Bob

1081. Putting a DS/DD drive in SF354 case???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 00:52:02 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <C316Er.6Ls@mentor.cc.purdue.edu>
Source record: 40335

I have a friend who has an almost dead 1040 with a good DS/DD drive mechanism.

He then bought a 520ST and two SF354's with the intention of putting the
DS/DD mechanism in one of the SF354 cases.

First he put the SF354 single sided drive in the 1040 and it worked great.
Then, he tried to put the DS/DD mech in the empty SF354 case and he says that
the power and I/O cable plug in different places (opposite of SF354 mech).
The drive just spins and won't read anything. Does anyone know what is wrong??
I haven't seen it in person, so I don't know first hand what the situation lookslike.

Both the old SF354 mech and the DS/DD mech have the wide eject button, if that
helps.

Any help would be appreciated.

Thanks,
Jody Lenn
lenn@atari.archive.umich.edu

1082. Connecting IBM VGA monitor to a 1040 STF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 01:36:41 UTC
From: five@sys6626.bison.mb.ca
Message-ID: <uB3JZB2w165w@sys6626.bison.mb.ca>
Source record: 40336

Has ANYONE attempted this in the past? My friend's Mono monitor died, and was then killed for ever when another person tried to 'revive' it. My friend is going to purchasing a Falcon as soon as it comes out, and was thinking about getting a VGA monitor for it. Until then, he wants to know if he can hook the forthcoming VGA monitor up to the ST. Anyone have any solutions to this?

Email with any possible help please.

Thanks much.

Five

1083. Help with GDOS/G+PLUS printing with Opus Spreadsheet

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 01:57:12 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb25.205712.15826@bsu-ucs>
Source record: 40337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to print a chart with Opus 2.31.

I have G+plus installed with a bunch of fonts, and production of the chart goes with out error. However when I try to print or save the chart os a MetaFile it goes to the disk with GDOS fonts on it and searches for a file called GEM.SYS. I don't have a file called GEM.SYS on ANY disk -- not the original G+PLUS disk, nowhere.

What do I do?!?!?!? Please help!

E-mail to:01mbmccab@virgo.bsuvc.bsu.edu

-Matt

1084. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 02:31:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mjvduINNst6@golem.wcc.govt.nz>
Source record: 40338

> If a user fools around with the resource file and causes the program
> to crash, that is their tough luck (although as a developer I suppose
> you could get a lot of disk returns under warranty with a screwed up
> resource - most annoying!). As user, I have found very little need to
> modify a resource.

Not a very helpful way of looking at things.
But, in which case - if you don't need to edit RSC files, then not
a problem - include them in the executable!

(The only time I've ever needed to edit them, was to translate them
from German into English - pity the Germans write such good software,
it means I have more to translate 8-)

1085. Packers, Compactors, crunchers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 03:11:41 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <645@highett.mel.dbce.csiro.au>
Source record: 40339

One little problem, one big solution?

Please help! I need some decent packers/compactors/crunchers for my 1040.
Arc/Zip/Zoo stuff is useless, I need compacted EXECUTABLES. I have a few
decent packers, namely

Automation v5.0.1
JamPacker v4.0
Ice v2.40

But they don't pack well enough. I am interested in later versions of these,
and also:
Speedpacker v2.0 or above
Pompey Pirates v1.7 or above
Atomic v3.0 or above
Pack-Fire any vers,

and anything else that is great. I know this may be asking a bit much, but
think of it this way ... if you help me, then someday when you need help, you
can get it too. If this stuff is on an FTP site, please let me know, any info
at all would be appreciated greatly. If you are feeling extra specially nice,
some stuff sent to my email address would be appreciated greatly. BTW all
Email (non-abusive) is welcome!

thanks,
Karl.

P.S. Has anyone seen a Falcon 030 down in OZ yet? PRODUCTION models?

d
D
at all, or if you are feeling really generous, send some(all?!)
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

1086. ### Can I replace the drive in my ST with a 1.44Mg drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 04:02:40 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1mk4p0INN51l@uwm.edu>
Source record: 40340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone replaced their internal ST drive? with what? and how?

Daniel James Frederiksen
mode@csd4.csd.uwm.edu
Milwaukee Wisconsin
United States

1087. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 04:26:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mk66bINNbr@golem.wcc.govt.nz>
Source record: 40241

There *will* be a Multi-TOS for ALL Atari's!

The one version will work on all machines. However, the RAM requirements are basically, 4-meg minimum, and a hard-drive is a MUST!

Running Multi-TOS on an STE would be pretty awful (especially on a color monitor - 640*200*4, 8Mhz - yecch!). But, it will work!

It is complete, and has been released with some of the 4-meg+HD Falcons (or so is claimed). All the files fit on a 1.44meg disk, so it's at least a lot smaller than WIndows, and if you buy that unit (or the one above), then it's free!

1088. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 07:48:48 UTC
From: hunen@brc.medtronic.com
Message-ID: <hunen.12.0@brc.medtronic.com>
Source record: 40242

In article <ENTROPY.93Feb23210133@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <walter.730459776@sun> walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:
>>I got a small programm to receive files via parallel port,
>>it came with my 1ST ADDRESS package (same vendor as 1ST WORD).
>>Note that PCs can NEVER receive data through their parallel port ;-)
>
>This is, of course, a lie. There are even ethernet adapters that plug
>into any PC's parallel port, and ethernet is of course bidirectional.

It is neither the full truth, nor a lie. Sorry. Some older PCs cannot read
the data lines of the parrallel port. However, data may still be transfered
using the input status lines. Several packages use this technique.

Regards,
-Roger
(I speak for myself)

1089. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 08:00:10 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b8dc0c6@Kralizec.fido.zeta.org.au>
Source record: 40243

Original to: Martin_Koehling@un.maus.de
In a message of <18 Feb 93 15:55:00>, Martin_Koehling@un.maus.de (3:713/602) writes:

(installing trap handlers)

MK> In a single tasking system, this may work quite well.

It does. Rather well infact.

MK> But considering MiNT and MultiTOS (or even the pseudo-multitasking
MK> provided by ACCs), this doesn't sound like a good idea at all - what
MK> happens if more than one process tries to grab /one/ vector?

Then you end up with several of them in a chain - what's wrong with that? They each get a turn at handling it, one after the other.

MK> What happens if process A grabs the bus error vector and process B causes
MK> a bus error - how does your exception handler react?

It looks at the PC in the exception frame, and if it's not its fault, it lets it fall through...

MK> What about virtual memory systems (like VRAM or OUTSIDE for the TT) -
MK> they _need_ the bus error vector to implement paging!

That's a page fault, and not hard to test for.

MK> ACCs should not steal vectors; and, IMO, APPs shouldn't do so, either.
MK> Only the operating system or resident programs (which effectively
MK> become part of the operating system) should link into trap, interrupt or
MK> exception vectors!

Why on earth shouldn't an accessory intercept a vector? Providing it uses XBRA to do it, the whole process is completely transparent.

MK> Martin

Somehow I think you are a little confused here!

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1090. Re: MultiTOS - ls command

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 08:11:36 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b8dc319@Kralizec.fido.zeta.org.au>
Source record: 40244

Original to: Craig.Graham@newcastle.ac.uk
In a message of <19 Feb 93 15:29:12>, Craig.Graham@newcastle.ac.uk
(3:713/602) writes:

C> Can anyone point me to a version of ls that DOESN'T violate memory
C> protection under MultiTOS on my Falcon ?

Seconded - can someone (or has someone already) buid/t the fileutils with
the fixed version of the MiNTlib?

(and add them into the MDK? I've about 10 people wanting it, and I don't
really want to give them the buggy version 8)

Thanks!
\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1091. RE: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 08:46:20 UTC
From: mod2g53@cix.cict.fr
Message-ID: <3027@cix.cict.fr>
Source record: 40245

I think that it's the time to create a group called for example :
"comp.sys.falcon" for this machine.

She's totally different to the st...

So, i hope my cry would be heard !!!!

1092. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 09:05:48 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2b8ddde6@p12.f202.n281.z2.fidonet>
Source record: 40246

In a message of <25 Feb 93 10:20:10>, Marco Fris (2:281/202.11) writes:

>> Finally, the 68000 does *not* have a vector base register; only the
>> 68010 and above do. While I, personally, would be quite happy to
>> throw out 68000 support, there seem to be a lot of ST owners who want
>> to be able to run MiNT and/or MultiTOS on their existing machines.
>>
MF> I get confused. Our local support people (Atari Benelux) have assured
MF> us time and again there won't be a MultiTOS for the older machines.
MF> So why bother?

You haven't been listening. They have said that no decision had been made
on the availability of MultiTos on 68000 based systems. Now the decision
has been made and it will be available for those systems, but Atari will
not support it for these systems. It will only be supported for 030 based
machines.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: When she moved her presence speared me... (2:281/202.12)

1093. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 09:50:22 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Feb26.095022.4307@dcs.warwick.ac.uk>
Source record: 40247

In article <1993Feb26.003756.17296@cs.yale.edu> bobf@milne.geology.yale.edu (Bob Fischer) writes:
>That's also a good idea because you you can change the (c) notice in
>the dialog box with just a change in your program. I have a file
>"version.c" in my programs which contains just a version number, which
>I then insert into the resource. When I change the program, I change
>version.c and add a comment to the end of it saying what the change
>does. I found that a lot easier than changing the resource every time
>I modified the program. Note that if you don't want people messing
>with the (c) notice, encrypt it, or else it can be changed very easily
>by any binary file editor.

Or better still, make the program create a checksum of itself every time it is run and refuse to run if it isn't what it should be. This will also prevent link viruses and other tampering.

- Leo

1094. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 10:15:54 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Feb26.101554.8722@daimi.aau.dk>
Source record: 40248

gt1448b@prism.gatech.EDU (David P. Forrai) writes:

>In article <1993Feb25.160224.5680@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>> 2) Some programmers, myself included, do not really WANT users mucking
>>around in my resource files. As mentioned earlier, if the sort order of
>>resource tree objects gets out of whack, the program may die. And besides
>>that, I'd rather users did NOT change my copyright notice or other info in
>>the resource file which I felt was important when it was coded.

>If a user fools around with the resource file and causes the program
>to crash, that is their tough luck (although as a developer I suppose
>you could get a lot of disk returns under warranty with a screwed up
>resource - most annoying!). As user, I have found very little need to
>modify a resource.

I believe that the notion of detached ressource files is very handy at
an implementation stage. I am however not quite certain, how important
the ressource file concept is when releasing a program.

The only reasons for using rsc files would be to allow the user to
change something. If don't expect (or even wants) the user to change
menus and such, it would be common sense to embed the ressource.

Apart from hidinng it from the user, it is also more convenient to
have just a single prg file, for instance if you want to execute the
file from another directory, though I do not know if GEM still has
problems finding the ressource files, as it used to. But ressource
files is not improving the locality problems that many GEM (and other)
programs have. Too many programs does not really work well if you are
not positioned in the directory where the program resides, which is a
real pain.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1095. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 10:22:21 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Feb26.102221.9078@daimi.aau.dk>
Source record: 40249

u0h36@keele.ac.uk (Adam Turnbull) writes:

>Jules Vleugels (jules@cs.ruu.nl) wrote:
>: In <1mi075$kqn@irisa.irisa.fr> ricquebo@irisa.fr (Yann Ricquebourg) writes:
>:
>: >Does anyone own a ST-version of this @$#%^&@$#! editor, but
>: >unfortunately whose files are so largely spread in the Unix-world ?
>: >
>: I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
>: typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
>: free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
>: ST is CS-TeX and can be found at archive.atari.umich.edi.
>:
>Strange. I use LaTeX a lot, and it works fine on my twin floppy, 2.5 meg
>system....

>Adam

Perhaps you would post your setup. I am not in immediate need as I do
have a harddisk, but TeX is a most overwhelming complex of programs
and heaps of small files, and some advice on what a minimum
configuration could look like, would not be so bad.

I guess the secret is to experiment out would you actually need (what
styles, fonts and such) and stuff the rest somewhere else.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1096. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 11:57:49 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Feb26.115749.222@cs.nott.ac.uk>
Source record: 40250

In article <C30Mrn.CwI@gabriel.keele.ac.uk> u0h36@keele.ac.uk (Adam Turnbull) writes:
>Jules Vleugels (jules@cs.ruu.nl) wrote:
>: In <1mi075$kqn@irisa.irisa.fr> ricquebo@irisa.fr (Yann Ricquebourg) writes:
>:
>: >Does anyone own a ST-version of this @$#%^&@$#! editor, but
>: >unfortunately whose files are so largely spread in the Unix-world ?
>: >
>: I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
>: typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
>: free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
>: ST is CS-TeX and can be found at archive.atari.umich.edi.
>:
>Strange. I use LaTeX a lot, and it works fine on my twin floppy, 2.5 meg
>system....
>
>Adam

I also use LaTeX - on a 1 floppy 2Mb STE! - I simply put lplain.fmt on
a 600K RAM disk, along with a small shell and MicroEmacs editor, then
have tex.ttp and all the style files/tfm files on the floppy. When I
wish to preview, I have another floppy with dvist_nd.ttp and a fairly
good set of fonts. The files I'm editing go on the RAM disk as well -
of course, this limits you to about 200K or so for an input file, but
I still have about 200K free on the floppy as well, so it would be
possible to \input files from there. However, you might have problems
running TeX in less than 1 Meg of memory.

Keith.

(Of course, it's much *easier* from a hard disk... :-)

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

1097. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 12:01:16 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C321E5.y6@brunel.ac.uk>
Source record: 40251

Adam Turnbull (u0h36@keele.ac.uk) wrote:
: Jules Vleugels (jules@cs.ruu.nl) wrote:
: : In <1mi075$kqn@irisa.irisa.fr> ricquebo@irisa.fr (Yann Ricquebourg) writes:
: :
: : >Does anyone own a ST-version of this @$#%^&@$#! editor, but
: : >unfortunately whose files are so largely spread in the Unix-world ?
: : >
: : I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
: : typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
: : free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
: : ST is CS-TeX and can be found at archive.atari.umich.edi.
: :
: Strange. I use LaTeX a lot, and it works fine on my twin floppy, 2.5 meg
: system....

: Adam
To have a usable version of latex you need at least 2 MB of ram.

You can use twin floppy drives or between 4 and 10MB of hard drive space.

I have no idea where the 10-15MB came from!

Gareth Blades

1098. Re: Help with GDOS/G+PLUS printing with Opus Spreadsheet

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 12:29:28 UTC
From: bossoj@aix.rpi.edu
Message-ID: <mpg4d-+@rpi.edu>
Source record: 40252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Feb25.205712.15826@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I am trying to print a chart with Opus 2.31.
>
>I have G+plus installed with a bunch of fonts, and production of the chart goes
>with out error. However when I try to print or save the chart os a MetaFile it
>goes to the disk with GDOS fonts on it and searches for a file called GEM.SYS.
>I don't have a file called GEM.SYS on ANY disk -- not the original G+PLUS disk,
>nowhere.
>
>What do I do?!?!?!? Please help!
>
>E-mail to:01mbmccab@virgo.bsuvc.bsu.edu
>
> -Matt

Sounds to me that there is an error in your assign.sys file. It is looking
for a GEM.SYS file when it should be looking for META.SYS. Load the assign.sys
into an editor and change any occurence of gem.sys with meta.sys. Also, make
sure that your GDOS disk _has_ all the meta files, also.

Joe

1099. High Speed Serial

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 12:44:08 UTC
From: pauld@umbc.edu
Message-ID: <1ml3aolNNoak@umbc7.umbc.edu>
Source record: 40253

I have heard people mention high speed serial port programs, but have yet to find one that would work with my system. Actually, I only tried one, and it dropped all sorts of characters... someone mentioned something like v24fast or somthing like that. Any idea where this may be? Anything people can recomend.. thanks..

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
-------------------- Those pesky lemmings.. I tell ya.. ----------------------

1100. Re: FALCON 030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 13:37:38 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Feb26.133738.27176@Informatik.TU-Muenchen.DE>
Source record: 40254

In article <3012@cix.cict.fr>, mod2g48@cix.cict.fr (mod2g48) writes:
|> I would like to have some news about the marvellous machine ; the FALCON 030 !!!
|>
|> - First , has someone seen a F030 yet ? I have been waiting for it since last december and i'm
|> going to become crazy if i won't have one before nextchristmas!!!!

I got one since DEC 22nd 1992
|>
|> - I'd like to know how much does it cost , because in France , they seem to want to sell it
|> for at least 5,000 Francs (1,000$) for the one Meg configuration without Hard-disk... HURGH!!!!

2298DM for my 4MB/65HD Falcon ... the 1MB/noHD should be under 1200DM
(Jack-Tramiel in TOS-Magazine 3/93)
|>
|> - and at last, could someone tell me if it's possible to connect an external IDE HD ??? (SCSI are too
|> expensive for my (very) little budget...)
|>
|> Waiting for your responses.... A lonesome atarist in France.
|> (for the moment : futur member of KAMIKAZES'group when I have a machine...).
|>
|> WRITE TO : mod2g48@cicx.cict.fr
|>

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

1101. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 13:56:25 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1247@usdtsg.DaytonOH.NCR.COM>
Source record: 40255

In article <8c90e000@p11.f202.n281.z2.fidonet>
p11.f202.n281.z2.fidonet!Marco_Fris@nextjk.wlink.nl writes:
>In a message of <Tue 23 Feb 93 04:31>, Eric R. Smith (2:281/202.0) writes:
>
> > Finally, the 68000 does *not* have a vector base register; only the
> > 68010 and above do. While I, personally, would be quite happy to throw
> > out 68000 support, there seem to be a lot of ST owners who want to be
> > able to run MiNT and/or MultiTOS on their existing machines.
> >
>I get confused. Our local support people (Atari Benelux) have assured us
>time and again there won't be a MultiTOS for the older machines. So why
>bother?
> - Marco -

Bob Broadie, Director of Communications for Atari USA (I believe that's
his title) has mentioned that it *will* work on standard 68000's, though
there is no hardware memory protection, so it probably would be more
robust on a 68030 system. I guess there was enough people out there
that wanted this that Atari must have listened (I know I'd like to
try it on my MegaSTe).

And Eric Smith, whom you replied to, is the author of MiNT and thus
the basis (and updatings) of MultiTOS - if anyone, he should know
what it should and should not work on :-)

Well, whatever is being told to people anywhere, we should see
Real Soon Now :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

1102. Re: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 14:51:35 UTC
From: rauch@avalon.physik.unizh.ch
Message-ID: <1993Feb26.145135.29301@ifi.unizh.ch>
Source record: 40256

In article <3027@cix.cict.fr> mod2g53@cix.cict.fr (mod2g53) writes:
>I think that it's the time to create a group called for example :
>"comp.sys.falcon" for this machine.

as 'she' is still an atari and (more or less) st-compatible, I think
comp.sys.atari.falcon would be better.

felix
--
* Felix Rauch @ ETH Zuerich, Switzerland
* e-mail: rauch@avalon.physik.unizh.ch
* xilef@ezinfo.vmsmail.ethz.ch

1103. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 15:15:29 UTC
From: jules@cs.ruu.nl
Message-ID: <1993Feb26.151529.22188@cs.ruu.nl>
Source record: 40257

In <C30Mrn.CwI@gabriel.keele.ac.uk> u0h36@keele.ac.uk (Adam Turnbull) writes:

>Jules Vleugels (jules@cs.ruu.nl) wrote:
>: In <1mi075$kqn@irisa.irisa.fr> ricquebo@irisa.fr (Yann Ricquebourg) writes:
>:
>: >Does anyone own a ST-version of this @$#%^&@$#! editor, but
>: >unfortunately whose files are so largely spread in the Unix-world ?
>: >
>: I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
>: typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
>: free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
>: ST is CS-TeX and can be found at archive.atari.umich.edi.
>:
>Strange. I use LaTeX a lot, and it works fine on my twin floppy, 2.5 meg
>system....
>
>Adam
That may be true, but the NEW and CURRENT version of CS-TeX no longer supports
installations on floppy disks.

By the way, a better place to get CS-TeX (from France, that is) is
archive.cs.ruu.nl.

Jules

1104. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 15:34:52 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <C32BA5.1Go@brunel.ac.uk>
Source record: 40258

Thomas Schaerer (schaerer@isi.ethz.ch) wrote:
: David P. Forrai (gt1448b@prism.gatech.EDU) wrote:
: : In article <ENTROPY.93Feb23210133@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:

: : It may not be possible using GEMDOS functions, but I think it can be
: : done quite readily using the appropriate parallel port registers. I

: The parallelport-register is the register no. 15 of the YAHAMA-Sound-
: Chip. To control this chip, you must use the command XBIOS 28. To ini-
: tiate a CENTRONICS-controlled GAL-programmer I used this trick in the last
: time. The advandage is, I could go round the handshake. So, I only used
: the XBIOS 28 - command to send an output-signal to GAL-prommer. Therefore
: I don't know at the moment, the correct XBIOS 28 - command to get a
: handshakefree inputsignal. I think it will be very interessting for many
: ST-peoples to know how to receive a CENTRONICS-input with XBIOS-28.

: Another thing is. Everybody who develops a circuit to connect with the
: CENTRONICS-Port should be very carefull! Because of the YAHAMA-Sound-
: chips. It is not cheap and not easy available.

: Another way to get a parallel input is the ROM-Port with 16 Bit,
: by the way if you work with a ST....
It is certainly possible to read from the parallel port as i have a lead
which plugs into the parallel port and enables you to plug in an extra
two joysticks for a few games that support four players (ikari warriors
and gauntlet (i think)).

Gareth Blades

1105. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 17:25:30 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C32GEJ.1L8@hpbbrd.bbn.hp.com>
Source record: 40260
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

skolodzieski@vaxc.stevens-tech.edu wrote:
> Now the question, I have a spare Seagate 225 MFM drive
> sitting on my kithen table, what would be needed (and what do I have to do)
> to add this drive to my system? Can the Adaptec card handle 2 MFM drives?

Certainly!

> I heard from ICD that the Tandon drives in the SH204's had a hardware bug
> that caused them to respond on all luns when queried? would this complicate
> the issue severly?

Never heard about such a bug, and there probably is no such bug, because
quite a few people have done what you intend to do. You will special
disk driver software, though, that supports the second drive. AHDI
won't do that.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

1106. 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 18:26:44 UTC
From: jpirnie@micromed.com
Message-ID: <03cLZB1w165w@micromed.com>
Source record: 40261

I have a 1040STf w/color monitor, mono monitor, optical mouse, IDC HD controller, other mich stuff... How much is it worth? Im trying to get rid of it but have been out of it for quite some time. Thanks for the info.

--
jpirnie@micromed.com (Jaime Pirnie)

1107. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 18:32:09 UTC
From: ersmith@netcom.com
Message-ID: <1993Feb26.183209.19259@netcom.com>
Source record: 40262

In article <8c90e000@p11.f202.n281.z2.fidonet>
p11.f202.n281.z2.fidonet!Marco_Fris@nextjk.wlink.nl writes:
>I get confused. Our local support people (Atari Benelux) have assured us
>time and again there won't be a MultiTOS for the older machines. So why
>bother?
>
I can't speak for any subsidiaries (actually, I can't speak for *any*
parts of Atari!). But I do know that the MultiTOS that we're going to
be shipping will work on a 68000. I'm told that it's actually quite
usable on a Mega STe; it's probably too slow to be practical on an 8Mhz
machine, at least if you're running more than 1 application.

Eric Smith ersmith@atari.uucp ersmith@netcom.com
As always, the opinions expressed above are mine, mine, mine, and Atari has
to have their own.

1108. Re: Packers, Compactors, crunchers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 18:52:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mlotfINN55u@golem.wcc.govt.nz>
Source record: 40263

Packers:/ Better compression that Ice-Packet 2.40 is not likely!
(None of the versions you listed are any better!)

Use, either PFX-Pack (Quick & Good), or Ice 2.4 (Slow but better)

I usually use PFX-Pack on files larger than 150k, and Ice 2.40 on the
ones smaller!

About the only packer around that gets better compression for the speed
than Ice v2.40, is Automation Packer v5.0 (Lump-Chunk). Which isn't
available around here to my knowledge (no, I don't have a copy).

1109. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 18:57:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mlp5sINN55u@golem.wcc.govt.nz>
Source record: 40264

I used System 7 for the first time, within 15 minutes, I had it going properly, running Clarisworks & Hypercard.

It is SLOW however! Stick to system 6.0.8 and Multi-Finder!

The system file was about 1.7meg large. the finder file about 600k. And the machine was using 2meg of hard-drive as extended RAM (probably a major reason for the slow speed, although even when it wasn't accessing it, it was still quite sluggish!)

Multi-TOS isn't a bad idea, but reports reckon it also, is quite slow. But, it's free to most folks, so you can't really complain too much 8-)

Any-way, the Falcon still isn't officially in full release yet, so maybe everyone should stop sayin 'give me this & that' for the Falcon, before they can even get one..... (But, what the hey...)

1110. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 18:58:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mlp7qlNN55u@golem.wcc.govt.nz>
Source record: 40265

> You can mix speeds freely: it won't cause problems now or ever.

So, one bank of 120ns chips, and another bank of 90ns chips won't cause
any problems!? Seems odd!

1111. STE simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 19:54:49 UTC
From: phruby@watnxt10.ucr.edu
Message-ID: <26707@galaxy.ucr.edu>
Source record: 40266

What kind of simms do I need to upgrade my 1040STe? Does 2 1mb simms at 70ns sound right?
Paul

1112. RE: WANTED: 2 chip TOS 1.4 and

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 22:10:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A5523@K.maus.de>
Source record: 40267

0>P.S. Anyone have any comments or suggestions about updating from TOS 1.2 to
0>1.4?

Why do you want TOS 1.04? There is TOS 2.06 available for Mega STs, and it
should be much better than 1.04.

Greetings from Cologne,
Andreas

MAUS-->: Andreas Hoffmann @ K
INET-->: Andreas_Hoffmann@k.maus.de

1113. MiNT 0.99, make

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-26 22:52:05 UTC
From: B7NS@MUSICB.MCGILL.CA
Message-ID: <26FEB93.19297782.0068@VM1.MCGILL.CA>
Source record: 40268

Hi everyone,

It seems that for some reason MiNT 0.99 simply hates Overscan :-(
I can never get them both to boot together without crashing the
machine (it actually boots, but anything I run after dies with a
big bang). Also, I've noticed that v0.99 hates being run from
the desktop: some strange things happen if I don't run it from the
AUTO folder.

Finaly, I can't get bmake 3.6.3 to work properly: it does not add
file extensions (eg: it just looks for gcc, instead of
gcc.ttp, etc.); secondly, on many makefiles it exits with a
'*** missing separator' error. Is this caused by the makefile
having DOS style line delimiters? Thanks for any help,

Pete.

****
* Peter Twarecki, graduate student * EMail address *
* McGill University, Montreal * b7ns@musicb.mcgill.ca *
****

1114. RE: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 02:46:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mmkm6INN77f@golem.wcc.govt.nz>
Source record: 40269

This would seem roughly the right time to create a comp.sys.atari.falcon newsgroup. As a lot of it is starting to become Falcon specific!

Maybe wait until about 2-weeks into March, by which time, the Falcon should be officially released. (They are available, but not 'official' yet.)

This machine is such a major upgrade to the old units, that conversation about it, in the same groups, would be almost futile, and a waste of bandwidth to non-owners!

Maybe, in the process, we will be able to shake off some of the unbelievers and paranoids!?!

--> '93 - year of the Falcon!

1115. Re: MiNT 0.99, make

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 03:40:17 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Feb26224017@kropotkin.gnu.ai.mit.edu>
Source record: 40270

In article <26FEB93.19297782.0068@VM1.MCGILL.CA> B7NS@MUSICB.MCGILL.CA (B7NS) writes:

>It seems that for some reason MiNT 0.99 simply hates Overscan :-(
>I can never get them both to boot together without crashing the
>machine (it actually boots, but anything I run after dies with a
>big bang). Also, I've noticed that v0.99 hates being run from
>the desktop: some strange things happen if I don't run it from the
>AUTO folder.

While I can't say anything about overscan, I can say that I've never
had MiNT in my auto folder (well, I did for about 3 days but I didn't
like it there) and 0.99 works fine for me.

>Finaly, I can't get bmake 3.6.3 to work properly: it does not add
>file extensions (eg: it just looks for gcc, instead of
>gcc.ttp, etc.); secondly, on many makefiles it exits with a
>'*** missing separator' error. Is this caused by the makefile
>having DOS style line delimiters? Thanks for any help,

I mentioned that file extension problem to Hildo Biersma (who did that
port) and haven't got a response yet. Meanwhile I'm probably going to
pull that file from the archive, as it's kind of obnoxious to have
someone download that hole file just to discover they'd have to make
their system entirely incompatible with TOS just to use that one
program. Maybe one of these days I'll actually find the time to do my
own port of make and compile it base-relative...

cheers,
entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

1116. Re: Falcon specs for palette c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 05:32:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A57982@MS.maus.de>
Source record: 40271

Stuart Denman (stusoft@hardy.u.washington.edu) wrote:
>Good idea, but how do I access this from Assembly Language or GFA Basic 3.5E?
>Also, doesn't this define colors used by VDI commands? These have
>different indexes from the color values that you write directly to screen
>memory (e.g. Color 1 in VDI is color 15 if you write it to the screen!)
>So how would you know how to covert between these. Is there some formula
>that uses XORs or something?

Well. Sigh. You shouldn't write directly to the screen. Use the VDI
raster functions. :-)

1117. Re: MiNT 0.99, make

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 05:39:49 UTC
From: B7NS@MUSICB.MCGILL.CA
Message-ID: <27FEB93.00716838.0068@VM1.MCGILL.CA>
Source record: 40272

In article <ENTROPY.93Feb26224017@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <26FEB93.19297782.0068@VM1.MCGILL.CA> B7NS@MUSICB.MCGILL.CA (B7NS) writes:
>
(description of my problems)
>
>While I can't say anything about overscan, I can say that I've never
>had MiNT in my auto folder (well, I did for about 3 days but I didn't
>like it there) and 0.99 works fine for me.
>
Well, I wanted to boot my favourite shell through MiNT from the
desktop, but if I do this, then exit the shell (and MiNT) all kinds of
of wonderful things start to happen. It looks like some kind of
memory problem to me. Every time I run anything random portions of
the screen get filled with garbage (when the program does some screen
output it overwrites it and later it's OK). Eventually the system
hangs in a random fashion.
>>Finaly, I can't get bmake 3.6.3 to work properly: it does not add
>>file extensions (eg: it just looks for gcc, instead of
>>gcc.ttp, etc.); secondly, on many makefiles it exits with a
>>'*** missing separator' error. Is this caused by the makefile
>>having DOS style line delimiters? Thanks for any help,
>
>I mentioned that file extension problem to Hildo Biersma (who did that
>port) and haven't got a response yet. Meanwhile I'm probably going to
>pull that file from the archive, as it's kind of obnoxious to have
>someone download that hole file just to discover they'd have to make
>their system entirely incompatible with TOS just to use that one
>program. Maybe one of these days I'll actually find the time to do my
>own port of make and compile it base-relative...
>
>cheers,
>entropy
>
>--
>entropy@gnu.ai.mit.edu
>entropy. . .it's not just a good idea, it's the second law.
>Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
>Programming Freedom! Write to lpf@uunet.uu.net for more information.
>.
>.

****
* Peter Twarecki, graduate student * EMail address *

```
* McGill University, Montreal * b7ns@musicb.mcgill.ca *
************************************************************************
```

1118. Re: MiNT 0.99, make

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 05:48:18 UTC
From: B7NS@MUSICB.MCGILL.CA
Message-ID: <27FEB93.00869407.0068@VM1.MCGILL.CA>
Source record: 40273

In article <ENTROPY.93Feb26224017@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <26FEB93.19297782.0068@VM1.MCGILL.CA> B7NS@MUSICB.MCGILL.CA (B7NS) writes:
>
(stuff deleted...)
>
>I mentioned that file extension problem to Hildo Biersma (who did that
>port) and haven't got a response yet. Meanwhile I'm probably going to
>pull that file from the archive, as it's kind of obnoxious to have
>someone download that hole file just to discover they'd have to make
>their system entirely incompatible with TOS just to use that one
>program. Maybe one of these days I'll actually find the time to do my
>own port of make and compile it base-relative...
>
Thanks for help (and sorry for two replies, but the line noise gets
me here once in a while :-)
>
>cheers,
>entropy
>
>--
>entropy@gnu.ai.mit.edu
>entropy. . .it's not just a good idea, it's the second law.
>Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
>Programming Freedom! Write to lpf@uunet.uu.net for more information.
>.
Pete

****
* Peter Twarecki, graduate student * EMail address *
* McGill University, Montreal * b7ns@musicb.mcgill.ca *
****

1119. Re: IDE Protocol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 10:43:08 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b8f3858@Kralizec.fido.zeta.org.au>
Source record: 40274

Original to: f92sk@efd.lth.se
In a message of <22 Feb 93 05:12:47>, f92sk@efd.lth.se (3:713/602) writes:

f> Do anyone have the protocol for IDE??? I would like to make
f> a own hostadapter either ASCI->IDE or SCSI->IDE. If
f> someone is interested I might release a working thing..

grins ... I've spent quite a lot of time trying to find an accurate definition of IDE. The best I've managed was a copy of a 'preliminary spec' released by a working committee - it covers the basics well enough though. You should be able to find it using Archie though.

Essentially you will need a small microcontroller to do the translation work, and yes, if you can make it for a realistic sum of money, you would certainly find an eager market.

f> Yours
f> Sven Karlsson/Istari Software

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1120. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 10:49:52 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b8f3b37@Kralizec.fido.zeta.org.au>
Source record: 40275

Original to: ilepore@nyx.cs.du.edu
In a message of <20 Feb 1993 04:52:0>, ilepore@nyx.cs.du.edu (3:713/602) writes:

>>> [I say MiNT/MultiTOS should handle multiple apps hooking system
>>> vectors]
>> [Eric Smith says that's unreasonable]

...

i> Part of the process of a context switch in multitasking is to handle the
i> virtualization of system resources. If MiNT/MultiTOS don't handle this,
i> then I have to assume that 1) you just can't figure out how, or 2) the
i> ST and other TOS machines just don't have the horsepower to handle it.
i> (I rather tend to suspect the latter, myself.)

I'd doubt the latter very much 8)

The problem with such an operation is more one of finding an acceptable semantic than implementation - if someone writes a mouse accelerator - you want it to _always_ catch the mouse packets, regardless of which process is current. When it installs itself, you'd have to either notice, and try to guess whether you should install this vector for all the other trap-maps (neat term that 8) you have scattered around...

Or, you make it impossible to do things that way, and force people to use a new system call to install global traphandlers. (my personal preference anyway)
That's fine, but a big compatability hit.

Right now, I can't see a clean way of doing things either way, but leaving the vectors where and as they are is a big plus for compatability, which, to take your earlier argument up again, is a Good and Necessary Thing.

(I agree with your sentiment though. This needs to be addressed.)

Speaking of WinDoze and OS0.5 - that behaviour of theirs makes it very hard for me to implement the package I am working on at the moment - I am using a multitasking kernal called Ctask, and I want to communicate between a resident copy and one in the primary application for assorted reasons. Real bummer that. 8(

i> - Ian Lepore | Describing recent staff cutbacks, CNN reported, "The

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1121. Re: internal SCSI to external SCSI cable?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 11:00:28 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b8f3c22@Kralizec.fido.zeta.org.au>
Source record: 40276

Original to: ilepore@nyx.cs.du.edu
In a message of <21 Feb 93 20:47:00>, ilepore@nyx.cs.du.edu (3:713/602) writes:

>> bare SCSI drive cable to Falcon-style SCSI-2 port
i>
i> I've got a cable (from Atari but you can get them elsewhere) that
i> converts the SCSI-2 DB50 connector to a standard C-50 external SCSI
i> connector. What I can't find is something to convert the C-50 to a
i> dual-inline-50 such as a bare SCSI drive uses.
i>
i> I've been told that CompUSA stocks the parts to make your own, basically
i> by using a ribbon cable and a C-50 clamp-on for it. I haven't had time
i> check this out, though, since the CompuUSA here is 35 miles away on the
i> other side of town.

You need a length of 50-way ribbon, a crimp-style C50, and a crimp-style 50-way dual row header... if you look inside almost _every_ scsi drive unit, that's what you'll see running rom the socket(s) on the back panel to the drive(s).

i> - Ian Lepore | Describing recent staff cutbacks, CNN reported, "The

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1122. Uencoding Problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 12:10:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mnlmpINNac7@golem.wcc.govt.nz>
Source record: 40277

UENCODE Problems...

Steve Yelvington UUDECODER Version 1.0 has problems with some of the German multy part uencoded files, only when the parts are I just appended together.

So I edited the headers and it was ok...

BUT..

The uencoded files from A.A. are different and don't cause any problems when the parts are just appended together..

May be some one can come out with a fix for this problem...??

Roger.................. sheppard_r@kosmos.wcc.govt.nz

1123. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 12:37:00 UTC
From: Klaus_Beschorner@bb.maus.de
Message-ID: <A6761@BB.maus.de>
Source record: 40278

>>Does anyone own a ST-version of this @$#%^&@$#! editor, but
>>unfortunately whose files are so largely spread in the Unix-world ?
>>
>I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
>typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
>free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
>ST is CS-TeX and can be found at archive.atari.umich.edi.
^^^^^^^^^^^^^^^^^^^^^^^^^
Basically correct. atari.archive.umich.edu

What Yann might want to look for is TEX2TXT, a quite good LaTeX -> ASCII
converter. He should contact the author, Roman_Hodek @ n.maus.de, and ask
for ftp sources.

-klaus-

1124. Re: Falcon specs for palette chang

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 14:04:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A5486@K.maus.de>
Source record: 40279

s>1. How do you change one of the colors out of 256 on the Falcon. I know
s>on the TT it is xbios(83,...), and on the ST's it is xbios(7,...), but
s>what is it on the Falcon, and how do you specify RGB values? Neither of
s>the xbios numbers just mentioned seems to work on the Falcon.

Well, why not use VDI v_setpalette()? It's hardware independant and works on
all machines (and on any add-on graphics board)...

s>2. How do I know if the program is running on the Falcon? Is there some
s>memory location that tells me this, or some routine I can run to check
s>this? This will help me to know what palette setting command to use.

No need for that if you follow my advice.

1125. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 14:06:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A5487@K.maus.de>
Source record: 40280

g>It is possible to read from the parallel port on the Atari. It just isn't
g>standard. (chalk one up to atari for that one.)

In the Falcon, they finally got it right. Two more lines connected there.

1126. Re: Falcon specs for palette c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 14:09:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A5488@K.maus.de>
Source record: 40281

s>different indexes from the color values that you write directly to screen
s>memory (e.g. Color 1 in VDI is color 15 if you write it to the screen!)

Writing to the screen memory is as wrong as possible...

(Who said the screen memory is accessible as normal RAM? On graphics boards, it might not! The boards' VDI drivers will know how to draw stuff on the board, your software will not!)

1127. Re: Parallel input to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 15:22:23 UTC
From: ron@zooid.guild.org
Message-ID: <730826543.6593@zooid.guild.org>
Source record: 40282

From: walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger)
>I got a small programm to receive files via parallel port,
>it came with my 1ST ADDRESS package (same vendor as 1ST WORD).
>Note that PCs can NEVER receive data through their parallel port ;-)
>

Untrue. Later model have the ability to tri-state the output latch, and use
the parallel port for input. (Older machine can do this as well, with a minor
change to correct IBM's goof.)

- Ron Sharp.

1128. Floppy disk connector for ST-Book machines?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 17:44:18 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb27.174418.24908@mnemosyne.cs.du.edu>
Source record: 40283

Does anybody know whether a floppy disk adapter is available for ST-Book machines? I checked with Atari (USA) and found out that a couple prototypes may have been built, but were never turned into a product. So, I figure if such a thing exists, it's probably in that hotbed of 3rd-party hardware development: Germany.

The ST-Book doesn't have a floppy controller chip in it, so an external controller would be needed. (I think the ST-Book brings the ACSI lines out, so it should be possible to hang a controller off of them, the question is whether it's been done.)

--
==========
- Ian Lepore | Question of the week:
ianl@bix.com | Why are all churches insured against acts of God?
==========

1129. Re: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 17:51:18 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb27.175118.25090@mnemosyne.cs.du.edu>
Source record: 40284

> create a comp.sys.atari.falcon newsgroup

Well here's my vote AGAINST that idea. The Falcon is an ST with a few more graphics modes and better sound capability. It is so similar to the ST/TT machines that I can't see any point in fragmenting discussions about it (which aren't exactly overwhelming the capabilities of the net or anything anyway!).

Or perhaps we need comp.sys.atari.1040 and comp.sys.atari.STe, and comp.sys.atari.MegaSTe, and .... ???

--
==
- Ian Lepore | Question of the week:
ianl@bix.com | Why are all churches insured against acts of God?
==

1130. CFV: An alternative to this newsgroup.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 18:47:32 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C34Ev9.Kw8@ecf.toronto.edu>
Source record: 40285

Hey guys,

Maybe it's about time that this newgroup be re-labelled to
comp.sys.atari.tech ! (No "st" in it)

Either that, or if you guys wanna do overtime, make a falcon.tech newsgroup
as well....

I agree with the comp.sys.atari.falcon group, though. It's quite a bit more
advanced than it's predeccesors (sp?) except the TT (of course, *koff*).

Maybe a comp.sys.atari.tt-falcon group then??

Vaya con Dios,
AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money ,
********** Shahir Al Rashid**aka**AcEzE ********** we're all in debt!" (tm)
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

1131. HELP! Compiling TCSH for MiNT .99 and mfsconf.ttp!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-27 22:05:56 UTC
From: dud@stein.u.washington.edu
Message-ID: <1mook4INNbui@shelley.u.washington.edu>
Source record: 40286

I want to run TCSH on the Falcon under MultiTOS, but it keeps getting memory protection errors because the version I have was compiled with the old MiNT libraries that had the bug int them. So I got the source from a.a, and it's about 50 .c files with a makefile. I followed the directions and copied the correct st .h file from the config directory, and typed make. It gives a huge string of errors. Apparently I need to modify the makefile, but I have no clue how.... Could someone who's successfully done this give me some pointers? Alternatively, does anyone have a compiled version of TCSH for MiNT .99? (BTW, I'm using MiNT .95 to compile it because that's the only way I can run TCSH. And I do have the new MiNT libraries installed...).

Also, mfsconf.ttp doesn't seem to do much... when I type mfsconf, it gives me the usage; something like this:

usage: mfsconfig path [-ldsx] [m|t|b|n]

So I type mfsconfig u:/ -ldsx m and it keeps giving me the usage message. What am I doing wrong? Will running this correctly automatically fix the problem with man and make? BTW, my setup is directly off the MiNT distribution kit (by Simon Gornall)... with all the subsequent updates installed, including the mfs fileutils.

Thanks for any insightful information!

Dan Aylward
dud@u.washington.edu

1132. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 03:55:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Feb28.035513.12978@mnemosyne.cs.du.edu>
Source record: 40287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>> I heard from ICD that the Tandon drives in the SH204's had a hardware
>> bug that caused them to respond on all luns when queried?

>Never heard about such a bug, and there probably is no such bug, because
>quite a few people have done what you intend to do. You will special
>disk driver software, though, that supports the second drive. AHDI
>won't do that.

"I never heard of it so it can't be so." What an enlightened attitude.

In fact there is such a bug in some early SH204 units. I have one. As
far as I've heard, it only affects SH204s which have a Tandon mechanism
inside, but it could affect others, I'm not sure. My original SH204 would
respond to any LUN number (0 - 7) on its controller, and that prevented
ever adding a second mechanism, even though the Adaptec 4000 can handle
two. I eventually just punted the Adaptec and the Tandon, and added an
ST1096 SCSI drive in their place.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1133. STZIP22

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 10:22:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mq3olINNk5q@golem.wcc.govt.nz>
Source record: 40288

CHECK ZIP ERRORS WITH STZIP22..

I found a small problem with this program, I e-mailed
a file from tu-berlin 1stgui_1.zip and found that the check zip gave crc errors
on 2 files, but no errors when I extracted the files...??

This is a large archive with lots of folders, any one else had this problem..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1134. Re: Hermes Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 13:49:04 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.ngZ78vyT7RM@nathan.do.open.de>
Source record: 40289

In <1993Feb25.040132.21353@midway.uchicago.edu>, charles orville onstott writes:

Hi Charles,
[Hermes 1.04 locks up, TOS tells to use folderxxx]
>However, I have a 4meg STe and do not see why this should be necessary
>In fact, I think folderxxx causes trouble for my STe.
I'm afraid you're wrong. FOLDRXXX increases the internal memory pool used for file access and memory allocation (under DOS, you increase the values for the FILES and BUFFER variables in your CONFIG.SYS). Since Hermes does use a lot of files (1 article/message = 1 file), you'll have to increase the memory pool. That's what FOLDRXXX does. So put a FOLDR100 or something into your auto folder and things will work fine. Some hard disk drivers (ICD and HUSHI, for example) can also increase the number of folders.

>I am new to uucp and I may not have set this up properly. But
>I have no clue as to why it would lock up. In addition, all of
>the manuals(or most of them anyway) are in German. Are there
>English docs available? Could someone give me a hand in setting
>this up via email? or let me know what they think could be wrong?
If FOLDRXXX does not help, mail me your configs and an overview of your disc's folder structure and I'll see if I can spot a bug. I've used Hermes 1.04 for about 6 months and had no problems with it.

Currently I prefer beta-testing the new Hermes 1.10 (works great, but I'm afraid I'm not allowed to tell you any details) which will have english documentation. On the other hand, what about learning German [EVIL GRIN]?
/s/ Udo
PS: The 'b' in Hermes 1.04b means binaries, not beta. Yes, there is a source release of Hermes, but only for registered users.

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

1135. Re: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 15:01:27 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02n4@tndb.UUCP>
Source record: 40290

In article <1mmkm6INN77f@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>This would seem roughly the right time to create a comp.sys.atari.falcon
>newsgroup. As a lot of it is starting to become Falcon specific!

No, it's quite the opposite. From the Net's point of view,
it's about time to GET RID of some of the surplus newsgroups related
to Atari products. The last time I checked, there was only a trick
of postings in the "atari" area. As such, the "atari.st" areas
should be eliminated and all the "atari" groups should be consolidated
into "atari" groups.

As for the "Falcon specific" messages, almost all have been
the perhaps-interesting-but-actually-pretty-irrelevant postings
in the Falcon v. A1200 discussion. That's going to come and go
for the next few years no matter where you put it. Rather than
separating the Falcon discussion, it seems to me particularly important
to keep the Falcon and ST discussions together because we want *more*
common programs and hardware available for them -- not less.
And we don't need unnecessary duplication of discussions for things
that concern us. And yes, on some systems "cross posting" does
create the same messages on more than 1 area of disk storage, which
makes it *very* wasteful.

You have to think about "the good of the Net" and not just
"the good of your ego" as a Falcon booster.

...

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

1136. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 15:09:14 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <9a0aac00@p15.f202.n281.z2.fidonet>
Source record: 40191

In a message of <Thu 18 Feb 93 16:55>, Martin Koehling (2:281/202.0)
writes:
MK> ACCs should not steal vectors; and, IMO, APPs shouldn't do so, either.
MK> Only the operating system or resident programs (which effectively
MK> become part of the operating system) should link into trap, interrupt
or
MK> exception vectors!

i get your point. I've also thought up one paricularly nasty situation in a
multi-tasking environment:

- user runs appl. A
- appl. A grabs vector x
- user runs appl. B
- appl. B grabs vector x
- user quits appl. A
- appl. A restore old value of vector.
- appl. B doesn't get his interrupts anymore (thing can go wrong from here)
- user auits appl. B
- appl. B restores old value of vector (pointign to appl. A)
- BOOM!

Even if appl. A knows about XBRA things can still go wrong if appl. B
doesn't :-(

but do you know if any other way to quickly read some variables
periodically?

Ta!
Vincent

---
* Origin: Gateway BBS: +31-(0)3200-45021, Mon-Fri 22-08, Sat-Sun 22-10 (2:281/202.15)

1137. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 15:09:14 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b90d660@p15.f202.n281.z2.fidonet>
Source record: 40192

In a message of <Thu 18 Feb 93 16:55>, Martin Koehling (2:281/202.0)
writes:
MK> ACCs should not steal vectors; and, IMO, APPs shouldn't do so, either.
MK> Only the operating system or resident programs (which effectively
MK> become part of the operating system) should link into trap, interrupt
or
MK> exception vectors!

i get your point. I've also thought up one paricularly nasty situation in a
multi-tasking environment:

- user runs appl. A
- appl. A grabs vector x
- user runs appl. B
- appl. B grabs vector x
- user quits appl. A
- appl. A restore old value of vector.
- appl. B doesn't get his interrupts anymore (thing can go wrong from here)
- user auits appl. B
- appl. B restores old value of vector (pointign to appl. A)
- BOOM!

Even if appl. A knows about XBRA things can still go wrong if appl. B
doesn't :-(

but do you know if any other way to quickly read some variables
periodically?

Ta!
Vincent

--- MARSmail v1.20/4D
* Origin: For full duplex transfers, use Jekyll (2:281/202.15)

1138. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 15:12:52 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b90d6a9@p15.f202.n281.z2.fidonet>
Source record: 40193

In a message of <Mon 22 Feb 93 02:16>, Ian Lepore (2:281/202.0) writes:

IL> (Mind you, I don't know for sure that MiNT/MultiTOS don't handle this
IL> properly. I would expect that they do.)

I don't think it's up to either mint or multitos to handle this. There are
just some situations that can occur in a multitasking environment that
can't in a singletasking one that will cause problems. See other posting in
this newsgroup..

Ta!
Vincent

--- MARSmail v1.20/4D
* Origin: For questions about Jekyll: N_JEKYLL (2:281/202.15)

1139. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 15:12:52 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <9a0aac02@p15.f202.n281.z2.fidonet>
Source record: 40194

In a message of <Mon 22 Feb 93 02:16>, Ian Lepore (2:281/202.0) writes:

IL> (Mind you, I don't know for sure that MiNT/MultiTOS don't handle this
IL> properly. I would expect that they do.)

I don't think it's up to either mint or multitos to handle this. There are
just some situations that can occur in a multitasking environment that
can't in a singletasking one that will cause problems. See other posting in
this newsgroup..

Ta!
Vincent

---
* Origin: Hey $TFIRST, call Gateway BBS or else... (2:281/202.15)

1140. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 15:16:44 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2b90d7bc@p15.f202.n281.z2.fidonet>
Source record: 40195

In a message of <Mon 22 Feb 93 08:19>, Eric R. Smith (2:281/202.0) writes:

ER> That's not to say that programs shouldn't use system vectors; just
that ER> they should use them wisely, with the full understanding that
other
ER> programs may want to use the same vectors too.

I already thought a lot of problems would arise by grabbing system vectors.
Then there's just one other thing I need to know: Will it slow MultiTOS
down considerably if I call Supexec a lot to check the carrier detect
status and read the 200 Hz timer? If it doesn't really slow down the system
I'll just use Supexec...

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl
IRC : VincentP (NickServ-proof!)

--- MARSmail v1.20/4D
* Origin: Gateway BBS: +31-(0)3200-45021, Mon-Fri 22-08, Sat-Sun 22-10 (2:281/202.15)

1141. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 15:16:44 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <9a0aac03@p15.f202.n281.z2.fidonet>
Source record: 40196

In a message of <Mon 22 Feb 93 08:19>, Eric R. Smith (2:281/202.0) writes:

ER> That's not to say that programs shouldn't use system vectors; just
that ER> they should use them wisely, with the full understanding that
other
ER> programs may want to use the same vectors too.

I already thought a lot of problems would arise by grabbing system vectors.
Then there's just one other thing I need to know: Will it slow MultiTOS
down considerably if I call Supexec a lot to check the carrier detect
status and read the 200 Hz timer? If it doesn't really slow down the system
I'll just use Supexec...

Ta!
Vincent

FidoNet : 2:281/202.15
NeST : 90:500/202.15
Usenet : vincent@nextjk.wlink.nl
IRC : VincentP (NickServ-proof!)

---
* Origin: Mr. Data, give me all you have on $TFIRST $TLAST. (2:281/202.15)

1142. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 15:45:18 UTC
From: jonesha1@ph.ic.ac.uk
Message-ID: <1993Feb28.154518.18558@sys.uea.ac.uk>
Source record: 40211

In article <C321E5.y6@brunel.ac.uk> ee90grb@brunel.ac.uk (Gareth R Blades) writes:
>Adam Turnbull (u0h36@keele.ac.uk) wrote:
>: Jules Vleugels (jules@cs.ruu.nl) wrote:
>: : In <1mi075$kqn@irisa.irisa.fr> ricquebo@irisa.fr (Yann Ricquebourg) writes:
>: :
>: : >Does anyone own a ST-version of this @$#%^&@$#! editor, but
>: : >unfortunately whose files are so largely spread in the Unix-world ?
>: : >
>: : I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
>: : typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
>: : free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
>: : ST is CS-TeX and can be found at archive.atari.umich.edi.
>: :
>: Strange. I use LaTeX a lot, and it works fine on my twin floppy, 2.5 meg
>: system....
>
>: Adam
>To have a usable version of latex you need at least 2 MB of ram.
>
>You can use twin floppy drives or between 4 and 10MB of hard drive space.
>
>I have no idea where the 10-15MB came from!
>
>Gareth Blades
I used to use AtariTeX (Stefan Lindner's TeX), rather than CS-TeX, fairly
happily on a 2Mb, single drive STe, with an 800K or so RAMdisk.
As long as you don't want to preview all the time (which you don't really
need to *that* much), it works fine.

CS-TeX 4.0 on a HD is _very_ nice though. It can get to be 10-15 MB,
depending on how many/which fonts you have installed i.e. 360dpi, 90dpi, and
how many of the more obscure ones you generate.

'ST Applications' (the ST Club's magazine) had a good article on how to set
AtariTeX up for 'small' machines some time ago.

howie

--
Howard Jones, Dept. of Physics, | By all means emulate your heroes, but
Imperial College, London, UK | don't take it too far
Internet: ha.jones@ic.ac.uk | - especially if they are dead.
IRC: howie on #atari |

1143. Re: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 16:21:43 UTC
From: ron@zooid.guild.org
Message-ID: <730916503.29860@zooid.guild.org>
Source record: 40209

From: mod2g53@cix.cict.fr (mod2g53)
>
>I think that it's the time to create a group called for example :
>"comp.sys.falcon" for this machine.
>
>She's totally different to the st...
>
>So, i hope my cry would be heard !!!!
>

Don't you think that "comp.sys.atari.falcon" would be better?

- Ron Sharp.

1144. Calamus font trouble with Calamus SL

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 18:06:24 UTC
From: f90-jos@byse.nada.kth.se
Message-ID: <1993Feb28.180624.22980@kth.se>
Source record: 40207

Hello world!

I have Didot Lineart, Calamus 1.09 and Calamus SL.
When I load a PD postscript font into Didot and saves it as Calamus CFN 1.0
I can use it with no problems with Calamus 1.09, but it won't work with SL.
Am I doing something wrong or have DMC done something to prevent people
from converting postscript fonts?
Btw, the old Calamusfonts works fine with SL, but not fonts created with Didot.

Johan

--
+-------------------------------------+--+
f90-jos@nada.kth.se (Johan Smeros)	Nothing travels faster than the speed
Mad scientist	of light with the possible exception
ZZ9PluralZAlpha	of bad news. Douglas Adams
+-------------------------------------+--+

1145. Re: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 18:55:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mr1quINNnmr@golem.wcc.govt.nz>
Source record: 40208

> Well here's my vote AGAINST that idea. The Falcon is an ST with a few
> more graphics modes and better sound capability. It is so similar to th
> ST/TT machines that I can't see any point in fragmenting discussions abo
> it (which aren't exactly overwhelming the capabilities of the net or
> anything anyway!).

It is FAR superior to any Atari so far released, there is a good chance that anything written FOR the falcon, will not work on previous machines, so, people in the standard group would have absolutely no use for any of the Falcon information unless they owned the unit itself.

It wouldn't exactly do a great deal of harm anyway - if you don't want it, don't subscribe, and you save money & time by not having to sort through the useless messages.

1146. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 20:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A58096@MS.maus.de>
Source record: 40197

In articel <1mlp5sINN55u@golem.wcc.govt.nz>, Steve Wells
(wells_s@kosmos.wcc.govt.nz) wrote:
>Any-way, the Falcon still isn't officially in full release yet, so
>maybe everyone should stop sayin 'give me this & that' for the Falcon,
>before they can even get one..... (But, what the hey...)

Pardon? What about the Falcons that are sold here? What does 'full release'
mean to you?

1147. Re: STZIP22

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 20:48:23 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93059.154823EENG6826@RyeVm.Ryerson.Ca>
Source record: 40198

Also the Display text inside ZIP files does not seem to work. There is no DISPLAY button.

Carlos Varela

1148. Dynamic Libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 20:51:40 UTC
From: EENG6826@RyeVm.Ryerson.Ca
Message-ID: <93059.155140EENG6826@RyeVm.Ryerson.Ca>
Source record: 40199

Does the ST support Dynamic Libraries like the Amiga, Windows or OS/2 ?
If it doesn't, why not ? If it does, why weren't they implemented ?
It seems with DLs programs would be smaller and since two or more
programs could use the same DL, they take less space. Also it would
less time to develop programs.

Carlos Varela

1149. Faulty DMA chip in STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-02-28 21:40:23 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Feb28.214023.24406@prime.mdata.fi>
Source record: 40200

Is there any specific date or the like when the STe's with the faulty
HD-wrecking DMA chips were sold? Or is there another way to test this
other than by trial and error?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1150. Re: Embedded Resource (Was: C-Includes & UUencode)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 02:38:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.e9rdtBsiVZM@semprini.tdkcs.waterloo.on.ca>
Source record: 40228

In <1993Feb24.181722.9030@mnemosyne.cs.du.edu>, Ian Lepore writes:
> > [How do you embed a resource file in a program?]
>
> I have a program that does 99% of the work for me. It reads the RSC file
> and emits C source code. But not C source like the RSH file stuff that
> you've seen before (it can do RSH, but I never use that feature). What it
> outputs more closely resembles the actual structure of the RSC data, and
> requires less fixup. It also does a few extra things like (optionally)
> consolidating multiple occurrances of identical strings to a single
> occurrance.

Ooh, that's a good one... Could you send it to atari.archive or tell us
what it's called? I'd love to have a copy of that little utility. The
RSC->C program I have now works, sort of... ;)

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1151. RE: WANTED: 2 chip TOS 1.4 and

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 02:57:43 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Feb28.215743.16010@bsu-ucs>
Source record: 40212

In article <A5523@K.maus.de>, Andreas_Hoffmann@k.maus.de (Andreas Hoffmann) writes:
> 0>P.S. Anyone have any comments or suggestions about updating from TOS 1.2 to
> 0>1.4?
>
> Why do you want TOS 1.04? There is TOS 2.06 available for Mega STs, and it
> should be much better than 1.04.

Give me a dollar comparison of the two and I think the answer could become aparent. :) TOS 1.4 _new_ can be had for US$59. The TEC board needed for installation of TOS 2.06 alone is over US$100.

BTW, how much are the 2.06 chips?

-Matt

1152. Re: How to write new verison of rsrc_load()... kosher?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 04:12:24 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12221@uqcspe.cs.uq.oz.au>
Source record: 40201

cjr@cs.bham.ac.uk (Chris Ridd) writes:
>warwick@cs.uq.oz.au writes:

>>However, I want to write the rsrc_load() in the most kosher way - so
>>that I won't be so likely to have to change my code if a new RSC
>>format (and compatible new RSC editors!) arrives.
>>
>>Any ideas?

>Remember to plant a pointer to the 'start' of the resource file in the
>AES global array.

hehe... don't need to do that, I don't think.

I finished the re-implementation of rsrc-load() on the weekend. It works
GREAT. The big benifits are:

- Any number of RSC files can be loaded / freed.
- so multiple 64K RSC files give >64K RSC capability.
- Scaling is done using a more intelligent algorithm,
making it unnecessary to have multiple RSC files for
different resolutions.

>I think the only thing you can do to make it slightly safe is to check
>the version number word at the start of the file. If it doesn't match
>any version(s) you know about, pass the call to the original
>rsrc_load().

I thought about this, but I would expect that my rsrc_load() will indeed
work for MOST future possible RSC extensions.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1153. Re: Falcon specs for palette chang

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 04:57:44 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1ms548INNt6e@shelley.u.washington.edu>
Source record: 40227

Peter_Missel@k.maus.de (Peter Missel) writes:

>s>1. How do you change one of the colors out of 256 on the Falcon. I know
>s>on the TT it is xbios(83,...), and on the ST's it is xbios(7,...), but
>s>what is it on the Falcon, and how do you specify RGB values? Neither of
>s>the xbios numbers just mentioned seems to work on the Falcon.

>Well, why not use VDI v_setpalette()? It's hardware independant and works on
>all machines (and on any add-on graphics board)...

>s>2. How do I know if the program is running on the Falcon? Is there some
>s>memory location that tells me this, or some routine I can run to check
>s>this? This will help me to know what palette setting command to use.

>No need for that if you follow my advice.

I still need to know how to do this because the STE only have 16 shades,
whereas the Falcon has 64!!! I NEED TO KNOW WHAT COMPUTER I'M USING!!!

FALCON, ST, or STE? DOES ANYONE KNOW HOW TO FIND OUT IF THE COMPUTER
YOU'RE PROGRAM IS RUNNING ON IS A FALCON???? I NEED SPECIFICS! MEMORY
LOCATIONS, CODE, ETC!!!

Thanks,

Stuart Denman
stusoft@u.washington.edu

1154. Re: PASCAL-->C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 06:54:05 UTC
From: marc@targon.UUCP
Message-ID: <2937@targon.UUCP>
Source record: 40202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1mmktkINN77k@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Could someone tell me where I could locate the PASCAL to C source
>code conversion utility!? (Or better still, UUencode it and Email
>it to me, or through c.b.a.st!)
>
>Thanks in advance....
>STeve Wells

You can get it from cs.ruu.nl (in the UNIX directory). It is in
source form only, so you'll have to port it (but it's not too
difficult I remember).

Marc

1155. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 08:28:18 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C37BJ7.8x@hpbbrd.bbn.hp.com>
Source record: 40203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
> >Never heard about such a bug, and there probably is no such bug, because
> >quite a few people have done what you intend to do. You will special
> >disk driver software, though, that supports the second drive. AHDI
> >won't do that.
>
> "I never heard of it so it can't be so." What an enlightened attitude.

Ian, please read more carefully. I wrote that there probably is no such bug because I know that there are people who use two MFM drives inside a SH204, not because I never heard about any problems (though this alone would also be quite a good indicator, since I can count on the accumulated feedback from more than 10000 readers of my book).

> In fact there is such a bug in some early SH204 units.

There is a bug in the SH204 host adapter PAL, that's right. Its effect is that the controller never seems to report an error to anything you send to it, i.e. the status byte will always be zero. (Actually, the controller does send all the correct status byte, but they are lost on the way.) If you try to detect the presence of a second drive just from evaluating the status byte response to a read command, you're out of luck, and that's probably why ICD says it can't be done. If you have additional error checks in your driver, everything will work fine.

> My original SH204 would
> respond to any LUN number (0 - 7) on its controller, and that prevented
> ever adding a second mechanism, even though the Adaptec 4000 can handle
> two.

This sounds exactly like the problem described above, and it can be solved by additional checks in the driver software.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

1156. Re: Faulty DMA chip in STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 08:33:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mshorINN202@golem.wcc.govt.nz>
Source record: 40216

In article <1993Feb28.214023.24406@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>Is there any specific date or the like when the STe's with the faulty
>HD-wrecking DMA chips were sold? Or is there another way to test this
>other than by trial and error?

>| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

Its very simple this is the faulty part NO..C025913-38..

The chip that you need is NO. C398739-001A...

NOTE: the first chip C025913-38 is fitted to most ST's and Mega's, this chip developed problem with the New STE PCB board lay out, logic noise from what I have read about...

Roger..... sheppard_r@kosmos.wcc.govt.nz

1157. RE: WANTED: 2 chip TOS 1.4 and

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 08:37:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1mshvfINN202@golem.wcc.govt.nz>
Source record: 40217

>Give me a dollar comparison of the two and I think the answer could become
>aparent. :) TOS 1.4 _new_ can be had for US$59. The TEC board needed for
>installation of TOS 2.06 alone is over US$100.
>
>BTW, how much are the 2.06 chips?
>
> -Matt

From what I know the TOS 2.06 ROMS are $60us and there is a Newell Industries board that can be brought for some $20us...

Or you could do it your self, from the info thats been posted here...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1158. Re: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 08:53:17 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1msittEc1u@uni-erlangen.de>
Source record: 40213

ron@zooid.guild.org (Secret Mud) writes:

>Don't you think that "comp.sys.atari.falcon" would be better?

I would support this, too.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1159. Re: DIY memory Upgrade Problems, HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 08:58:54 UTC
From: hunen@brc.medtronic.com
Message-ID: <hunen.15.0@brc.medtronic.com>
Source record: 40204

In article <C2x5z9.Lqz@news.rich.bnr.ca> bjgrier@bnr.ca (Brian Grier) writes:
>> All I get is a bunch of garbage on the screen (in the desktop colors) and
>> the system locks up. I followed the directions exactly, and I am sure
>> there are no shorts. If anyone has any insights to this upgrade, please
>> let me know, I need to get this computer back up and running, so I can
>> at least find out how much money I have in the bank...
>
>Does the system do anything? Are you seeing a lot of vertical stripes
>of various colours. I the answer is 1) No 2) Yes you may need to replace the
>68901. This has happened on two STs of mine, both after performing various
>internal modifications.
>
>The problem, on at least one of my systems is/was the 68901 no longer
>could accept its clock from the crystal! I jury rigged a TTL oscillator
>onto the 68901 and the system has been running for three years now.

While this may surely be true, I have had the same problem which was really
caused by the upgrade. Two things went wrong:

1. I used fairly long fly wire to connect the upgrade (a 1040ST has little
room to intall a large upgrade board). When I moved the upgrade to a
better position using (much) shorter wires, things improved.

2. One address wire appeared to be OK when tested with DC, but broken for
high frequencies. A qualified computer tech found and fixed this for
me, and my ST is running fine for about two years now.

Regards,
-Roger
(I speak for myself)

1160. More make problems with MDK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 10:01:50 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Mar1.100150.4661@daimi.aau.dk>
Source record: 40205

I am glad to see that I'm not the only one with make problems.

I too noticed the problem of finding executables, but it seemed that
it could be fixed by adding the complete path.

However, when having a rule like `all: $(OFILES)', make will just fire
up gcc on the still non-existing .o files rather than first bringing
each .c into an .o

Is this a `feature' of the ST port, the MDK version of make or the
already mentioned mfsconf problems?

The same makefile has been working with the sozobon make program, and
I wouldn't like to think that GNU make lacks standard rules.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1161. Re: MiNT 0.99, make

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 10:54:10 UTC
From: boender@dutiws.twi.tudelft.nl
Message-ID: <C37IAA.E76@dutiws.twi.tudelft.nl>
Source record: 40206

In article <ENTROPY.93Feb26224017@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>
>I mentioned that file extension problem to Hildo Biersma (who did that
>port) and haven't got a response yet. Meanwhile I'm probably going to
>pull that file from the archive, as it's kind of obnoxious to have
>someone download that hole file just to discover they'd have to make
>their system entirely incompatible with TOS just to use that one
>program. Maybe one of these days I'll actually find the time to do my
>own port of make and compile it base-relative...
>
Hereby, I *do* react...
Some friendly soul sent me some patches to make I forgot to apply in the first place. This is why make does not know about the program extensions. IT'S MY FAULT! IT WILL BE CORRECTED!

Secondly, I messed up even more by *not* setting make's stacksize large enough. So, please set your stacksize to 32Kb, otherwise make will die on very large Makefiles (i.e., the mintlibs).

I do not know about the 'failing delimeters' bug. Please send me more info, and it'll be corrected soonest.

I promise to send a new version of make, one that recognizes the normal extensions, to atari.archive on Thursday or Friday. Hope this will help...

Bye, Hildo Biersma

--
##
Hildo - toggles those bits other hackers just can't reach
##

1162. 680x0 Linux FAQ [repost from comp.os.linux]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 12:04:11 UTC
From: ig25@fg70.rz.uni-karlsruhe.de
Message-ID: <1msu8a$9jm@nz12.rz.uni-karlsruhe.de>
Source record: 40221
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just found the following article in comp.os.linux, thought that it might be interesting for the Atari ST world, as well...

===== snip ===== snip ===== snip ===== snip ===== snip ===== snip =====

[Apologies to any of you who just saw this a few days ago. Several people mentioned _not_ receiving it at their sites, so I'm reposting it.]

The Official...

New and Improved...

Environmentally Friendly...

680x0 Linux FAQ (TM)

[Now legal in 40 states]

ABOUT THIS FAQ

This FAQ is intended to provide general information on the 680x0 Linux port project which is currently underway. Mainly, it's an attempt to cut down on the flow of email that inevitably comes in every time I post something about the project. ;)

WHEN WILL 680x0 LINUX BE AVAILABLE TO THE PUBLIC?

I don't know. A couple months, maybe. We're working hard on it at this point, and advancing leaps and bounds (and a few stumbles). There's really no point to releasing the current system to the public. It's not useful, and only occasionally even mildly entertaining. ;)

WHAT IS THE CURRENT STATUS OF THE PORT?

We're still working on the basic kernel at this point. The scheduler, memory management code, interrupt code, filesystem code, and handful of drivers have been implemented. There's not much to see right now. The system comes up and goes through some of the startup process, then sits there and idles at you. ;)

WHAT PLATFORMS WILL IT RUN ON?

The Amiga port project is the only effort to port Linux to a 680x0 platform that I'm aware of. However, we are paying attention to portability where possible. It is our intention to cooperate with other groups willing to work with us.

I expect that once we make our first public release of the system, several groups will begin porting our sources to various platforms. Interest has been shown by Atari programmers, mostly. There are also a few people hoping to bring Linux up on Sun 3's. I haven't heard from many Macintosh folks. In all probability only the startup code, interrupt code, and drivers will need re-writing to get the system running on these systems, or any others with the necessary basic hardware.

I'm aware that the phrase "necessary basic hardware" begs some explanation. Simply put, that would be a machine with a 68020+68851, 68030 (non-EC model), or 68040 processor, at least a couple megs of RAM, a good amount of hard disk space, and obviously some form of text i/o device (i.e. you technically don't even need a display and keyboard if you can plug a terminal into it).

There _has_ been talk of a port that could run on non-MMU-equipped machines as well, though it would lack the obvious features inherent in a memory-managed operating system (e.g. true virtual memory, memory protection). There is currently no effort underway to implement such a system that I'm aware of.

HOW COMPATIBLE WILL IT BE WITH OTHER SYSTEMS?

We, of course, hope that 680x0 Linux will be compatible (at the source level) with 80x86 Linux, as well as many other Unix or Unix-like systems. Linux is POSIX.1 compliant, which helps quite a bit with porting software to it.

Binary compatibility with _any_ OS other than 680x0 Linux ports is highly unlikely.

WILL X WINDOWS BE AVAILABLE FOR 680x0 LINUX?

I get this question a lot, so I figured it's worth having its own section. The answer is yes... probably... eventually. ;)

At this point, we have one volunteer to port the mono server to the Amiga version of Linux once the system is stable.

WILL THE AMIGA PORT RUN UNDER OR EMULATE AMIGADOS?

No. Actually, the latter is a possibility, I guess.

WHAT ABOUT MACH?

There is a separate effort to port CMU's Mach kernel to the Amiga and other 680x0 platforms. I'm not really familiar with their work. We've only stolen a little code from them. ;) Anyway, our Linux port is not intended to run under Mach. It runs "on the metal".

CAN I BE AN ALPHA/BETA TESTER?

We're not currently at a stage where we need any testers. (See above under the section CURRENT STATUS OF THE PORT.)

IS THERE A MAILING LIST?

We have a channel on the Linux Activists Mailing List called '680x0'
for discussion of the port. Currently, it's rather quiet. However,
it's the "official" source of information on the system. On the
other hand, any important announcements will also be posted to the
newsgroups in which this FAQ appears.

For help in subscribing to the channel, send an empty message to
<linux-activists-request@joker.cs.hut.fi>.

CONTACTS:

Greg Harp <harp@netcom.com>

I'm the main 680x0 Linux contact person. Please feel free to send
your questions to me.
--
-----------------Greg-Harp----------------harp@netcom.com------------------
"I think I've reached that point / Where every word that you write /
Of every blood dark sea / And every soul black night / And every dream
you dream me in / And every perfect free from sin / And burning eyes /
And hearts on fire / Are just the same old song" -- The Cure
--
Thomas Koenig, ig25@rz.uni-karlsruhe.de, ig25@dkauni2.bitnet
The joy of engineering is to find a straight line on a double
logarithmic diagram.

1163. Re: Falcon specs for palette chang

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 13:21:27 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1248@usdtsg.DaytonOH.NCR.COM>
Source record: 40210

In article <1ms548INNt6e@shelley.u.washington.edu> stusoft@hardy.u.washington.edu (Stuart Denman) writes:
[stuff deleted]
>I still need to know how to do this because the STE only have 16 shades,
>whereas the Falcon has 64!!! I NEED TO KNOW WHAT COMPUTER I'M USING!!!
>
>FALCON, ST, or STE? DOES ANYONE KNOW HOW TO FIND OUT IF THE COMPUTER
>YOU'RE PROGRAM IS RUNNING ON IS A FALCON???? I NEED SPECIFICS! MEMORY
>LOCATIONS, CODE, ETC!!!

I can't give exact specifics (as I have yet to program anything much more complicated that "hello world" on my MSTE), but my first thought would be to check the COOKIE JAR - the STE and Falcon should have different values of I *think* the MACH (machine) cookie. The ST normally wouldn't have a cookie jar at all (though there are programs to create one I think). Off hand, I think that if someone is using TOS > 1.4, there probably is a built-in cookie jar.

Just a guess, but it's probably a place to check nonetheless...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

printf("\nJane get me off this crazy thing!...\n")

1164. VME graphics cards

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 13:31:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1249@usdtsg.DaytonOH.NCR.COM>
Source record: 40234

I'm thinking about getting a VME graphics card for my MegaSTe, and
I was wondering if anyone out there in net-land (sounds like
Nickelodeon's "tv-land, huh? :-) has any experience with such cards.
I've had mentioned the Crazy Dots card and the AlberTT. The AlberTT
seems a bit more in my price range, so that's what I'm leaning towards
at the moment. What I need to know is experiences on the compatibility
of the various cards with software (typical GEM software; I know stuff like
games generally need ST LOW so I'm not concerned with that) - stuff
like Word Writer ST, Connect 1.92, and other such GEM software.
Also, what hi resolutions are available? (just one resolution, or
multiples). Basically, I wouldn't mind having something that just
gets me to VGA level (at least 640x480x16, though a 256 color mode
would be nice as well). Also, do these boards come with their own
RAM, or does it use up more of my internal memory?

Remember, I'm in the U.S., so I'm mainly looking at U.S.-available
cards...

Any help would be appreciated.

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...would this information be in a FAQ somewhere? I've only read a little
about the above-mentioned two cards from some issues of Znet and AEO...

1165. u: bad sector on hard dsk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 15:16:35 UTC
From: david schreiber <david.schreiber@canrem.com>
Message-ID: <1993Mar1.4019.10482@dosgate>
Source record: 40226

I have been having a problem sometimes when I try to write to my F
drive. I get an error message. A utility program has told me that the F
drive has a bad sector. Another utility program has told me that ithas
an orphan file at location OE93 (which means nothing much to me). My
question is - is there some way to repair that bad block on the F drive
which is interfering with write operations without reformatting my
entire hard drive?
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

1166. Re: Falcon specs for palette c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 17:13:54 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar1.171354.14529@mnemosyne.cs.du.edu>
Source record: 40230

```
>> [color indexes when writing to the screen]
> Well. Sigh. You shouldn't write directly to the screen. Use the VDI
> raster functions. :-)

Another myth. There is nothing wrong with writing directly to the
screen. Doing so is, in fact, the only way to get certain things done
with an acceptible level of performance. Can you imagine an animation
graphics program giving you an acceptible number of frames per second
playback using only VDI calls? Fat chance.

Once again, VDI is lacking in some basic functionality, and Atari hasn't
shown any signs of fixing that. Why is there no put_pixel call in VDI?
The closest equivelent is a 2 or 3 call sequence to write a polymarker.
Pretty slow stuff.

But even Atari recognizes this VDI shortcoming and allows for direct
screen access as a workaround. For example, consider this direct quote
from the Atari Falcon developer docs: "We do recognize, however, that
direct screen output is something that applications authors are going to
want to do. As a result, we are documenting the screen memory
organizations in all modes on the Atari Falcon030..."

--
==============================================================================
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==============================================================================
```

1167. Re: Help with GDOS/G+PLUS printing with Opus Spreadsheet

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 17:22:05 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Mar1.172205.19863@iplmail.orl.mmc.com>
Source record: 40214
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <C32sMq.74y@tsegw.tse.com>, mhembruc@tsegw.tse.com (Mattias Hembruch) writes:
|> bossoj@aix.rpi.edu (Joseph Charles Bossolini) writes:
|>
|> >In article <1993Feb25.205712.15826@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
|> >>I am trying to print a chart with Opus 2.31.
|> >>
|> >>I have G+plus installed with a bunch of fonts, and production of the chart goes
|> >>with out error. However when I try to print or save the chart os a MetaFile it
|> >>goes to the disk with GDOS fonts on it and searches for a file called GEM.SYS.
|> >>I don't have a file called GEM.SYS on ANY disk -- not the original G+PLUS disk,
|> >>nowhere.
|> >>
|> >>What do I do?!?!?!? Please help!
|> >>
|> >>E-mail to:01mbmccab@virgo.bsuvc.bsu.edu
|> >>
|> >> -Matt
|>
|> >Sounds to me that there is an error in your assign.sys file. It is looking
|> >for a GEM.SYS file when it should be looking for META.SYS. Load the assign.sys
|> >into an editor and change any occurence of gem.sys with meta.sys. Also, make
|> >sure that your GDOS disk _has_ all the meta files, also.
|>
|> >Joe
|>
|> Hmm.. And I thought Atari had eliminated the need for Config.sys and
|> autoexec.bat... :-)
|>
|> Oh, I see. I had it all wrong. No, the AUTO folder is NOT a replacement for
|> autoexec.bat, and assign.sys is not in any way shape or form related
|> to config.sys..
|>
|> Not that I am saying I'm in favour of them, but many people claim that once
|> you get an ST you don't need to mess with setups at all.. Personally, I've had
|> MANY TIMES the problems setting up my ST to run nicely because I have 7 or 8
|> auto programs compared to my PC config.sys & autoexec.bat and I'm running
|> 5 or 6 programs on my PC. Since most of the programs come with DOS, they run
|> well together, unlike my ST, where it's "Oh, this AUTO prog conflicts with
|> this ACC, and you have to run this AUTO before this AUTO, etc)...
|>
|> Mattias
|>
|> --
```

|> Mattias Hembruch
|> >> My views do not necessarily reflect those of the TSE. <<
|> E-mail: mhembruc@tse.com

Actually, I have seen many MORE configuration problems using PC's at work than with my ST system at home. This is mostly due to TSR type programs that must be loaded in a particular order to work properly (network drivers and the like).

1168. Re: Falcon specs for palette chang

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 17:34:33 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar1.173433.15503@mnemosyne.cs.du.edu>
Source record: 40229

> How to tell if you're running on a Falcon

Down with the tyrannical VDI-or-DIE faction! Here's some info that
should help...

To see what machine you're one, obtain the _VDO cookie. If there is no
cookie jar or no _VDO cookie in the jar, you're on an ST. Otherwise, the
_VDO cookie will have the following values:

0x00000000 - ST
0x00010000 - STE
0x00020000 - TT
0x00030000 - Falcon030
any other - unknown/non-standard video

(You should examinine only the high word of the cookie value, the low
word might contain a "minor part number revision" which is not important.)

> how to change palette regs on a Falcon

When you're in a Falcon video mode (not an ST-compatible mode), there are
two new XBIOS functions:

VsetRGB - XBIOS opcode 93

void VsetRGB(short index, short count, long *array);

Set 'count' colors starting at 'index' to the RGB color values indicated
in the array. The format of each longword in the array is 0x00RRGGBB.
The high byte of each longword is currently ignored, but may be used for
alpha channel data in future machines, and should thus be set to zero for
compatibility.

VgetRGB - XBIOS opcode 94

void VgetRGB(short index, short count, long *array);

The opposite of set; this retrieves the current palette settings into the
array.

Unlike the old Setpalette() call, in which the new colors took effect at
the next vblank, changes made via VsetRGB() take effect immediately. Or
so I've been told, I haven't tested that for myself.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1169. Re: Faulty DMA chip in STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 17:49:06 UTC
From: grier@bnr.ca
Message-ID: <C381Hv.Hu6@news.rich.bnr.ca>
Source record: 40215

In article <1993Feb28.214023.24406@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:

```
|>
|> Is there any specific date or the like when the STe's with the faulty
|> HD-wrecking DMA chips were sold? Or is there another way to test this
|> other than by trial and error?
|>
|> --
|> ------------------------------------------------------------------------
|> | Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
|> ------------------------------------------------------------------------
|>
```

I do not know if there are HD wrecking STes out there, but according to ICD you SHOULD NOT USE their ORIGINAL host adapter with an STe, regular or MegaSTe, or the TT. If you have any questions contact ICD.

I found out the hard way and lost most of my boot partition last year when I bought my TT, and tried an original ICD Host Adapter. ICD still has an exchange policy on their original Host Adapters. (your original adapter and $65 US).

Brian

1170. Re: STZIP22

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 18:52:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mtm1jlNN60g@golem.wcc.govt.nz>
Source record: 40232

] Also the Display text inside ZIP files does not seem to work. There
] is no DISPLAY button.

If you try double-clicking on files, you get a lot of info, and an option
to extract & display them!

1171. Re: Embedded Resource (Was: C-Includes & UUencode)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 18:54:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1mtm5tINN60g@golem.wcc.govt.nz>
Source record: 40233

] Ooh, that's a good one... Could you send it to atari.archive or tell us
] what it's called? I'd love to have a copy of that little utility. The
] RSC->C program I have now works, sort of... ;)

It does sound useful - if it's PD/SW, a.a would be great!

1172. Re: Putting a DS/DD drive in SF354

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 19:57:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A6273@K.maus.de>
Source record: 40218

```
l>Then, he tried to put the DS/DD mech in the empty SF354 case and he says
l>that
l>the power and I/O cable plug in different places (opposite of SF354 mech).
l>The drive just spins and won't read anything. Does anyone know what is
l>wrong??

Maybe he connected the drive with the cable twisted. Orientation of pin 1
(colored wire) varies on different types of drives!

Then, the SF354's PCB doesn't connect the "Side 1 Select" line to the drive.
You'll have to add a jumper wire there.
```

1173. Re: Connecting IBM VGA monitor to

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 19:59:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A6274@K.maus.de>
Source record: 40219

f>My friend is going to purchasing a Falcon as soon as it comes out, and
f>was thinking about getting a VGA monitor for it. Until then, he wants to
f>know if he can hook the forthcoming VGA monitor up to the ST. Anyone
f>have any solutions to this?

All you must do is:

- buy a VGA monitor 30-38 kHz hor. frequency multiscan
- solder an adaptor cable, connecting:
. R, G and B lines to the ST's mono output
. ST's monitor dectect line to ground
. Hsync to Hsync and Vsync to Vsync
. GND to GND

and go ahead with ST mono display on your color VGA monitor.

For a Falcon, better buy a monitor with a wider frequency range (30-40 kHz or
15-40 kHz if you can get one) for extended resolutions and frame rates up to
78 Hz (Yes! I've seen it - it works!)

- Peter -

1174. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 20:06:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A6275@K.maus.de>
Source record: 40220

i> In fact there is such a bug in some early SH204 units. I have one. As
i>far as I've heard, it only affects SH204s which have a Tandon mechanism
i>inside, but it could affect others, I'm not sure. My original SH204 would
i>respond to any LUN number (0 - 7) on its controller, and that prevented

The problem is there, but since I replaced the SH's host adaptor PCB with an
ICD Advantage, it's gone.

I have an SH204 controller with two MFM drives and an SCSI drive running
attached to it. Works fine and without any ghost LUNs found when formatting...

- Peter -

1175. Re: PASCAL-->C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 20:25:50 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar1.202550.19527@csi.uottawa.ca>
Source record: 40222
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1mmktkINN77k@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Could someone tell me where I could locate the PASCAL to C source
>code conversion utility!? (Or better still, UUencode it and Email
>it to me, or through c.b.a.st!)

(I think I'm the one "guilty" of bringing up the topic that there is a
Pascal to C translator. Others were aware of its existence, but I
think I was the first to mention it.)

Source code to "p2c" is available from a variety of sources, including
watserv1.waterloo.edu (129.97.129.140) in the directory
/languages/p2c. This is in SOURCE form, I would note. To my
knowledge, nobody has actually compiled it for the Atari ST.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1176. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 22:27:57 UTC
From: plate@cdsmn.mn.org
Message-ID: <C38EEL.pF@cdsmn.mn.org>
Source record: 40223

In article <1mlp7qINN55u@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>> You can mix speeds freely: it won't cause problems now or ever.
>
>So, one bank of 120ns chips, and another bank of 90ns chips won't cause
>any problems!? Seems odd!

In theory, it is possible for a faster RAM to cause problems in a system that was designed for slower RAM (really!). I experienced one situation (NOT on an ST) where one manufacturers RAM would work, another's would not (intermittant errors). Apparently, the "BAD" RAM had a much sharper switching transient, causing more ringing and ground bounce, thus causing corrupt data. I would say that, at least in theory, this is also a danger when going to faster RAM. Let me repeat, this is in THEORY! I have not experienced this with the ST line. If the RAM circuit is sound enough, with proper safeguards against ground bounce, etc, no problem.

Regards,
Doug Sr.
--
()(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)*(*)(*)(*)(*)(*)(*)(*)(*)(*)(*)()
/ plate@cdsmn.mn.org \
/ / Doug Plate Sr. | "Assume no malice!" \ \
(*)

1177. Re: Faulty DMA chip in STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 23:25:52 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C38H35.Jrn@ecf.toronto.edu>
Source record: 40224

In article <1993Feb28.214023.24406@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>Is there any specific date or the like when the STe's with the faulty
>HD-wrecking DMA chips were sold? Or is there another way to test this
>other than by trial and error?
>
>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
>---
>

DO NOT TRY IT OUT!! I lost a hard drive that way, and unless you can
afford to lose one yourself , don't even try it. Contact Atari and
find out from them (If they'll tell you).

1178. Re: Falcon specs for palette chang

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-01 23:28:11 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C38H70.KDB@ecf.toronto.edu>
Source record: 40236

In article <1ms548INNt6e@shelley.u.washington.edu> stusoft@hardy.u.washington.edu (Stuart Denman) writes:
>Peter_Missel@k.maus.de (Peter Missel) writes:
>
>>s>1. How do you change one of the colors out of 256 on the Falcon. I know
>>s>on the TT it is xbios(83,...), and on the ST's it is xbios(7,...), but
>>s>what is it on the Falcon, and how do you specify RGB values? Neither of
>>s>the xbios numbers just mentioned seems to work on the Falcon.
>
>>Well, why not use VDI v_setpalette()? It's hardware independant and works on
>>all machines (and on any add-on graphics board)...
>
>>s>2. How do I know if the program is running on the Falcon? Is there some
>>s>memory location that tells me this, or some routine I can run to check
>>s>this? This will help me to know what palette setting command to use.
>
>>No need for that if you follow my advice.
>
>I still need to know how to do this because the STE only have 16 shades,
>whereas the Falcon has 64!!! I NEED TO KNOW WHAT COMPUTER I'M USING!!!
>
>FALCON, ST, or STE? DOES ANYONE KNOW HOW TO FIND OUT IF THE COMPUTER
>YOU'RE PROGRAM IS RUNNING ON IS A FALCON???? I NEED SPECIFICS! MEMORY
>LOCATIONS, CODE, ETC!!!
>
>Thanks,
>
>Stuart Denman
>stusoft@u.washington.edu

Why not check out the cookie jar. All system info should be in there.

1179. Re: How to write new verison of rsrc_load()... kosher?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 00:32:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12233@uqcspe.cs.uq.oz.au>
Source record: 40145

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> [why I embed RSC data...] Often I have groups of
>objects (especially string or text objects) which are treated as a
>contiguous array by my program. If a user edits the RSC file and
>scrambles the order of the objects, Bad Things will happen at runtime.
>I also rely pretty heavily on extended object type values, and if those
>get messed up the program will break.

Egad. This is a tad over-protective. I too make heaps of assumptions
about the orders of objects. But if a user wants to fiddle with the RSC
file, they'd better not change the ordering of ANY object, since of course,
we all use the RSC indices to refer to our objects. A new object added to
a form [and the sorted] will of course ruin this.

HOWEVER, if that's what the user wants to do, then too bad for them. If they
are pulling out a RSC editor on the RSC file then they should know what
they are doing (or simply make a back-up).

ALSO, the ORCS RSC editor has a "protection" mode that ensures the RSC is
only modified in ways that are highly unlikely to effect the application.

The MAIN reason I have for using external RSC files is that some of the
best GEM applications have come from Europe - I'd hope that my applications
could be easily user-adapted. Kind of giving back to the Euro atarians.

>The program offers 4 different algorithms for scaling down a high rez
>icon to a lower rez. (AND each line pair, OR them, take only even lines,
>or only odd lines. No dithering or anything else fancy.) With a little
>experimenting to see how each works, and bearing in mind how they work as
>you design an icon, you can do fairly complex high rez icons that still
>look acceptible when scaled to a lower rez.

Probably a good technique.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1180. ASM libraries... not many!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 00:39:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12234@uqcspe.cs.uq.oz.au>
Source record: 40225

stusoft@hardy.u.washington.edu (Stuart Denman) writes:

>>> 2. How do I know if the program is running on the Falcon? Is there some
>>> memory location that tells me this,

>Also, I'm not
>sure what a cookie is, is it just a memory location that you read, and if
>so, what is this location?

Shiver. Too many occirrences of "memory location" for my tender eyes.

Why do people use pure ASM? ASM is great. You can do AMAZINGLY fast stuff,
but for the bulk of your program, you can just use C (or better, C++). There
are library routines to do all these things, and heaps more.

Pure ASM programs have had their day. Now they are just a pit of
incompatibility.

There is NO REASON to use ASM, unless you have a 0.5 Meg machine with a
single-sided drive.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1181. Re: How to create an IMG file?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 02:47:36 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.uVW7IU69ZAY@semprini.tdkcs.waterloo.on.ca>
Source record: 40231

In <1993Feb25.161152.7486@newshost.lanl.gov>, John Hutchinson writes:
> Does anyone out there have the patience to describe to me in email how to
> create an IMG graphics format file? I've got a simple rectangular graphic
> and text image on my mono screen and I want to save it as an IMG file for
> later input into a desktop publisher.

Take a screen capture and save it as a DEGAS picture (or if it's
already, in DEGAS, you're laughing)... now convert it to IMG using
GEM-view (on atari.archive or GEnie).

> I thought there was a utility or routine to convert DEGAS images to IMG
> format If so, wouldn't you lose a lot of clarity since DEGAS is just a
> bitmap image?

IMG is also a bitmapped format, it's just compressed a bit better than
DEGAS Elite images generally are.

Touch-Up and several other applications will also create .IMG files.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1182. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 04:35:23 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Mar1233523@kropotkin.gnu.ai.mit.edu>
Source record: 40235

In article <2b90d7bc@p15.f202.n281.z2.fidonet> Vincent_Partington@p15.f202.n281.z2.fidonet writes:
>I already thought a lot of problems would arise by grabbing system vectors.
>Then there's just one other thing I need to know: Will it slow MultiTOS
>down considerably if I call Supexec a lot to check the carrier detect
>status and read the 200 Hz timer? If it doesn't really slow down the system
>I'll just use Supexec...

If your supervisor routine is short, you won't notice much slowdown
besides the overhead of calling the OS. Just keep in mind that while
your process is in supervisor mode your process will not be pre-empted
by MiNT, so you shouldn't compute any fractals while checking the
carrier detect status :-)

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for
Programming Freedom! Write to lpf@uunet.uu.net for more information.

1183. Hacking the Hard Drive and Floppy Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 04:50:49 UTC
From: dconroy@outb.wimsey.bc.ca
Message-ID: <dconroy.0auj@outb.wimsey.bc.ca>
Source record: 40238

I remember a friend telling me, how he installed a jumper on his ST, that let him have power running from his ST Power Supply, to a seperate Floppy disk drive.. Does anyone know what pin to jump and HOW to do it?

+-------------+----------------+-----------------------------------+
| Dave Conroy | The />/>aestro | UseNET: Dconroy@outb.wimsey.bc.ca |
+-------------+----------------+-----------------------------------+

1184. How to compiler MiNT 0.99 with Pure C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 08:01:06 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1993Mar2.080106.13444@hasler.ascom.ch>
Source record: 40147

Hi there

Over the weekend I tried to compile MiNT 0.99 with Pure C.

I had to discover that the C source file will not compile
under my Pure C, even I found in the code some __TURBOC__
defines that should make the code compilable under Pure C.
I encountered two problems.

1. in mint.h an include file "osbind.h" is wanted. My version
of Pure C does not have this inlcude file. Hence I used
tos.h instead.

2. To get rid of the undefined ushort I have to set the define
GENMAGIC. If I do this I get another error or warning that tells
me that GENMAGIC has a wrong value.

Did anybody of you have the same problem and did anybody compile MiNT
0.99 successfully with Pure C.

Any suggestions welcomed

andreas pauletti

1185. Z80 emulator is 68k?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 08:20:36 UTC
From: a740778@gus.tiuk.ti.com
Message-ID: <C395uD.9zs@csc.ti.com>
Source record: 40155

I'm looking for the source to a Z80 emulator in 68000 assembler.

I have ported xtrs - the X Windows based TRS-80 emulator to the ST, but it runs *very* slowly. Replacing the current 'C' based emualator with 68000 m/c would provide acceptable performance I imagine.

I know there's already a few programs out there (eg. ZX81, ZX Spectrum emulators), but I dont know if source is available.

Can anyone help me out here?

Thanks, Jason.

* Jason B.E. Julyan BEng(Hons) ! Texas Instruments Ltd. *
* TMS380 Falcon II Designer ! Manton Lane, *
* a740778@server1.tiuk.ti.com (IMS: JBEJ) ! Bedford, U.K. *
* All opinions expressed herein are personal ONLY *

1186. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 09:17:54 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C398Hv.CFA@cs.bham.ac.uk>
Source record: 40237

In article <1mjvduINNst6@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>> If a user fools around with the resource file and causes the program
>> to crash, that is their tough luck (although as a developer I suppose
>> you could get a lot of disk returns under warranty with a screwed up
>> resource - most annoying!). As user, I have found very little need to
>> modify a resource.

How many users even *have* the capability of modifying a resource
file? Readers of this group are probably not a fair sample of the
population, and I would bet that most users do not have a resource
editor.

Even so, I prefer separate RSC files, if only so I can correct the
spelling in the text.

--Chris

1187. Re: Calamus font trouble with Calamus SL

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 10:25:39 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-020393111830@nod.eng.umu.se>
Source record: 40240

In article <1993Feb28.180624.22980@kth.se>, f90-jos@byse.nada.kth.se (Johan Smros) wrote:
>
> Hello world!
>
> I have Didot Lineart, Calamus 1.09 and Calamus SL.
> When I load a PD postscript font into Didot and saves it as Calamus CFN 1.0
> I can use it with no problems with Calamus 1.09, but it won't work with SL.
> Am I doing something wrong or have DMC done something to prevent people
> from converting postscript fonts?
> Btw, the old Calamusfonts works fine with SL, but not fonts created with Didot.

I think that DMC felt that the makers of Didot Lineart were infringing on DMC's copyright when they included the Calamus font format in their product. Maybe DMC made SL not to accept fonts created with Didot?

I use "PCG Font Designer Plus" for PS2CFN conversion and every single font works fine with both 1.09 and SL. I think you will be able to find PCG's adress in ST-USER. If not, you could get it from me, but I have it at home - mail me if you can't find their address.

Johan Nordlander
Dept.of English
University of Umea
Sweden
johan.nordlander@engelska.umu.se

1188. Re: Falcon specs for palette change/identity needed!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 12:58:03 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C39Ios.4BC@hpbbrd.bbn.hp.com>
Source record: 40239

Stuart Denman (stusoft@hardy.u.washington.edu) wrote:
> I still need to know how to do this because the STE only have 16 shades,
> whereas the Falcon has 64!!! I NEED TO KNOW WHAT COMPUTER I'M USING!!!
>
> FALCON, ST, or STE? DOES ANYONE KNOW HOW TO FIND OUT IF THE COMPUTER
> YOU'RE PROGRAM IS RUNNING ON IS A FALCON???? I NEED SPECIFICS! MEMORY
> LOCATIONS, CODE, ETC!!!

No need for shouting, we can hear you 8-)

To check whether you're running on a specific Atari computer, you'll
have to examine the cookie jar. The cookie jar is a sequence of
"cookies" in a reserved area of memory. Each cookie consists
of an ASCII ID (4 byte) and 4 bytes of data. The cookie sequence
is terminated by a "null cookie", i.e. one with an "ASCII ID" which
contains null bytes only. A pointer to the cookie jar is installed
at $5a0.L. If you find a null pointer there, there's no cookie jar.
Since all TOS versions starting from TOS 1.06 install a cookie jar
at boot-up time, you can be sure that the Falcon TOS will install
a cookie jar. In other words, if there's no cookie jar, you have
a plain vanilla ST or MegaST.

After you found the cookie jar, you have to look for the "_MCH"
cookie. Check the first four bytes of each cookie in the cookie jar
for equality to "_MCH". If they match, the next longwork contains
a machine ID. Unfortunately, I can't remember right off my head
what machine ID the Falcon has, but maybe other netters can help
me out here. If you can't find a "_MCH" cookie at all, it's probably
best to assume you're on a standard ST or MegaST.

The complete cookie jar description can be found in the TOS 1.06
release notes which are part of the Atari developer package.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

1189. DESKICON.RSC - how to read ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 13:24:09 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C39JwA.CLL@newcastle.ac.uk>
Source record: 40144

Does anyone know of a resource editor which will read the file DESKICON.RSC
on my falcon, and allow me to add new icons to it ? The CPX on a.a.u.e won't read
it (and that's what it's for!!). WERCS loads it but crashes if you select the
one object to load.

Help.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1190. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 13:51:18 UTC
From: lingnau@math.uni-frankfurt.de
Message-ID: <2264@diane.informatik.uni-frankfurt.de>
Source record: 40142

In article <1993Feb25.160224.5680@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:

> I agree that there are times when NON-imbedded resources are preferable.
> A very good example is when multiple languages are to be supported.

This is, basically, THE example. There are others, like being able to redefine menu shortcuts, which are probably not as important by far.

> However, you shouldn't forget the reasons programmers started imbedding
> their resources in the first place:
>
> 1) For the novice user, it's a lot simpler to have a single *.PRG file
> to double-click and run his program from any directory and without the
> worry of keeping multiple *.RSC files with the program file or in a
> specific directory. To you and me it's no big deal, but to a novice,
> it's just one more thing he/she can screw up. Then we get calls like,
> "I just bought your XYZ program and the &%#@ thing won't work!" <groan>

It shouldn't be too hard to tell folks that there is an RSC file to go with the PRG file, no? I, for one, prefer being able to switch languages by just swapping resource files. Certainly beats hell out of having to recompile. Besides, there are packages that come with an installation procedure to make sure things like that don't happen.

> 2) Some programmers, myself included, do not really WANT users mucking
> around in my resource files. As mentioned earlier, if the sort order of
> resource tree objects gets out of whack, the program may die. And besides
> that, I'd rather users did NOT change my copyright notice or other info in
> the resource file which I felt was important when it was coded.

Well, I tell users that, when they actually change the resource file, they're on their own when things break, so they had better know what they're doing. As far as the copyright notices are concerned, what about people poking about in the executable with a disk editor? Your copyright notice doesn't look much safer to me there. Of course, if you're paranoid, you can encrypt the notice to make it harder to find, but then what's to keep you from comparing the copyright notice in the resource with an encrypted version when your program starts up, just so you know it's still there?

The only reason for embedded resources I can see is with accessories. Now that accessories are on their way out, this doesn't look too important any more.

So go ahead and embed your resources into your PRG files. That's all right. You're only going to do an English version (or German version, as it were), anyhow. And it's a good thing that people can't change the name of who produced the thing. Or can they? Embedded resources suck. Period.

--
Anselm Lingnau ..... lingnau@math.uni-frankfurt.de
Simplify, simplify. --- Henry David Thoreau, *Walden*

1191. Re: Calamus font trouble with Calamus SL

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 14:21:26 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Mar2.142126.8014@cs.ruu.nl>
Source record: 40148

In <johan.nordlander-020393111830@nod.eng.umu.se> johan.nordlander@engelska.umu.se (Johan Nordlander) writes:

>I use "PCG Font Designer Plus" for PS2CFN conversion and every single font
>works fine with both 1.09 and SL. I think you will be able to find PCG's
>adress in ST-USER. If not, you could get it from me, but I have it at home
>- mail me if you can't find their address.

Does your toolkit allow: CFN, not licenced ---> PS ---> CFN, licenced?

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1192. Re: DESKICON.RSC - how to read ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 14:24:53 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Mar2.142453.8140@cs.ruu.nl>
Source record: 40149

In <C39JwA.CLL@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Does anyone know of a resource editor which will read the file DESKICON.RSC
>on my falcon, and allow me to add new icons to it ? The CPX on a.a.u.e won't read
>it (and that's what it's for!!). WERCS loads it but crashes if you select the
>one object to load.

I heard the new version of Interface does (or will) support color icons.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1193. Re: DESKICON.RSC - how to read ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 15:02:41 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1mvsuhEcg6@uni-erlangen.de>
Source record: 40143

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>In <C39JwA.CLL@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>>Does anyone know of a resource editor which will read the file DESKICON.RSC
>>on my falcon, and allow me to add new icons to it ? The CPX on a.a.u.e won't read
>>it (and that's what it's for!!).

>I heard the new version of Interface does (or will) support color icons.

The version 12.92 already supports the color icons.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1194. FileFormats - Vector

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 15:43:17 UTC
From: csi063@cch.coventry.ac.uk
Message-ID: <C39qC9.A96@cck.coventry.ac.uk>
Source record: 40146

I am looking for some help. I have in the past obtained a document containing information as to the bitmap file formats. What I was trying to locate is a similar document containing the Vector file formats of the common and not so common packages,

Such as Calamus, .GEM ..... etc.

also The vector formats for some of the Font Systems,

Such as Calamus, Abode, etc.

All file formats are required from various machines for the construction of a package that will enable the users to convert fonts and vector files as well as the standard Pic Switch 0.7 collection.

Any information would be greatfully received.

Many Thanks,

Simon

-- Please reply to all Mail promptly --
Name : Simon Love, ____ _ Simon Love,
Alias : The Lover, _ _ 47 Carmelite Rd.
Phone : 0203 - 257217, ____ _ Stoke, Coventry,
E-Mail : csi063@uk.ac.cov.cck, _ _ CV1 2BX.
Course : 2nd Year BSc Computer Science. ____ ___ -- Thanks --

--

-- Please reply to all Mail promptly --
Name : Simon Love, ____ _ Simon Love,
Alias : The Lover, _ _ 47 Carmelite Rd.

1195. Re: STZIP22

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 16:33:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A6373@K.maus.de>
Source record: 40141

s>I found a small problem with this program, I e-mailed
s>a file from tu-berlin 1stgui_1.zip and found that the check zip gave crc
s>errors on 2 files, but no errors when I extracted the files...??

Yeah, that's possible. I've two small files (1 KByte each) which report an error during the check but are extracted without any error. This bug has been reported to Vincent already.

s>This is a large archive with lots of folders, any one else had this
s>problem..??

Me too. But as the files are correct inflated this should be one of the smallest problems around.

Bye,
Robert

1196. Re: High Speed Serial

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 16:51:52 UTC
From: lonewolf@sphere.demon.co.uk
Message-ID: <731091112snz@sphere.demon.co.uk>
Source record: 40157

In article <1ml3aoINNoak@umbc7.umbc.edu> pauld@umbc.edu writes:

>I have heard people mention high speed serial port programs, but have
>yet to find one that would work with my system. Actually, I only tried
>one, and it dropped all sorts of characters... someone mentioned
>something like v24fast or somthing like that. Any idea where this may
>be? Anything people can recomend.. thanks..

Only one thing to recommend here - don't waste your time looking.
You've already found the problem with these type of programs , they all
drop characters and garble others. The reason is that they setup the 68901
into synchronous mode, when you want it in asynchronous mode.

--
Iain Paton +44-294-331250
Inet: lonewolf@sphere.demon.co.uk FidoNet 2:259/5

1197. Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 16:52:58 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.731091178@vincent2.iastate.edu>
Source record: 40154

Hello all,

I recently downloaded the files from atari.archive for adding overscan to any ST. The modification sounds simple enough, but I would like to know how well it works and how compatible it is before I go ahead.

I am most concerned with overscan working with Toswin so it would be more practical--does it? Also, does the previewer included with CS-TeX work with overscan? Let's see...what about Uniterm and Connect? I currently use Uniterm, but would probably switch if I could have a full 24x80 screen in a window.

One more question. I don't have a schematic for my Mega ST nor do I know which chips are the glue and MMU and what the pinouts are. What I do know is that pin 20 on the 68901 is the DE line and the composite sync is supplied to the video port. I'm assuming that I can figure everything out by tracing the lines know, but if someone can tell me exactly which lines on which chips to use I'd be very appreciative.

Thanks,

Aaron Burghardt
aburgh@iastate.edu

1198. mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 21:07:26 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1n0iaeINN508@uwm.edu>
Source record: 40160

what exactly is mint?

1199. Re: Help with old MFM drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 21:10:58 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar2.211058.14967@mnemosyne.cs.du.edu>
Source record: 40156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>> [tandon mechanism in old SH204 drives will respond to all LUNs]

>There is a bug in the SH204 host adapter PAL, that's right. Its effect
>is that the controller never seems to report an error to anything you
>send to it, i.e. the status byte will always be zero. (Actually, the
>controller does send all the correct status byte, but they are lost
>on the way.) If you try to detect the presence of a second drive just
>from evaluating the status byte response to a read command, you're out
>of luck, and that's probably why ICD says it can't be done. If you
>have additional error checks in your driver, everything will work fine.

In this case the 'driver' software in question wasn't a vendor-supplied
driver. I verified this situation with my own code, which accesses ACSI
devices directly through the DMA chip. (I wrote a program that can backup
and restore non-DOS parts of a hard drive, such as the partition boot sectors,
badsector data, and partition map. It can do so without the presence of a
normal device driver, because your normal driver probably won't boot if
physical sector zero on the HD has been zapped.)

My program verifies the Tandon's behavior not just be checking the status
code from a seek or read operation, but by actually performing disk I/O
successfully. For example, I can backup the partition map by asking for
LUN 0, then format the drive specifying different partition sizes, then
restore the old partition map to LUN 1, and the drive successfully
returns to the old partition sizes.
--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1200. Re: Packers, Compactors, crunchers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 21:52:52 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b93caac@Kralizec.fido.zeta.org.au>
Source record: 40150

Original to: karlm@mel.dbce.csiro.au
In a message of <26 Feb 93 03:11:41>, karlm@mel.dbce.csiro.au (3:713/602) writes:

k> karlm@mel.dbce.csiro.au (Karl Meyland), via Kralizec 3:713/602

G'day! Another australian 8)

k> One little problem, one big solution?

Little problem, little solution 8)

k> Please help! I need some decent packers/compactors/crunchers for my
k> 1040. Arc/Zip/Zoo stuff is useless, I need compacted EXECUTABLES. I have
k> a few decent packers, namely

...

k> But they don't pack well enough. I am interested in later versions of
k> these, and also:
k> Speedpacker v2.0 or above
k> Pompey Pirates v1.7 or above
k> Atomic v3.0 or above
k> Pack-Fire any vers,
k>
k> and anything else that is great.

None of those are particularly spectacular either. What you want is PFX-PAK, which comes with quester's LHarc. (ie in any of the LHarc 2.01 distributions)

As far as compression goes, it's the equal or better to all of the above, compression and decompression speed is better than any of them (it took the Pompey packer 1.9 over 8 hours to compress calamus 1.09, and PFX around a minute... and still got it more than 10% smaller 8)

Not only that, should you need to, you can _decompress_ PFX-packed programs with LHarc, something you can't do with most of the others. And it's also the only one I know of that works on the TT. (which is very important for me ... I usually delete any uploads to my BBS that are packed with anything other than PFX...)

k> thanks,
k> Karl.

\`miff` /|\

k> P.S. Has anyone seen a Falcon 030 down in OZ yet? PRODUCTION models?

Yeah, we had one at our user group meeting last night - _very_ slick piece of hardware. Quick, _quiet_ (you'd never know there was a HD and a fan in it) and very compatible. (more so than my TT 8( )

(plug)

Why not give my BBS a call?

Later...

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1201. Re: help needed with hard drive setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 22:02:38 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b93cbf3@Kralizec.fido.zeta.org.au>
Source record: 40151

Original to: davidli@simvax.labmed.umn.edu
In a message of <25 Feb 93 17:54:54>, davidli@simvax.labmed.umn.edu
(3:713/602) writes:

d> davidli@simvax.labmed.umn.edu (?), via Kralizec 3:713/602
d>
d> I have gained access to a DEC RZ55 SCSI disk drive (350+ megabytes). I
d> tried using the ICD ADSCI+ adapter board I have, along with the 6.0.7
d> software, to format the drive for my Mega ST. The ICDCHECK program sees
d> the controller board as a DEC RZ55, but when I try to use the ICDFMT
d> program to format the drive, it cannot 'find' it. Any suggestions on
what
d> I should try next? (I believe that the hard drive itself doesn't start
d> spinning up until requested by the controller board ... perhaps that's
d> where the problem lies?)

Could be - although it's weird that IDcheck finds it but ICDfmt doesn't.

You might want to harass DEC for details on the jumpers on the drive - what
they do etc.

Does the unit actually spin up when you apply power?

Is there another brand on the drive? (I find it unlikely that the drive is a
DEC unit - more likely it's a rebadge of another brand...)

d> -- David Paschall-Zimbel

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1202. Re: Putting a DS/DD drive in SF354 case???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 22:09:38 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b93cdae@Kralizec.fido.zeta.org.au>
Source record: 40152

Original to: lenn@mentor.cc.purdue.edu
In a message of <25 Feb 1993 17:02:>, lenn@mentor.cc.purdue.edu (3:713/602) writes:

l> I have a friend who has an almost dead 1040 with a good DS/DD drive
l> mechanism.
l> He then bought a 520ST and two SF354's with the intention of putting the
l> DS/DD mechanism in one of the SF354 cases.

Bad move... very bad move 8(

l> First he put the SF354 single sided drive in the 1040 and it worked
l> great. Then, he tried to put the DS/DD mech in the empty SF354 case and
he
l> says that the power and I/O cable plug in different places (opposite of
l> SF354 mech). The drive just spins and won't read anything. Does anyone
l> know what is wrong?? I haven't seen it in person, so I don't know first
l> hand what the situation lookslike.

Well, part of the problem is the board in the back of the SF354 case, which is only needed for the SS mechanism. (this is the board with the 8048 mask-rom microcontroller which does silly things to the signals going to the old SS drives. You _can_ get around the problems, but you need to do _major_ butchery on the board. (eg. step 1 is to remove the chip 8)

If you can't get advice closer to home, mail me.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1203. Re: Memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-02 22:13:06 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b93cea9@Kralizec.fido.zeta.org.au>
Source record: 40153

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <26 Feb 1993 18:58:>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

>> You can mix speeds freely: it won't cause problems now or ever.
ws>
ws> So, one bank of 120ns chips, and another bank of 90ns chips won't cause
ws> any problems!? Seems odd!

No, you just don't understand what the numbers mean.

The speed rating on a DRAM is the amount of time it takes for the chip to dig up the data that you have addressed, and present it on its output. It doesn't matter how long it has to stay there. So what happens if you mix 120s and 90s? well, the 90's have their data ready first, followed about 30ns later by the 120s (the times aren't very precise either - 90 is anything less than 90 but more than 80). However, the 68000 won't even try to read it until enough time for a 150ns device to be well and truly ready.

So, all that happens with the faster devices is that they spend longer waiting with the data ready. Big woop.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1204. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 00:38:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12262@uqcspe.cs.uq.oz.au>
Source record: 40161

>> If a user fools around with the resource file and causes the program
>> to crash, that is their tough luck ...

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>Not a very helpful way of looking at things.

I figure that if a user has the nous to pull out a RSC editor, then they know what they are doing. I also assume that they can equally well pull out a binary file or sector editor and change any copyright notices.

There's another use for RSC files that hasn't been mentioned yet...

... many programs can be given a new lease of life by adding "3D" effects to buttons, etc in the RSC file, as well as adding colour. If you have a Falcon, or a TT, you can modify many RSC files without causing any troubles for the program (keep a back-up of course!!). On a TT you can add colour to the RSC and on a Falcon, you can also set the flags for 3D effects (flags 9 and 10 is it?).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1205. Atari St Pro Sampler

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 01:06:10 UTC
From: klfu@ccwf.cc.utexas.edu
Message-ID: <1n10a2INNfpd@geraldo.cc.utexas.edu>
Source record: 40162

Heya ,
I was wondering if anyonw out there is familliar with
ST PRO SAMPLER ? Its a plug in cart. Came out about 86 or so. Came with
some really sh*ty low rez software. It line in and a mic in. and a crapy
line out that needs to be amp'ed. It;s a gray cartdrige with red writting .
Well, is there any other software for it? The software I have for
it(the one that came with it) sucks pretty bad.
Anyone know of anything that might support it?
Thanks

1206. Re: Falcon specs for palette chang

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 01:46:38 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1n12luINNotu@shelley.u.washington.edu>
Source record: 40163

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> How to tell if you're running on a Falcon
>
> Down with the tyrannical VDI-or-DIE faction! Here's some info that
>should help...

> To see what machine you're one, obtain the _VDO cookie. If there is no
>cookie jar or no _VDO cookie in the jar, you're on an ST. Otherwise, the
>_VDO cookie will have the following values:
>
> 0x00000000 - ST
> 0x00010000 - STE
> 0x00020000 - TT
> 0x00030000 - Falcon030
> any other - unknown/non-standard video

> (You should examinine only the high word of the cookie value, the low
>word might contain a "minor part number revision" which is not important.)

THANK YOU!!! FINALLY SOME SPECIFICS!!! I have one more question,
however. Everyone tells me to look in this cookie jar, and I have the CPX
that tells all about it, but I don't know where the thing would be at in
memory, and where I would look to find if the computer has one or not.
Can you help me with this?
I would be using GFA Basic and Assembly language to impliment this.
I'm still lost otherwise...

>> how to change palette regs on a Falcon

> When you're in a Falcon video mode (not an ST-compatible mode), there are
>two new XBIOS functions:
>
> VsetRGB - XBIOS opcode 93
>
> [Stuff deleted]

Thanks, but I've taken a previous person's advice and am using vs_color()
to set the colors because I figured out how to convert VDI color indexes
to Raster color screen indexes. This is good because it allows only one
setcolor command for all the machines the program runs on...ST/TT/STE/Falcon.

Later,

Stuart Denman
stusoft@u.washington.edu

1207. Re: Falcon specs for palette c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 01:51:13 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1n12uhlNNp4e@shelley.u.washington.edu>
Source record: 40164

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> Another myth. There is nothing wrong with writing directly to the
>screen. Doing so is, in fact, the only way to get certain things done
>with an acceptible level of performance. Can you imagine an animation
>graphics program giving you an acceptible number of frames per second
>playback using only VDI calls? Fat chance.

> Once again, VDI is lacking in some basic functionality, and Atari hasn't
>shown any signs of fixing that. Why is there no put_pixel call in VDI?
>The closest equivelent is a 2 or 3 call sequence to write a polymarker.
>Pretty slow stuff.

> But even Atari recognizes this VDI shortcoming and allows for direct
>screen access as a workaround. For example, consider this direct quote
>from the Atari Falcon developer docs: "We do recognize, however, that
>direct screen output is something that applications authors are going to
>want to do. As a result, we are documenting the screen memory
>organizations in all modes on the Atari Falcon030..."

YY YY EEEEE SSSS !!
YYYY EE SS !!
YY EEEE SSSS !!
YY EE SS
YY EEEEE SSSSS !!

Exactamundo!

Stuart Denman
Stusoft@u.washington.edu

1208. Re: Hacking the Hard Drive and Floppy Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 02:23:53 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1993Mar3.022353.13603@trl.oz.au>
Source record: 40166

dconroy@outb.wimsey.bc.ca (Dave Conroy) writes:
> I remember a friend telling me, how he installed a jumper on his ST, that let
> him have power running from his ST Power Supply, to a seperate Floppy disk
> drive.. Does anyone know what pin to jump and HOW to do it?
>
DON'T do it. The ST power supply is barely adequate to power the ST and
costs far too much to replace. You may have no trouble, but it is not
a good idea.

1209. Re: Falcon specs for palette c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 05:45:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A58213@MS.maus.de>
Source record: 40158

In article <1993Mar1.173433.15503@mnemosyne.cs.du.> Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
> To see what machine you're one, obtain the _VDO cookie. If there is no >cookie jar or no _VDO cookie in the jar, you're on an ST. Otherwise, the >_VDO cookie will have the following values:

Hmmm, no. For finding out the type of video hardware (as here), that's ok. Generally, the machine type can be found in the _MCH cookie.

1210. SCSI TAPE BACKUP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 08:26:04 UTC
From: grillo@flash.ATC.Olivetti.Com
Message-ID: <58204@olivea.atc.olivetti.com>
Source record: 40165

Hi there,

I just lost all the stuff on my SCSI HDU
obviously I did backup just some of my files.....

To avoid again this pain I wonder if there is
any P.D. programs that allows to backup files
on to a SCSI streaming tape.

Thank you.
Savino

1211. PCG was: Re: Calamus font trouble with Calamus SL

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 09:13:21 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-030393101731@nod.eng.umu.se>
Source record: 40167

Here is where you can get PCG Font Designer Plus:

PCG
11 Marsh Street
Barrow-in-Furness
Cumbria
LA14 2AE
England

Telephone: +44 (0)229-836957

Johan Nordlander
Dept.of English
University of Umea
Sweden
johan.nordlander@engelska.umu.se

1212. Sys-vector accessing interface (was Re: How to read system variabl)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 11:25:42 UTC
From: brianp@netcom.com
Message-ID: <1993Mar3.112542.29191@netcom.com>
Source record: 40168

```
In article <3_800_842_fidonet2b8f3b37@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
*Original to: ilepore@nyx.cs.du.edu
*In a message of <20 Feb 1993 04:52:0>, ilepore@nyx.cs.du.edu (3:713/602)
*writes:
*
* >>> [I say MiNT/MultiTOS should handle multiple apps hooking system
* >>> vectors]
* >> [Eric Smith says that's unreasonable]
...
*The problem with such an operation is more one of finding an acceptable
*semantic than implementation - if someone writes a mouse accelerator - you
*want it to _always_ catch the mouse packets, regardless of which process is
*current. When it installs itself, you'd have to either notice, and try to
*guess whether you should install this vector for all the other trap-maps
*(neat term that 8) you have scattered around...
*
*Or, you make it impossible to do things that way, and force people to use a
*new system call to install global traphandlers. (my personal preference
*anyway)
*That's fine, but a big compatability hit.

I think system calls to install traphandlers is an EXCELLENT idea.
That way, an application can just say "let me see buserrors too" and
doesn't have to worry about keeping track of which other app. was
installed immediately before, or whether it even makes sense to
restore that previous application, cuz it might have been killed
previously. Apps won't neccessarily be installed and de-installed in
a tidy LIFO manner. The traphandler installer syscalls would just
maintain lists of which apps were plugged in, and delete them or
insert them into the list as appropriate (changing the appropriate
spots in the apps, as neccessary).

--
--> Brian Peterson, brianp@netcom.com <--

In order to remember your dreams,
you must think of them as if they were little kittens.
-- King Missile
```

1213. Re: Hacking the Hard Drive and Floppy Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 11:29:40 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar3.112940.3775@unix.brighton.ac.uk>
Source record: 40169

I have heard the same, drawing power from the supply is a *bad* idea.

I was even told that large memory upgrades can be a drain, but not sure of
the validity of this.

Pads

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

1214. Re: MultiTOS - ls command

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 12:48:00 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar3.124800.21023@sol.ctr.columbia.edu>
Source record: 40170

```
} 
} C> Can anyone point me to a version of ls that DOESN'T violate memory
} C> protection under MultiTOS on my Falcon ?
} 
} Seconded - can someone (or has someone already) buid/t the fileutils with
} the fixed version of the MiNTlib?
} 
} (and add them into the MDK? I've about 10 people wanting it, and I don't
} really want to give them the buggy version 8)
}
```

I'm a little busy now, (Its that time of the year when I have to justify my existence), so if someone else could do this ? (I'll add them as a subset, but building is something I don't have time for).

Added to that, of course - I don't have memory protection :-(

Simon.

```
-------------------------------------------------------------------------------
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1215. MDK and MEGA ST 1

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 13:28:10 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar3.132810.21732@sol.ctr.columbia.edu>
Source record: 40171

I've just had a mail message from someone who's tried to install the MDK onto a mega ST-1 (upgraded). I don't know if he's using the very latest versions of the software, but SETUP managed to wipe out the directory C:/mint without telling him. Since he apparently stored a lot of programs/information in this directory, he wasn't pleased.

I would urge anyone using these programs to make sure they have a backup first. I *hate* receiving mail from people telling me that I've just trashed their hard drive - it makes me feel *really* guilty. I'd hate it to happen to me.

This is the first time I've heard of SETUP or INSTALL actually deleting peoples files that they couldn't recover, but nonetheless, PLEASE take heed of the above paragraph.

As an aside, the main problem areas do seem to be on mega-ST's. I don't know why - they run TOS 1.4 (AFAIK), which is damn near the same as TOS 1.6 in my STe, which works perfectly.

Simon.
--

```
_____________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1216. Re: Hacking the Power Supply!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 13:38:34 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Mar3.193835.800@rivers>
Source record: 40181

In article <1n2oceINN32h@tamsun.tamu.edu>,
lehmann@cs.tamu.edu (Mark A Lehmann) writes:

> Can any experts explain why my machine can handle so much and why I had
> power supply problems when I added memory, but not when I added a fan or a
> TOS 2.06 board?
> --
> Mark Lehmann Senior Texas A&M University
> lehmann@cs.tamu.edu

There may be a number of reasons:

1) Your fan was connected to the +12V rail, and since computers usually don't regulate the output from this supply, you may easily draw current from it.

2) The +5V rail has circuitry on it (one would expect!) that regulates the voltage, cleans up transient noise(s), and filters out RF noise as well. If said circuitry _also_ had to supply much current with all this protection, it would get pretty hot, or it would need to fit into a larger or external case.

3) Dynamic memory acts as though charge is being stored on miniature capacitors inside the RAM chip. Inside each chip there must exist one of these mini-capacitors for each _bit_ of data. Now, every capacitor ever made has had some leakage current associated with it. This means that after a period of time the capacitors would slowly discharge and "forget" what was placed in memory! To overcome this, circuitry inside the chip is arranged to "refresh" the stored (memorized) charge. Since these capacitors are small and can't store much charge, this means that the memory (ALL 4M-bytes * 8 bits) has to be refreshed _many_ times every second; resulting in increased power consumption. This would be considerably more power than a like number of good CMOS chips or ROM's would use.

Larry Imm @ U of Wisconsin - River Falls
--
larry.o.imm@uwrf.edu

1217. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 17:02:43 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Mar3.170243.23063@cs.nott.ac.uk>
Source record: 40178

In article <1993Feb26.151529.22188@cs.ruu.nl> jules@cs.ruu.nl (Jules Vleugels) writes:
>In <C30Mrn.CwI@gabriel.keele.ac.uk> u0h36@keele.ac.uk (Adam Turnbull) writes:
>
>>Jules Vleugels (jules@cs.ruu.nl) wrote:
>>: In <1mi075$kqn@irisa.irisa.fr> ricquebo@irisa.fr (Yann Ricquebourg) writes:
>>:
>>: >Does anyone own a ST-version of this @$#%^&@$#! editor, but
>>: >unfortunately whose files are so largely spread in the Unix-world ?
>>: >
>>: I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
>>: typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
>>: free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
>>: ST is CS-TeX and can be found at archive.atari.umich.edi.
>>:
>>Strange. I use LaTeX a lot, and it works fine on my twin floppy, 2.5 meg
>>system....
>>
>>Adam
>That may be true, but the NEW and CURRENT version of CS-TeX no longer supports
>installations on floppy disks.
>

Maybe, but CS-TeX is not the only version of TeX/LaTeX available for the
ST...

Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

1218. Re: Hacking the Hard Drive and Floppy Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 17:03:10 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1n2oceINN32h@tamsun.tamu.edu>
Source record: 40172

In article <1993Mar3.112940.3775@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Lost Boy) writes:
>I have heard the same, drawing power from the supply is a *bad* idea.
>
>I was even told that large memory upgrades can be a drain, but not sure of
>the validity of this.

I heard the same. When I upgraded my JRI board from 2.5 meg to 4 Mg this last Christmas my machine would not boot and it displayed all types of weird colors on the screen.

I took it to my dealer (yes this small town of 50,000 people has a certified Atari Dealer) who told me it was the power supply. I read in the JRI manual that the symptoms I had were a fan-in/fan-out problem with the video chip. My dealer installed lower power memory and the problem disappeared.

Next he added a TOS 2.06 board in addition to my PC-Speed board. This did not cause problems with my power supply.

Last, I added a DC fan from my dead Supra 60Mg hard drive case. I soldered it to the 12V+ and GND connections on the power supply. Still no problems.

So while the Atari power supply is week, it powers 4 extra devices on my computer and still works. The fan keeps the power supply at a constant temperature which is cooler than the power supply was before I added any components to the machine. I think that the fan is keeping the power supply from burning out.

Can any experts explain why my machine can handle so much and why I had power supply problems when I added memory, but not when I added a fan or a TOS 2.06 board?
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

1219. Tektronix codes????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 17:33:34 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Mar3.103335.4434@arizona.edu>
Source record: 40175

Does anyone have a list of tektronix terminal codes you could send me?
I know this was discussed a while back, but I don't recall what came of it.

Thanks!

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

1220. Re: MDK and MEGA ST 1

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 17:59:05 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Mar3.135905.11658@ac.dal.ca>
Source record: 40173

In article <1993Mar3.132810.21732@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

> As an aside, the main problem areas do seem to be on mega-ST's. I
> don't know why - they run TOS 1.4 (AFAIK), which is damn near the
> same as TOS 1.6 in my STe, which works perfectly.

Nope; Mega ST's have Tos 1.02, unless they have been upgraded by the
owner.

>
> Simon.
> --
> ____
> \ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
> ~~~~~~

John

1221. Re: Hacking the Hard Drive and Floppy Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 18:38:12 UTC
From: grier@bnr.ca
Message-ID: <C3Bt3o.3oy@news.rich.bnr.ca>
Source record: 40176

> Can any experts explain why my machine can handle so much and why I had
> power supply problems when I added memory, but not when I added a fan or a
> TOS 2.06 board?

I'm no expert, :), but the ST supply is week in the area of 5 volts,
it actually is running around 4.75vdc, Each additional load draws the
voltage down a little. You TOS 2.06 board actually could reduce the power
supply load since you probably removed six ROMs, TOS 1.x, and added
two ROMS, TOS 2.06. Your fan is running off the 12vdc supply and has
no real effect on the 5vdc supply.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1222. Re: Falcon specs for palette c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 19:16:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A6992@K.maus.de>
Source record: 40159

i>from the Atari Falcon developer docs: "We do recognize, however, that
i>direct screen output is something that applications authors are going to
i>want to do. As a result, we are documenting the screen memory
i>organizations in all modes on the Atari Falcon030..."

This is from the "Games" section...

1223. Re: LateX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 19:35:29 UTC
From: eec@dcs.warwick.ac.uk
Message-ID: <1993Mar3.193529.27935@dcs.warwick.ac.uk>
Source record: 40174

In article <1993Mar3.170243.23063@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>In article <1993Feb26.151529.22188@cs.ruu.nl> jules@cs.ruu.nl (Jules Vleugels) writes:
>>In <C30Mrn.CwI@gabriel.keele.ac.uk> u0h36@keele.ac.uk (Adam Turnbull) writes:
>>
>>>Jules Vleugels (jules@cs.ruu.nl) wrote:
>>>: In <1mi075$kqn@irisa.irisa.fr> ricquebo@irisa.fr (Yann Ricquebourg) writes:
>>>:
>>>: >Does anyone own a ST-version of this @$#%^&@$#! editor, but
>>>: >unfortunately whose files are so largely spread in the Unix-world ?
>>>: >
>>>: I'm afraid you got something wrong there... LaTeX is NOT an editor, it's a
>>>: typesetting system. To install LaTeX on the ST, you need about 10-15 MByte of
>>>: free harddisk space, PLUS an extra editor. An implementation of LaTeX for the
>>>: ST is CS-TeX and can be found at archive.atari.umich.edi.
>>>:
>>>Strange. I use LaTeX a lot, and it works fine on my twin floppy, 2.5 meg
>>>system....
>>>
>>>Adam
>>That may be true, but the NEW and CURRENT version of CS-TeX no longer supports
>>installations on floppy disks.
>>
>
>Maybe, but CS-TeX is not the only version of TeX/LaTeX available for the
>ST...
>
>Keith.

Hmmm... I downloaded CS-TeX the other day, and it works fine on my 2.5Mb, twin floppy ST. It did require a bit of fiddling, but wasn't too much trouble.

-
Eric Clack - University of Warwick, England.
eec@dcs.warwick.ac.uk

1224. Re: Falcon specs for palette change/identity needed!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 22:28:39 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1n3benINNe4j@shelley.u.washington.edu>
Source record: 40177

clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:

>To check whether you're running on a specific Atari computer, you'll
>have to examine the cookie jar. The cookie jar is a sequence of
>"cookies" in a reserved area of memory. Each cookie consists
>of an ASCII ID (4 byte) and 4 bytes of data. The cookie sequence
>is terminated by a "null cookie", i.e. one with an "ASCII ID" which
>contains null bytes only. A pointer to the cookie jar is installed
>at $5a0.L. If you find a null pointer there, there's no cookie jar.
>Since all TOS versions starting from TOS 1.06 install a cookie jar
>at boot-up time, you can be sure that the Falcon TOS will install
>a cookie jar. In other words, if there's no cookie jar, you have
>a plain vanilla ST or MegaST.

>After you found the cookie jar, you have to look for the "_MCH"
>cookie. Check the first four bytes of each cookie in the cookie jar
>for equality to "_MCH". If they match, the next longwork contains
>a machine ID. Unfortunately, I can't remember right off my head
>what machine ID the Falcon has, but maybe other netters can help
>me out here. If you can't find a "_MCH" cookie at all, it's probably
>best to assume you're on a standard ST or MegaST.

>The complete cookie jar description can be found in the TOS 1.06
>release notes which are part of the Atari developer package.

Sorry, I'll have to shout here...

THANK YOU VERY, VERY MUCH!!!! NOW I CAN FINALLY GET THIS PROGRAM WORKING!!
FALCON....HERE I COME!! YOU WERE VERY CLEAR AND SPECIFIC, THANKS!!!

:) =) :) 8) =)

Stuart denman
stusoft@u.washington.edu

1225. Re: DIY memory Upgrade Problems, HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-03 23:54:41 UTC
From: mbernar@erenj.com
Message-ID: <mbernar-030393185149@mbernarmac1.erenj.com>
Source record: 40180

Excuse me if this has been covered in this thread.

I'm looking for DIY memory upgrade instructions to upgrade a 1040STF to 4Mbytes using either 1 Mbit drams or 1Mbyte simms. I looked in the atari.archive.umich.edu, but the closest one there is the 2.5 meg upgrade. Has anyone succesfully extended these instructions to do the full 4 Meg upgrade?

Marcelino Bernardo /* Views expressed are mine, not Exxon's. */
mbernar@erenj.com

1226. Re: internal SCSI to external SCSI cable?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 00:15:25 UTC
From: kendall@NeoSoft.com
Message-ID: <C3C8pq.8vv@sugar.neosoft.com>
Source record: 40185

Well, I already have pieced together the SCSI ribbon/50 pin centronics
cable, so now I have the equivilent of an external SCSI...

Now, does the Falcon have a SCSI-II or just normal SCSI port on the back?
I had thought it was SCSI-II, and if it is, where can I get a cable to
go from SCSI-II to SCSI?

P.S. - I was also thinking of becoming a falcon developer for the docs -
could someone please tell me (by mail) what kind of things you get for
becoming a developer, and also if developers get discounts on hadware?
I'd hate to buy a Falcon then become a developer, only to find out it
would have been cheaper the other way round...

Thanks,
---> Kendall Gelner (kendall@neosoft.com)
--
---> Kendall Gelner (kendall@neosoft.com)
The real goal of AI is to make computers act like the ones in the movies.

1227. CFV: comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 04:50:27 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1n41qjlNNhlq@rodan.UU.NET>
Source record: 40179
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

```
--------------------------------------------------------------------------
NOTE: THIS IS A NEW CALL FOR VOTES, REPLACING THE OLD ONE WHICH WAS
*NOT* VALID!!!
IF YOU HAVE VOTED FOR THE OLD ONE, YOU MUST VOTE AGAIN, SINCE ALL
PREVIOUS VOTES HAVE BEEN CANCELLED!!!!!!!

SORRY FOR THIS INCONVENIENCE...
David Oakley, Proposer
--------------------------------------------------------------------------

FIRST CALL FOR VOTES
====================

This is a Call for votes on the creation of a newsgroup for
debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Charter
=======
This group is a forum for discussion of topics in connection with the Atari
range of computers - marketing, capabilities, comparisons and other
arguments... It will move discussions of this nature from the existing
comp.sys.atari.st (and atari.8-bit) newsgroups, which will exist for a more
advice orientated discussions.

Users will be requested to not post the above discussions in the existing
newsgroups if advocacy is formed.

Rationale
=========
This group will separate a section of discussion, mainly from the current
newsgroup comp.sys.atari.st but also relatted topics including the Atari 8-bit
range of computers (atari.8bit) and the new Atari Falcon computers.

The discussion of advocacy currently takes up over 50% of the items
in the atari.st newsgroup and so it is felt that the original
purpose of the newsgroup is being left behind.
```

New users and people who need information about the Atari ST/8-bit computers
can continue to use the original group and would hopefully get more
attention if there is less advocacy mail present.

Voting
======
VOTING PERIOD IS:
appearance of this message
to 1st April at 9:00 GMT.

HOW TO VOTE:
1. REPLY to THIS message.

2. send your votes to:

dxo@cs.bham.ac.uk

3. if that doesn't work, try:

dxo%cs.bham.ac.uk@nsf.ac.uk

WHAT YOUR MAIL MESSAGE SHOULD CONTAIN:

For a yes vote:

I vote "Yes" for the creation of "comp.sys.atari.advcoacy"
VOTE: lastname, firstname [email address] : YES

For a no vote:

I vote "No" for the creation of "comp.sys.atari.advcoacy"
VOTE: lastname, firstname [email address] : NO

Your message must be of THIS form, especially the second line since
my vote counting software needs bothe the 'VOTE:' and the ': YES/NO'.

Rules on voting
===============

Voting Rules:
-Only one vote per user (Two different people cannot vote under the
same user name).
-Any votes which are received before or after the voting period
will be discarded.
-Any vote which does follow the above examples specifically,
will not be valid.
-Anyone who wants to change their previous vote may do so by voting
again. They must indicate that they have previously voted and are
changing their mind in a footnote. A changed vote will discard your
previous vote.

Ambiguous Votes:
Ambiguous votes -- those who do not follow the specified format, or
do not make clear the voter's intent, will, where possible, be

returned to their senders for clarification. Ambiguous votes which
cannot be returned to their senders or for which no clarification is
provided will be identified in vote mass acknowledgements and in the
final vote tally.

******* ANY PROBLEMS, MAIL THE ADDRESSES ABOVE! *********

Thanks to Danny Richman for the basis of this CFV!!!!!

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de
-- .___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

1228. Kermit 5A

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 08:50:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1n4fsclNNt0g@golem.wcc.govt.nz>
Source record: 40182

Can any one get the Kermit 5A files from Columbia
and post them on A.A.

From what I know there is only FTP support on Columbia,
no mailer...

There is no other protocols that lets you do wild cards,
like dnloading lots of Uencoded files...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1229. GEMRZSZACC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 09:41:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1n4isaINNt7f@golem.wcc.govt.nz>
Source record: 40183

I think this is the author of GEMRZSZACC, Michael Ziegler,
how do I contact him so the I can get the latest versions
of RZ/SZ and the ACC version.

I did read some were that is now 30DM, but does that include posting/disk etc..

I don't wish to send a bank cheque to a old address..

So chaps help me with his new or old address and how much I need
to send him...

Thanks...........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1230. Re: Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 10:52:48 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C3D281.2nJ@hpbbrd.bbn.hp.com>
Source record: 40184

Aaron J Burghardt (aburgh@iastate.edu) wrote:
> I am most concerned with overscan working with Toswin so it would be more
> practical--does it?

Certainly!

> Let's see...what about Uniterm and Connect?

I don't know about Uniterm, but Connect will work fine.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

1231. Re: Hacking the Hard Drive and Floppy Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 12:26:52 UTC
From: cc_s525@ceres.kingston.ac.uk
Message-ID: <1n4sicINNrld@ceres.kingston.ac.uk>
Source record: 40186

In article <1993Mar3.112940.3775@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Lost Boy) writes:
>I have heard the same, drawing power from the supply is a *bad* idea.
>
>I was even told that large memory upgrades can be a drain, but not sure of
>the validity of this.

2Mb was enough to over-stretch the power supply, on my machine at least.

--
_____ "There's so many different worlds,
/ ' so many different Suns" - Mark Knopfler
,-/-, __ __. ____
(_/ / (_(_/|_/ / <_ fgtbell@kingston.ac.uk

1232. Re: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 13:29:02 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C3D9GF.Lt3@sunlab1.bath.ac.uk>
Source record: 40187

In the referenced article, mod2g53@cix.cict.fr (mod2g53) writes:
>
>I think that it's the time to create a group called for example :
>"comp.sys.falcon" for this machine.
>

But programs are supposed to be upwardly compatible, or something like that.
Things of interest to ST,STe owners are quite likely to be of interest of
Falcon owners and visa versa. This would be like having comp.sys.amiga.a500
and comp.sys.amiga.a1200 (or whatever they are called).

Another group isn't needed, but the name of the group should be perhaps
changed (in principle) to comp.sys.atari.computers

Oh well.

Mark

1233. Re: Sun -> ST transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 13:42:45 UTC
From: cmp0141@sys.uea.ac.uk
Message-ID: <cmp0141.731252565@oxygen.sys.uea.ac.uk>
Source record: 40188

bobf@flint.geology.yale.edu (Bob Fischer) writes:

>: >Having struggled and cursed with attempting to get files from our Unix
>: >network onto an ST disk via Macs and Apple File Exchange (no PC's
>: >around unfortunately), I've been wondering if I could use the drive on
>: >my Unix machine.

>: Does your Unix network have Mtools? If yes, then your in luck.

>Mtools as distributed assumes 9-sector disks and will not read or
>write 10-sector disks (in standard use on many Atari systems). It's a
>simple matter to have Mtools read the boot sector and set the SPARC's
>floppy to 10-sector mode. The only problem is, the SunOS floppy
>driver assumes no one would ever change that, so it doesn't reset
>automatically when you're done using the device. This means that if
>you change to 10-sector mode and forget to change back, someone else
>could have problems trying to read disks with a program that assumes
>the driver is set in 9-sector mode.

>Changing the floppy driver's initialization code to set 9-sector mode,
>in addition to all the other things it already does, is trival for the
>people at SUN (try ONE MORE LINE of code in the driver). However, SUN
>is so beurocratic that it's impossible to talk to the programmers.
>The managers see even a small bug as a lot of bug-report, bug-fix,
>version-number paperwork. Therefore, when we told them about the bug,
>instead of fixing it, they told us that was not a high priority.

>I have a version of Mtools which automatically looks at the disk and
>sets the # of sectors correctly, setting it back to 9 sectors upon
>exit. I use this version routinely to transfer files, and never worry
>about how many sectors are on my floppies. The only way things could
>get messed up for other users is if mtools crashes in the middle (a
>vanishingly rare occurance). It's available as anonymous FTP from
>milne.geology.yale.edu, as /pub/mtools.tar.Z. I'll also mail it to
>anyone who asks.

>--- Bob

The macs we have here have a control panel exension
that lets the mac read/write/format
720k pc disks. Try and get hold of it -it has never let me down.

1234. Wanted Atari SM124 Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 16:10:35 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C3DGxo.E2q@brunel.ac.uk>
Source record: 40189

WANTED ATARI SM124 MONITORS WILL PAY 50 POUNDS (UK)

CS89BSM@BRUNEL.AC.UK

1235. Wanted Atari SM124 Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 16:11:17 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C3DGyu.E7M@brunel.ac.uk>
Source record: 40190

```
Wanted Atari SM124 Monitors will pay 50 pounds (UK)
```

1236. Re: Kermit 5A

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-04 18:06:28 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Mar4.140628.11679@ac.dal.ca>
Source record: 40091

In article <1n4fscINNt0g@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> Can any one get the Kermit 5A files from Columbia
> and post them on A.A.
>
> From what I know there is only FTP support on Columbia,
> no mailer...
>
> There is no other protocols that lets you do wild cards,
> like dnloading lots of Uencoded files...
>
> Roger.............. sheppard_r@kosmos.wcc.govt.nz
>
I have the ST binaries for 5A (from the columbia site) and will try to get
the file up to a.a. soon.

1237. Atari 1040ST schematics, docs wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 00:31:18 UTC
From: zimmermk@westford.ccur.com
Message-ID: <1993Mar5.003118.6326@westford.ccur.com>
Source record: 40093
Cross-posted to: sci.electronics,comp.sys.atari.st.tech

I would like to hack my ST. I need a source for schematics and descriptions of non-standard ICs. I'd prefer not to have to pay through the nose for them, since the 1040ST is old technology. Any leads?

Thanks muchly!

1238. Re: CFV : This the time to create a group for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 02:37:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1n6edhINNi6t@golem.wcc.govt.nz>
Source record: 40094

```
] But programs are supposed to be upwardly compatible, or something like t
] Things of interest to ST,STe owners are quite likely to be of interest o
] Falcon owners and visa versa. This would be like having comp.sys.amiga.

It's not downwardly compatible however! So, Falcon specifics aren't
much use to the other folks!
```

1239. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 02:42:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1n6em9INNi6t@golem.wcc.govt.nz>
Source record: 40095

] >Any-way, the Falcon still isn't officially in full release yet, so
] >maybe everyone should stop sayin 'give me this & that' for the Falcon,
] >before they can even get one..... (But, what the hey...)
]
] Pardon? What about the Falcons that are sold here? What does 'full relea
] mean to you?

The Falcons you are seeing, are probably the ones from the dodgy-factory (hence the large number of people having problems with them).

Full release is when thousands are freely available to the public, and Atari has officially released them as such. (Which should be around the 25th of this month knowing them). Thousands are not freely available, here & there a few dozen are slipping through. (Atari are releasing some to keep people thinking 'they are here, I'll order mine'. But chances are, these are the ones that tested OK at the original factory. But, I wouldn't put down money on the reliability of these first models!

The ones released this month (or so said), will have all the trimmings, all the latest bits 'n' pieces, and you should even see some advertisements about the things!

Doesn't worry me however, as This country isn't getting any!

1240. Re: internal SCSI to external SCSI cable?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 05:29:06 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar5.052906.21209@mnemosyne.cs.du.edu>
Source record: 40096

> Does the Falcon have a SCSI or SCSI-2 port?

SCSI-2.

> Where can I get a SCSI-2 to SCSI cable?

You should be able to get one wherever you find products for Mac or NeXT computers. At least, I've been told (by Atari) that both those computers use the same sort of SCSI-2 connector as the Falcon. Just tell them you need a SCSI-2 DB50 to SCSI C-50 cable.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1241. HSC v2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 05:44:49 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar5.054449.21787@mnemosyne.cs.du.edu>
Source record: 40097

You're probably asking yourself, "What has Ian done such that the HSC version number has suddenly jumped from 1.40 to 2.0?" The answer is simple: long external names.

Today I fixed things up so that external/global identifiers are significant to 21 characters instead of the old 7 characters. What I want to know is: Is this enough? I could extend it to 35 chars, but it would be a good deal more work.

I have this gut-level feeling that 21 chars is good enough. But I figured before I cast it in stone, I should solicit opinions. Bear in mind that if the overwhelming sentiment is for more than 21 chars, it's gonna take longer before v2.0 can be released.

This started out, BTW, as a v1.41 release to fix bugs that have been reported to me since I released 1.40. But, I had allotted two days for getting my newly-acquired dLibs source to compile clean, and it only took one day, so I spent the extra day doing the longer-names upgrade. (This implies that for the first time ever, I'll be able to release library sourcecode along with the next compiler release. Finally.)

(In case you're wondering, I did NOT use the brain-dead SozobonX symbol format hack from Sozobon v2.0. If demand is great enough down the road, I can probably fix LD to read existing modules with SozobonX format symbols in it, but I refuse to make my system emit such symbols. They waste space, and require too much code to read/write the symbol table.) If anybody needs to know, I can post the symbol format I cooked up; it's much simpler to deal with than SozobonX.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1242. Re: Falcon specs for palette c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 06:02:29 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar5.060229.22582@mnemosyne.cs.du.edu>
Source record: 40098

>>from the Atari Falcon developer docs: "We do recognize, however, that
>>direct screen output is something that applications authors are going to
>>want to do. As a result, we are documenting the screen memory
>>organizations in all modes on the Atari Falcon030..."
>
>This is from the "Games" section...

No, it is not. It is from the chapter entitled "Video Documentation",
page Video.1. There are no words in the surrounding context that state or
imply that direct screen output is to be limited to games. There is a
recommendation that VDI should be used when practical, and that is
certainly good advice.

In the "games section" ("Game/Entertainment Software Guidelines", page
Guidelines.7) there is no mention of the concept of direct screen writes.
It does recommend that such software be designed to run in a window when
practical; again good advice.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1243. Re: Hacking the Hard Drive and Floppy Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 08:47:29 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Mar5.084729.23780@dcs.warwick.ac.uk>
Source record: 40099

In article <1n2oceINN32h@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>In article <1993Mar3.112940.3775@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Lost Boy) writes:
>>I have heard the same, drawing power from the supply is a *bad* idea.
>>
>>I was even told that large memory upgrades can be a drain, but not sure of
>>the validity of this.
>
>I heard the same. When I upgraded my JRI board from 2.5 meg to 4 Mg this
>last Christmas my machine would not boot and it displayed all types of
>weird colors on the screen.
>
>I took it to my dealer (yes this small town of 50,000 people has a certified
>Atari Dealer) who told me it was the power supply. I read in the JRI manual
>that the symptoms I had were a fan-in/fan-out problem with the video chip.
>My dealer installed lower power memory and the problem disappeared.
>
>Next he added a TOS 2.06 board in addition to my PC-Speed board. This did
>not cause problems with my power supply.
>
>Last, I added a DC fan from my dead Supra 60Mg hard drive case. I soldered
>it to the 12V+ and GND connections on the power supply. Still no problems.
>
>So while the Atari power supply is week, it powers 4 extra devices on my
>computer and still works. The fan keeps the power supply at a constant
>temperature which is cooler than the power supply was before I added any
>components to the machine. I think that the fan is keeping the power
>supply from burning out.
>
>Can any experts explain why my machine can handle so much and why I had
>power supply problems when I added memory, but not when I added a fan or a
>TOS 2.06 board?

Yes - a) The orginal JRI memory upgrade was incorrectly fitted or faulty, the
replacement chips were correctly fitted and sound.
b) At some stage in your ST's logic circuitry there is a "weak link" which
means however much power is available to a chip it cannot output a high enough
signal to drive all your RAM chips and all the other conponents. Replacing the
RAM with one which used less power would then solve this problem.
c) Like JRI suggest it is a fan-in/out problem with the "video chip" and
the replacement RAM either had a lower fan-in (A special case of (b)) or a
higher fan-out (Unlikely this would be the problem really).
d) The speed of the orginal memory was wrong. Since it is now virtually
impossible to obtain memory that is too slow, the memory must have been too

fast, which although it *shouldn't* be a problem, the different characteristics of faster memory could cause problems on a system that was never designed to have its memory hacked around. I have heard of other people who had problems which went away after fitting slower memory.

- Leo

1244. Re: Packers, Compactors, crunchers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 09:09:11 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Mar5.090911.6455@cs.hw.ac.uk>
Source record: 40100

Will packed programs screw up a MultiTOS/MiNT environment when using memory protection?

Packed programs need more memory than their executable headers indicate so we might see some problems there. I have always stayed well away from packed programs myself.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

1245. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 10:49:42 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1n7b86$f8k@obelix.uni-muenster.de>
Source record: 40101

In article 2b90d660@p15.f202.n281.z2.fidonet, Vincent_Partington@p15.f202.n281.z2.fidonet
() writes:
>In a message of <Thu 18 Feb 93 16:55>, Martin Koehling (2:281/202.0)
>writes:
[...]
>
>i get your point. I've also thought up one paricularly nasty situation in a
>multi-tasking environment:
>
>- user runs appl. A
>- appl. A grabs vector x
>- user runs appl. B
>- appl. B grabs vector x
>- user quits appl. A
>- appl. A restore old value of vector.
>- appl. B doesn't get his interrupts anymore (thing can go wrong from here)
>- user auits appl. B
>- appl. B restores old value of vector (pointign to appl. A)
>- BOOM!
>
>Even if appl. A knows about XBRA things can still go wrong if appl. B
>doesn't :-(
>
>but do you know if any other way to quickly read some variables
>periodically?
>
It is a very bad idea to grab system vectors without thinking of how
to get out of it again. A solution would be the following procedure:
if you has to grab a system vector from a program (of whatever kind),
DO USE xbra. When dechaining the vector, one searches through the xbra
list for the own entry point (check the xbra id AND the vector adress!)
Then modify the old vector in the predecessor's xbra structure (or the
system vector itself) to point to the old vector one has saved at
install time. If that is not possible, i.e. because a non-xbra program
has installed itself into the vector afterwards, there is no possibility
of unchaining oneself, so one has to stay in memory, at least is it
necessary to leave a dummy trap jumper in memory.

Ulrich

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |

1246. source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 11:26:41 UTC
From: jab2@bhars10a.bnr.co.uk
Message-ID: <1n7ddh$fjq@bhars12c.bnr.co.uk>
Source record: 40102

Can anybody comment on Borland C for the atari St?
Does it have a source level debugger, if so is it any good?
It was released in Germany, can I buy a copy in the U.K.?

Alternatively, anyone know of a good C with source level debugger?
(Lattice is useless)

please email comments/ recommendations/ suppliers addresses.

Jennifer

DISCLAIMER....
I do not speak for my employers
In fact, I don't even speak for myself, I'm posting this for my boyfreind.

1247. Re: Sun -> ST transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 15:53:34 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C3FAtB.9y@cs.vu.nl>
Source record: 40103

If you want to write PC-compatible flop on your Mac I can advise you to use PC Access on your Mac.

Hans Staalman

Department of Mathematics & Computer Science
Vrije Universiteit
Amsterdam
The Netherlands

I don't believe in the 60's, in the golden age of pop
You glorify the past when your future dries up.

Paul Hewson et al.

--

Department of Mathematics & Computer Science
Vrije Universiteit
Amsterdam

1248. Re: Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 17:11:38 UTC
From: dirk@cs.tu-berlin.de
Message-ID: <DIRK.93Mar5181134@arkon.cs.tu-berlin.de>
Source record: 40104

In article <aburgh.731091178@vincent2.iastate.edu> aburgh@iastate.edu (Aaron J Burghardt) writes:

I am most concerned with overscan working with Toswin so it would be more practical--does it? Also, does the previewer included with CS-TeX work with overscan? Let's see...what about Uniterm and Connect? I currently use Uniterm, but would probably switch if I could have a full 24x80 screen in a window.
Uniterm does definately not run under Overscan, but any newer Terminal Program like connect or rufus runs both. Under Overscan, and with any sized screens.
As a previewer for CS-TeX I use ascreen 3.2. It uses the full screen in a Gem-Window, an can handle printer-fonts on the screen.

Gruss, Dirk
--
Gruss, Dirk
--
Dirk Ahrens TU-Berlin Email: dirk@cs.tu-berlin.de Tel:030-3928865
technische universitaet berlin Informatik Spenerstr 33 1B21

1249. I need a SCSI-addressable program ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 21:15:47 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C3Fpr1.4FF@news.cis.umn.edu>
Source record: 40105

The RZ55 I wrote about previously does not have a jumper to force the drive to begin running at power-up (thanks for the hint Chris...). Instead, it requires commands to the SCSI board to do this. What I need to know is whether anyone has source/executable that will allow me to address the SCSI board via an ICD host adapter, telling it to power up the drive so that I can format and use the system.

Of course, it should probably be compilable into an AUTO folder program, since this means I can't autoboot from the drive at power-up.

Hints, tips and/or working code will be greatly appreciated.

-- David Paschall-Zimbel

1250. Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-05 23:04:32 UTC
From: Bryan.Hall@f2703.n206.z1.fidonet.org
Message-ID: <731586335.AA01082@royaljok.fidonet.org>
Source record: 40092

In a message of 02 Mar 93 16:52:58, Aaron J Burghardt wrote:

AJ> I recently downloaded the files from atari.archive for adding overscan to
AJ> any ST. The modification sounds simple enough, but I would like to know
AJ> how well it works and how compatible it is before I go ahead.
AJ>
AJ> I am most concerned with overscan working with Toswin so it would be more
AJ> practical--does it? Also, does the previewer included with CS-TeX work
AJ> with overscan? Let's see...what about Uniterm and Connect? I currently
Yes, the overscan mod does work. In fact I am typing this message under
it, in a small 80x25 screen. The extra screen real-estate is very nice!

"MICRO"

1251. Re: MiNT 0.99, make

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-06 01:40:39 UTC
From: climpach@avalon.physik.unizh.ch
Message-ID: <1993Mar6.014039.4963@ifi.unizh.ch>
Source record: 40107

B7NS@MUSICB.MCGILL.CA (B7NS) writes:
: Hi everyone,
:
: It seems that for some reason MiNT 0.99 simply hates Overscan :-(
: I can never get them both to boot together without crashing the
: machine (it actually boots, but anything I run after dies with a
: big bang).

Hi, (i am a bit late, but after all...)

as overscan doesn't allow setscreen (well it runs a physbase emulator...)
you must fool mint to think that it runs on a matrix card. The easiest way
to do this is to change mem.c around line 224. I set scrnsize to
0x7fffffffUL and scrndone to 1. this gets you a mint version which runs
with overscan and matrix cards, but it won't boot without the overscan
stuff switched on...

christian

1252. Re: STZIP22

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-06 01:43:55 UTC
From: climpach@avalon.physik.unizh.ch
Message-ID: <1993Mar6.014355.5034@ifi.unizh.ch>
Source record: 40106

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
:] Also the Display text inside ZIP files does not seem to work. There
:] is no DISPLAY button.
:
: If you try double-clicking on files, you get a lot of info, and an option
: to extract & display them!

but the button which was labeled dislpay in earlier versiouns now shows
medium compression (my default for deflated files...) and if you click on
it, nothing happens...

christian

1253. SCSI TAPE BACKUP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-06 13:01:02 UTC
From: Bryan.Hall@f2703.n206.z1.fidonet.org
Message-ID: <731586335.AA01083@royaljok.fidonet.org>
Source record: 40108

In a message of 03 Mar 93 08:26:04, Guest Savino Grillo wrote:

GS> To avoid again this pain I wonder if there is
GS> any P.D. programs that allows to backup files
GS> on to a SCSI streaming tape.

Yes, both the Unix DUMP and TAR programs are available for the ST (I use
them all the time). BTW, does anyone have a working CPIO (for tape) program?

"MICRO"

1254. help needed with hard drive setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-06 23:10:58 UTC
From: Bryan.Webster@f460.n359.z1.fidonet.org
Message-ID: <731866115.AA01127@royaljok.fidonet.org>
Source record: 40109

In a message of 25 Feb 93 17:54:54, Davidli wrote:

D> From: davidli@simvax.labmed.umn.edu
D> Organization: Health Computer Sciences, U of MN, Mpls
D> Reply-To: davidli@simvax.labmed.umn.edu
D>
D> I have gained access to a DEC RZ55 SCSI disk drive (350+ megabytes). I
D> tried using the ICD ADSCI+ adapter board I have, along with the 6.0.7
D> software, to format the drive for my Mega ST. The ICDCHECK program sees
D> the controller board as a DEC RZ55, but when I try to use the ICDFMT
D> program
D> to format the drive, it cannot 'find' it. Any suggestions on what I
D> should
D> try next? (I believe that the hard drive itself doesn't start spinning up
D> until requested by the controller board ... perhaps that's where the
D> problem
D> lies?)
D>
D> -- David Paschall-Zimb

Make certain that the parity is disabled.

1255. Hermes Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-06 23:25:12 UTC
From: Bryan.Webster@f460.n359.z1.fidonet.org
Message-ID: <731866115.AA01128@royaljok.fidonet.org>
Source record: 40110

In a message of 25 Feb 93 04:01:32, Charles Orville Onstott wrote:

CO> From: coonstot@quads.uchicago.edu (charles orville onstott)
CO> Organization: University of Chicago Computing Organizations
CO> Reply-To: coonstot@midway.uchicago.edu
CO> In fact, I think folderxxx causes trouble for my STe.
CO>
CO> I am new to uucp and I may not have set this up properly. But
CO> I have no clue as to why it would lock up. In addition, all of
CO> the manuals(or most of them anyway) are in German. Are there
CO> English docs available? Could someone give me a hand in setting
CO> Charles O. Onstott, III
CO> --
CO> Charles O. Onstott, III
(coonstot@midway.uchicago.ed
I would send Terry Redding a netmail on Fidonet to see if he can be of some
assistance.

1256. WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-06 23:30:14 UTC
From: Bryan.Webster@f460.n359.z1.fidonet.org
Message-ID: <731866115.AA01130@royaljok.fidonet.org>
Source record: 40111

In a message of 25 Feb 93 06:42:07, 01mbmccabe wrote:

0> From: 01mbmccabe@leo.bsuvc.bsu.edu
0> Organization: Ball State University, Muncie, In - Univ. Computing Svc's
0>
0> TOS 1.4 in the 2-chip set. It's for a MegaST4.
0>
0> Email offerings to:
0> 01mbmccab@virgo.bsuvc.bsu.edu
0>
0> -Matt
0>
0> P.S. Anyone have any comments or suggestions about updating from TOS 1.2
0> to
0> 1.

Go to the TEK board and have TOS 1.2 as well as 2.06 installed with a switch.

1257. Packers, Compactors, crunchers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-06 23:31:48 UTC
From: Bryan.Webster@f460.n359.z1.fidonet.org
Message-ID: <731866115.AA01131@royaljok.fidonet.org>
Source record: 40112

In a message of 26 Feb 93 03:11:41, Karl Meyland wrote:

KM> From: karlm@mel.dbce.csiro.au (Karl Meyland)
KM> Organization: CSIRO, Div. Building Constr. and Eng'ing, Melb., Australia
KM>
KM> One little problem, one big solution?
KM>
KM> Please help! I need some decent packers/compactors/crunchers for my
1040.
KM> Arc/Zip/Zoo stuff is useless, I need compacted EXECUTABLES. I have a few
KM> decent packers, namely
KM>
KM> Automation v5.0.1
KM> JamPacker v4.0
KM> Ice v2.40
KM>
KM> But they don't pack well enough. I am interested in later versions of
KM> these,
KM> and also:
KM> Speedpacker v2.0 or above
KM> Pompey Pirates v1.7 or above
KM> Atomic v3.0 or above
KM> Pack-Fire any vers,
KM>
KM> and anything else that is great. I know this may be asking a bit much,
KM> but
KM> think of it this way ... if you help me, then someday when you need help,
KM> you
KM> can get it too. If this stuff is on an FTP site, please let me know, any
KM> info
KM> at all would be appreciated greatly. If you are feeling extra specially
KM> nice,
KM> some stuff sent to my email address would be appreciated greatly. BTW
all
KM> Email (non-abusive) is welcome!
KM>
KM> thanks,
KM> Karl.
KM>
KM> P.S. Has anyone seen a Falcon 030 down in OZ yet? PRODUCTION models?
KM>
KM>
KM> d
KM> D

KM> at all, or if you are feeling really generous, send some(all?!)
KM> --
KM> | Karl Meyland CSIRO Division of Building, Construction and
KM> Engineering |
KM> | Post Office Box 56, Highett, Victoria, Australia
KM> 3190 |
KM> | Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252
KM> 6244 |
KM>
|_____
KM> |

Don't waste your time with those. Get STZIP version 2.2 and use it.

1258. MiNTLIBS for HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-06 23:56:55 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar6.235655.12271@mnemosyne.cs.du.edu>
Source record: 40113

I used to know who took care of mintlibs for Sozobon/HSC, but now I can't remember. (I'm such an airhead.)

Anyway, whoever you are, can you email me please? Thanks.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1259. HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 00:05:09 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar07.000509.101146@zeus.calpoly.edu>
Source record: 40114

Can anyone help me?
Yesterday I went to access one of my partitions on my HD and nothing happened but the screen locked up. I think the boot sector is messed up or something because on the utilities on the ATARI advanced HD [ackage said something like that. Is there anyway for me to fix it? I have almost 25 megs worth of crap on that partition!!!!

Help anyone!!!!

*steve miller

' I live on a planet called IRATA, and I wish I had a real smart neighbor'

1260. Re: GEMRZSZACC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 00:30:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A8794@K.maus.de>
Source record: 40115

s>I think this is the author of GEMRZSZACC, Michael Ziegler,
s>how do I contact him so the I can get the latest versions
s>of RZ/SZ and the ACC version.

Michael's email address is Michael_Ziegler@m.maus.de

Regards,
Andreas

1261. Re: Sys-vector accessing interface (was Re: How to read system variabl)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 11:06:00 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b99c9d4@Kralizec.fido.zeta.org.au>
Source record: 40116

Original to: brianp@netcom.com
In a message of <03 Mar 93 10:31:46>, brianp@netcom.com (3:713/602) writes:

b> *Or, you make it impossible to do things that way, and force people to
use
b> a *new system call to install global traphandlers. (my personal
b> preference *anyway)
b> *That's fine, but a big compatability hit.
b>
b> I think system calls to install traphandlers is an EXCELLENT idea.
b> That way, an application can just say "let me see buserrors too" and
b> doesn't have to worry about keeping track of which other app. was
b> installed immediately before, or whether it even makes sense to
b> restore that previous application, cuz it might have been killed
b> previously. Apps won't neccessarily be installed and de-installed in
b> a tidy LIFO manner. The traphandler installer syscalls would just
b> maintain lists of which apps were plugged in, and delete them or
b> insert them into the list as appropriate (changing the appropriate
b> spots in the apps, as neccessary).

Um, rather than changing the application itself, the app should provide an
entrypoint, and just RTS from that. The OS should either diddle the
stackframe so that the RTS falls through to the next entrypoint (that'd be
fine untill you had hundreds of entrypoints chained), or it should simply
JSR to each handler in sequence. (slower but more relaible)

-->> Brian Peterson, brianp@netcom.com <--

Are you who I think you are? (surely not?)

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1262. Re: Hacking the Hard Drive and Floppy Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 11:11:20 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b99ca97@Kralizec.fido.zeta.org.au>
Source record: 40117

Original to: lehmann@cs.tamu.edu
In a message of <03 Mar 1993 17:03:>, lehmann@cs.tamu.edu (3:713/602)
writes:

l> So while the Atari power supply is week, it powers 4 extra devices on my
l> computer and still works. The fan keeps the power supply at a constant
l> temperature which is cooler than the power supply was before I added any
l> components to the machine. I think that the fan is keeping the power
l> supply from burning out.
l>
l> Can any experts explain why my machine can handle so much and why I had
l> power supply problems when I added memory, but not when I added a fan or
l> a TOS 2.06 board?

Yup - the fan is powered from the 12V rail, so it's not loading the parts of
the supply that are under stress. A TOS upgrade board doesn't eat any sort
of significant power.

However, greedy DRAMs can use a _lot_ of power.

l> Mark Lehmann Senior Texas A&M University

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1263. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 11:13:10 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b99cb2a@Kralizec.fido.zeta.org.au>
Source record: 40118

Original to: warwick@cs.uq.oz.au
In a message of <03 Mar 93 00:38:27>, warwick@cs.uq.oz.au (3:713/602) writes:

w> I figure that if a user has the nous to pull out a RSC editor, then they
w> know what they are doing. I also assume that they can equally well pull
w> out a binary file or sector editor and change any copyright notices.

Yup. If I want my copyright messages to survive I either encrypt them (ain't ROT13 wonderful?? 8) or checksum the string in the resource.

w> There's another use for RSC files that hasn't been mentioned yet...
w>
w> ... many programs can be given a new lease of life by adding "3D"
w> effects to buttons, etc in the RSC file, as well as adding colour. If
you
w> have a Falcon, or a TT, you can modify many RSC files without causing
w> any troubles for the program (keep a back-up of course!!). On a TT you
w> can add colour to the RSC and on a Falcon, you can also set the flags
w> for 3D effects (flags 9 and 10 is it?).

Yup, although you omitted removing those incredibly poxy pattern fills that so many people like to use. Ick!

w> Warwick

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1264. Re: Kermit 5A

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 11:43:36 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b99d20e@Kralizec.fido.zeta.org.au>
Source record: 40119

Original to: sheppard_r@kosmos.wcc.govt.nz
In a message of <04 Mar 1993 08:50:>, sheppard_r@kosmos.wcc.govt.nz
(3:713/602) writes:

(talking about Kermit)

sr> There is no other protocols that lets you do wild cards,
sr> like dnloading lots of Uencoded files...

Apart from Zmodem, of course. Which is only capable of around 98%
throughput, as compared to kermit's fantastic 45%!

sr> Roger.............. sheppard_r@kosmos.wcc.govt.nz

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1265. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 11:48:02 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b99d319@Kralizec.fido.zeta.org.au>
Source record: 40120

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <05 Mar 1993 02:42:>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

ws> The ones released this month (or so said), will have all the trimmings,
ws> all the latest bits 'n' pieces, and you should even see some
ws> advertisements about the things!
ws>
ws> Doesn't worry me however, as This country isn't getting any!

That's odd. Seeing as atari Oz' top bods have been wandering around NZ
talking to quite a few people of late...

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1266. Re: mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 13:36:44 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2b99fa9d@p11.f607.n285.z2.fidonet>
Source record: 40121

In a message of <Tue 2 Mar 93 22:07>, Daniel James Frederiksen
(2:281/202.0) writes:

DJ> what exactly is mint?

Mint Is Not Tos,
Mint Is Now Tos :-):-)

.\\arco

--- MARSmail v1.20
* Origin: Stay back! I have a modem and I know how to use it!!!! (2:285/607.11)

1267. TOS 1.6 and HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 18:53:49 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar7.185349.203@prime.mdata.fi>
Source record: 40122

I just heard some strange rumour about TOS 1.6 having problems with HD
partitions bigger than 15MB? Is this true? Is there any problems with
HD's and TOS 1.6?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1268. Re: TOS 1.6 and HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 21:23:20 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <1ndp48$6cq@irz401.inf.tu-dresden.de>
Source record: 40124

In article <1993Mar7.185349.203@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:

> I just heard some strange rumour about TOS 1.6 having problems with HD
> partitions bigger than 15MB? Is this true? Is there any problems with
> HD's and TOS 1.6?

No, there are no serious problems with TOS 1.6 and HDs. You can have partitions of almost any size with it (as long as you don't break the 65536 sector limit; e.g. if you format with 1K sectors, the partition can have a capacity of 64 MB max).

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1269. Re: Hacking the Power Supply!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-07 21:45:28 UTC
From: rincewind@discworld.oche.de
Message-ID: <2b9a6354ae77@discworld.oche.de>
Source record: 40123

In <1993Mar3.193835.800@rivers>,
ph9991_imm@rivers (ph9991_imm@rivers.acc.uwrf.edu) wrote:

p>1) Your fan was connected to the +12V rail, and since computers usually don't
p>regulate the output from this supply, you may easily draw current from it.

The +12V output is usually regulated, but not as good as the +5V output,
since the +12V supply is only used for the motors and magnets in
(hard)disk drives and is therefore not as critical. Usually, the +12V
supply has more reserves left than the +5V supply, which is usually near
the edge.

p>2) The +5V rail has circuitry on it (one would expect!) that regulates the
p>voltage, cleans up transient noise(s), and filters out RF noise as well. If
p>said circuitry _also_ had to supply much current with all this protection, it
p>would get pretty hot, or it would need to fit into a larger or external case.

The +12V supply has nearly the same filtering circuit, and the coils and
capacitors involved have a low resistance and do therefore not get very
warm.

p>capacitors for each _bit_ of data. Now, every capacitor ever made has had some
p>leakage current associated with it. This means that after a period of time
p>the capacitors would slowly discharge and "forget" what was placed in memory!
p>To overcome this, circuitry inside the chip is arranged to "refresh" the stored
p>(memorized) charge. Since these capacitors are small and can't store much
p>charge, this means that the memory (ALL 4M-bytes * 8 bits) has to be refreshed
p>_many_ times every second; resulting in increased power consumption. This

This is not the main problem with RAMs, the problem is that RAMs are
CMOS devices, which do not use much current in standby-mode (between
accesses, that includes refresh). However, when they are activated, they
draw a lot of current (some amps per 2MB bank!) for a short time, due to
the capacitors everywhere in the chip (not only the small ones in the
memory cells, the ones in the output drivers and the lines connected to
them are larger!) being charged / discharged depending on the desired
output state.
This current is reduced by the decoupling capacitors, but nevertheless
causes voltage drops across the traces on the PCB - and if the voltage
on parts of the computer drops too low, these parts will malfunction.

Another problem is that the +5V output of many atari power supplies is
at the limit, so every 100mA more (even DC) can be too much (If I
remember right, 1MB of memory draws about 100mA *DC*).

cu
Michael

--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"I'm vice-president of Throwing Out People Mr Dibbler Doesn't like the Face
of." (Terry Pratchett, Moving Pictures)

1270. Spectre 128 <-> 720k ST floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 03:46:36 UTC
From: boyd@gauss
Message-ID: <C3Jx5p.75w@mailer.cc.fsu.edu>
Source record: 40125

I have been offered a Spectre 128 w/ROMs for a very good price. I have a Syquest, and intend to devote a couple of 44mb disks to Mac stuff. My question is, what programs are needed to transfer files back and forth between a real Mac and an ST (with a regular DSDD floppy drive)? My understanding is that Apple File Exchange can be used to read/write to MSDOS formatted DSDD disks, given that the Mac has a Superdrive (is that correct?). What programs can be used to go the other way? Is there a program that allows Spectre to read/write to MSDOS formatted 720k disks? Is there a program that will make the Mac read a Spectre formatted floppy?

I am trying to acertain whether or not the Spectre 128 is worth even the small amount of money that is being asked for. Should I plunk down a few more bucks and buy a Spectre GCR? I have a Mega2, so this may imply diddling around with the drive shielding (which I would like to avoid if possible, hence the questions).

Also, my plan for major Mac file transfers is to take my Syquest to a Mac, hook it up, and blam away. Then, take the Syquest home and hook it back up to my ST. As far as I can tell, there should be no reason why this won't work. Does anyone disagree?

Thanks in advance. I will post a summary if there is interest.

BTW, have anyone else noticed that the classic irritating PC user question, "Yeah, but does it run Lotus?", has been replaced with, "Yeah, but does it have a cool screen saver, like After Dark?". Warp 9, baby.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1271. Re: help needed with hard drive setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 03:51:06 UTC
From: boyd@gauss
Message-ID: <C3JxD6.78p@mailer.cc.fsu.edu>
Source record: 40126

```
d> davidli@simvax.labmed.umn.edu (?), via Kralizec 3:713/602
d>
d> I have gained access to a DEC RZ55 SCSI disk drive (350+ megabytes). I
d> tried using the ICD ADSCI+ adapter board I have, along with the 6.0.7
d> software, to format the drive for my Mega ST. The ICDCHECK program sees
d> the controller board as a DEC RZ55, but when I try to use the ICDFMT
d> program to format the drive, it cannot 'find' it. Any suggestions on
d> what
d> I should try next? (I believe that the hard drive itself doesn't start
d> spinning up until requested by the controller board ... perhaps that's
d> where the problem lies?)

Is the drive ID set to 6? That is reserved by the ICD clock. Are there other
SCSI devices online? If so, I would try removing them and experimenting with
jumper settings.

If at all possible, try to figure out exactly who made the drive (I think
DEC OEM's its drives). I have had excellent experience with calling up
drive manufacturers and getting technical help and manuals for free. Just
about all of them have 1-800 numbers, which can be found by calling
1-800-555-1212 (800 directory service). If all else fails, call ICD and ask
them! They have also been a big help to me in the past.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

1272. Re: HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 03:53:32 UTC
From: boyd@gauss
Message-ID: <C3JxH8.7B5@mailer.cc.fsu.edu>
Source record: 40128

Thrashman Steve (smiller@farad.elee.calpoly.edu) wrote:
> Can anyone help me?
> Yesterday I went to access one of my partitions on my HD and nothing
> happened but the screen locked up. I think the boot sector is messed up or
> something because on the utilities on the ATARI advanced HD [ackage said
> something like that. Is there anyway for me to fix it? I have almost 25
> megs worth of crap on that partition!!!!

Well, the best disk tools are commercial. Cleanup ST (ICD) and Diamond Edge
are the two I have experience with, and they are both well worth the money
(I prefer Diamond Edge).

There are some PD disk fixers on atari.archive.umich.edu, but I have never
used any of them. Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1273. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 05:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A58491@MS.maus.de>
Source record: 40129

In article <1n6em9INNi6t@golem.wcc.govt.nz>, Steve Wells
(wells_s@kosmos.wcc.govt.nz) wrote:
>Full release is when thousands are freely available to the public, and
>Atari has officially released them as such. (Which should be around the
>25th of this month knowing them). Thousands are not freely available,
>here & there a few dozen are slipping through. (Atari are releasing
>some to keep people thinking 'they are here, I'll order mine'. But
>chances are, these are the ones that tested OK at the original factory.
>But, I wouldn't put down money on the reliability of these first models!

Well. At least (here!) there are enough Falcons so that I can walk
down to my local dealer and get one. And I hear that the machines work
fine. Seems to me like a valid `release' :-)

1274. Commodore 64 ---> IBM PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 05:31:01 UTC
From: wisznie@ecf.toronto.edu
Message-ID: <C3K1zq.83E@ecf.toronto.edu>
Source record: 40130

Is there a way of reading Commodore 64 disks in an IBM machine running DOS?
All I want to do is read and/or copy C64 ASCII files and import them into
WordPerfect. Has anyone done this before?
--

□
Sebastian Wiszniewski - University of Toronto
" Engineering Rules the World! " I-NET: wisznie@skule.ecf.toronto.edu
□

1275. Re: HSC v2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 07:59:16 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2b9aef0d@Kralizec.fido.zeta.org.au>
Source record: 40131

Original to: ilepore@nyx.cs.du.edu
In a message of <03 Mar 93 16:20:00>, ilepore@nyx.cs.du.edu (3:713/602) writes:

i> You're probably asking yourself, "What has Ian done such that the HSC
i> version number has suddenly jumped from 1.40 to 2.0?" The answer is
i> simple: long external names.

Yay! Thankyou!

i> I have this gut-level feeling that 21 chars is good enough. But I
i> figured before I cast it in stone, I should solicit opinions. Bear in
i> mind that if the overwhelming sentiment is for more than 21 chars, it's
i> gonna take longer before v2.0 can be released.

Hmm. I think 21 is quite a lot really 8) More than a lot even 8)

i> (This implies that for the first time ever, I'll be able to release
i> library sourcecode along with the next compiler release. Finally.)

Also yay!

i> - Ian Lepore | If you hold a unix shell up to your ear and listen

Sounds great Ian!

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1276. Fileformat of .GEM files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 08:31:12 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1993Mar8.093112.131217@mswe.dnet.ms.philips.nl>
Source record: 40051

Hello,

I am trying to write a programm that handles vector graphics and I want
to read .GEM files. Does anybody has any info on the structure of this
kind of files. Or as an alternative .CVG files (Calamus Vector Graphics).

The .GEM files should be able to hold bezier curves, so it should be at
least GEM/3 I think.

Anyone?

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

1277. Anybody working on a linux port?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 09:03:43 UTC
From: robert@and.nl
Message-ID: <4434@pegbar.and.nl>
Source record: 40132
Cross-posted to: comp.sys.atari.st.tech,comp.os.linux

Hi,

I was wondering if anybody was working on a port of linux to the
Atari TT or Falcon computer.
I have a Falcon (prototype) at home and am very keen in porting linux
to it.

Robert (robert@and.nl)

--
+--------------------+---------------+-----------------+-------------+
| Robert H. de Vries | robert@and.nl | AND Software BV | 010-4367100 |
+--------------------+---------------+-----------------+-------------+

1278. [C-64] Rob Hubbard Music Sourcecode

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 09:54:58 UTC
From: u882859@postoffice.utas.edu.au
Message-ID: <1993Mar8.095458.19847@newsroom.utas.edu.au>
Source record: 40133

The sourcecode to the First Rob Hubbard music routine is avaliable
right now on the newsgroup comp.sys.cbm under the newsitem called
'C= Hacking #5'....there is also an explanation of how the sourcecode
works too...

This routine was used for such classic '64 tunes as Confuzion, Thing on
a Spring, Monty on the Run, Commando, Bump Set and Spike, Warhawk, W.A.R.,
Sanxion, Gerry the Germ, Master of Magic, Thrust, Flash Gordon, Zoids,
One Man & His Droid, Human Race, Chrimera, International Karate, Formula 1
Simulator, .. and more and more!! (about 30 musics).

The reason that I post this article here is because the '64 is pretty
old, and most of the people that will like to get hold of this
sourcecode will have other (more powerful) computers now.

This newsitem called 'C= Hacking #5' is actually a network magazine, and the
Hubbard source appears as the second article. The newsitem is _very_ big
(about 6000 lines and approx 200k) so make sure that your newsreader can
get the whole article...otherwise e-mail me on:
u882859@postoffice.utas.edu.au
and I will send you the sourcecode myself.

Thanks for reading, and I hope you enjoy this incredibly valuable
sourcecode :-)

(P.S. Anyone that wants to chat about ST and Falcon music too, then please write :-)
.I could also post some ST music sourcecode here too (mainly Count Zero and Mad Max I've
disassembled)

1279. MiNT and xcontrol, broken?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 10:23:52 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Mar8.102352.22497@daimi.aau.dk>
Source record: 40134

Is the combination of xcontrol.acc and MiNT broken, or is there some other problem that I have been hitting my head on?

I eperienced loads of problem when trying to run MiNT (0.95)) mfs (0.55), all from MDK, and xcontrol (from a.a) at the same time. Programs would bomb, assert alerts and caches not written would flash across the screen, and trying to start gem or bootgem from a shell started by init would fail either immediately or quickly with bus/address/illegal instruction/segmentation errors.

I begna to suspect my accesories, and when xcontrol was removed, the problems disappeared. Even when only the mint prozess cpx was loaded, were the problems there.

Is this a known bug, or just because my xcontrol is rather ancient?

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1280. Re: Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 11:00:33 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C3KH8x.27D@cs.vu.nl>
Source record: 40135

dirk@cs.tu-berlin.de (Dirk Ahrens) writes:

>In article <aburgh.731091178@vincent2.iastate.edu> aburgh@iastate.edu (Aaron J Burghardt) writes:

> I am most concerned with overscan working with Toswin so it would be more
> practical--does it? Also, does the previewer included with CS-TeX work with
> overscan? Let's see...what about Uniterm and Connect? I currently use
> Uniterm, but would probably switch if I could have a full 24x80 screen in
> a window.
>Uniterm does definately not run under Overscan, but any newer Terminal Program
>like connect or rufus runs both. Under Overscan, and with any sized screens.
>As a previewer for CS-TeX I use ascreen 3.2. It uses the full screen in a
>Gem-Window, an can handle printer-fonts on the screen.

What is ascreen 3.2 and where can I get it?

Are there important software pakkages that WON`T work with overscan, besides
the above mentioned one?

Thanks in advance.

Hans Staalman

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

1281. C on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 13:06:02 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar8.130602.4127@unix.brighton.ac.uk>
Source record: 40137

Does anyone know if any of the pd C compilers work on the falcon?

--
+---+
| On the end of every wizards staff is a knob! - T.Pratchett |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix
+---+

1282. Re: Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 14:30:29 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.93Mar8143029@cachalot.cs.tu-berlin.de>
Source record: 40136

In article <C3KH8x.27D@cs.vu.nl> hstaalm@cs.vu.nl (Staalman H) writes:

> What is ascreen 3.2 and where can I get it?

Its a TeX-previewer. You can get it at ftp.cs.tu-berlin.de (130.149.17.7,
pub/atari/TeX/ascr32.zoo (and ascr32dv.zoo/ascr32tx.zoo)) or at
ftp.uni-paderborn.de (pcsoft2/atari/anwender/tex/texutils/ascreen32/,
same filenames)

Ciao
Herwig

--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

1283. Unformat for Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 15:44:45 UTC
From: lunnon@qut.edu.au
Message-ID: <1993Mar8.104445.64806@qut.edu.au>
Source record: 40127

I have notice a few requests for software to recover formatted
disks, HD partitions etc in the last few days.

Several weeks ago when backing up my HD I was able to accidentally
zap the root dirrectory and FAT on 2 partitions of my HD Ugh.
Unfortunatley this happend not to the original but to the backup
after I had low level formatted the main drive (the reason for the
backup) so I had no backup :-(.

In response to this I looked (very hard) for an "Unformat" program
ALA norton utilities for DOS to no avail :-(. So I set out to write
as a result I now have a program which can.

1. Recover files on a HD partition
2. Restore directory structure
3. Write a file containing all the information about the bad volume
that can be found.

Like most "Unformats" it does not do this perfectly because a lot of
guess work is involved, but for non fragmented, recursively written
filesystems it does work, I was able to recover about 60% of my files
but because I had my directory structure back I could now find out
exactly what was on the volume.

There are a couple of caveats.

When I "unformatted" my volume I ended up with a lot of 0
length files in subdirectories. This is a bit of a mystery because I
don't actually write any subdirectories to disk, so I cant have
modified them. I suspect chkdisk3 is the culprit, from its invocation
after a previous version of "unformat" which failed to correctly recover
some files. I think chkdisk3 "Fixed" the directory entries to agree with
the FAT (The incorrectly written one) thus when I came to recover again
there was no length to recover, I will verify this later but for now ...

2. Unformat does NOT understand 12 bit FATS so floppies are out for the
moment.

3. Of course you can only recover from a FAT and ROOT dir zero type format
and NOT from a low level or floppy format run to completion.

4. You will need a utility to copy FAT 2 to FAT 1 when you are convinced
the unformat worked, I will provide this eventually, this is a safety
feature as FAT 1 is left valid in case you UNFORMAT the wrong thing FAT
1 will represent your original disk structure.

5. Unformat will not fix partition tables or boot blocks use you friendly
neighbourhood hosts adapter utilities to do this first.

THINGS TO DO IF DEMAND EXISTS (In order of priority)

1. 12 BIT FAT support (Ie floppies)
2. Improvement of file recovery algorithm (now assumes contiguous files)
3. Selectable directory recovery algorithm (recursive or linear)
4. Improvement of directory cluster detection algorithm (reduce false alarms)
5. FAT syncronising (FAT1=FAT2) on request
6. WIMPing

THINGS UNFORMAT CANNOT DO

FILES in the root directory and SUBDIRECTORY names in the Root
directory cannot be recovered.

Recovery from LOW LEVEL formats may be impossible

Recovery of uncalogued objects is not possible.

In some cases disk clusters belonging to directories cannot be
detected automatically in any reliable fashion some files may be lost in
these cases (The instances are small)

With any file recovery algorithm on DOS or TOS boxes it is largely
a guess as to where the files are, most algorithms assume linear files but
there are a few optimisations that can apply in the case of a cross link,
namely that the earliest written file is contiguous and the later file
resumes after the earlier file ends. I don't use this yet so unformat's
performance on fragmented file-systems probably will not be good although
it tested OK on one of mine.

Unformat does write a file (currently to stdout) about the things it finds
particularly the directories and files it finds, this information is
enough to allow a knowledgable user to re-link his/her file allocation table
and root dir manually if you dont like how unformat did it.

I will consider releasing this as shareware if the demand exists, meanwhile
I will provide the raw programs (no fancy menus etc) on request to anybody
needing to urgently get out of trouble. After all when you already have
a zeroed FAT and Root dir, how can things get worse ?

For more information mail to

R.Lunnon@qut.edu.au

PS: There are no warranties either expressed or implied. I take no
responsibility for any damage caused to your computer or filesystems
through the use or incidental to the use of this program.

1284. Help needed ... using 2nd FAT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 15:48:59 UTC
From: nelson@that_machine.PPD.Kodak.COM
Message-ID: <4633@eastman.UUCP>
Source record: 40139

I have a hard disk partition which developed a hard error right in the middle of FAT #1, and several backup programs I have tried have given up trying to back up the files covered by that area. However, according to disk editor programs, the 2nd FAT is readable.

I believe I once saw a program whuch would force TOS to use the 2nd FAT instead of the first. Does anyone know what program that was, or of any program which can do this? Many thanks.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

1285. Re: How to create an IMG file?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 16:03:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar8.160305.20977@newshost.lanl.gov>
Source record: 40138

In article uVW7lU69ZAY@semprini.tdkcs.waterloo.on.ca,
>
>IMG is also a bitmapped format, it's just compressed a bit better than
>DEGAS Elite images generally are.

Thanks, Chris. I had forgotten that IMG was also a bitmapped format.
Actually, I was in need of source code to save an image as IMG format.

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1286. Re: I need a SCSI-addressable program ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 16:22:29 UTC
From: bjgrier@bnr.ca
Message-ID: <C3Kw5I.6v7@news.rich.bnr.ca>
Source record: 40048

ICD provides a set of routines that will allow you to send commands
to a SCSI device connected to either the dma port, or the SCSI port
on the TT/Falcon. Unfortunately these routines require the Personal
Pascal call frame. Fortunately I have written a set of routines to
change to call frame from the Pure C ANSI call frame to the Personal
Pascal call frame. This should be compatable with the gcc call frame
but I have not spent any time verifying this.

These routines require ICD software to be present to run, I have only
used 6.04 and higher.

You would need to write a program that would kickstart your drive, and
then "relog" the hard drives in the system, once your drive is up
and ready. If you want I can send you the ICD object module, and my
call frame conversion object module.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1287. Re: Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 16:25:11 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Mar8.162511.22870@aston.ac.uk>
Source record: 40140

I've asked this before, but since the thread seems to be in full flow,
I'll repeat it... Does anyone know whether Cubase runs in Overscan
mode? (It's a sequencer by Steinberg for those of you who wondered)
and if so, which version does it require? (I'm using 2.0 but could
upgrade if I had to.) TIA...

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

1288. IDE drive -> ST possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 16:32:05 UTC
From: jrd@unix.brighton.ac.uk
Message-ID: <1993Mar8.163205.14379@unix.brighton.ac.uk>
Source record: 40053
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a friend who wants to know how easy/costly it is to build a
HD from a IDE drive (ie controller costs, housing, psu etc)

Any comments ?

Dom De Vitto (anon. posting name change, so just reply to him)

1289. Re: C on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 17:26:25 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar8.172625.18382@mnemosyne.cs.du.edu>
Source record: 40041

> Do any of the pd C compilers work on a Falcon?

All of them should. The Falcons are just fast ST machines with better
sound and graphics. I can g'tee that HSC works on the Falcon, because
it's being developed on one nowadays. GCC should work fine too.
--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1290. Re: PASCAL-->C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 17:46:20 UTC
From: godot@uni-paderborn.de
Message-ID: <1ng0pc$flv@news.uni-paderborn.de>
Source record: 40042

In article 19527@csi.uottawa.ca, cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>In article <1mmktkINN77k@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>Could someone tell me where I could locate the PASCAL to C source
>>code conversion utility!? (Or better still, UUencode it and Email
>>it to me, or through c.b.a.st!)
>
>(I think I'm the one "guilty" of bringing up the topic that there is a
>Pascal to C translator. Others were aware of its existence, but I
>think I was the first to mention it.)
>
>Source code to "p2c" is available from a variety of sources, including
>watserv1.waterloo.edu (129.97.129.140) in the directory
>/languages/p2c. This is in SOURCE form, I would note. To my
>knowledge, nobody has actually compiled it for the Atari ST.
>

I ported/crosscompiled it some months (a year ? p2c version 1.20 as far as i remember) ago using a cross compiler on Sun Sparc but the p2c binary is not very stable. Trying a port using Pure C (only 16 bit ints, lots of changes, grr) was not successful, Lattice C compiler crashed in one or two modules (bugreports / updates didn't accomplish anything)

Bye,

Frank

1291. Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 18:58:46 UTC
From: wabe@ukc.ac.uk
Message-ID: <3309@eagle.ukc.ac.uk>
Source record: 40043

I recently noticed a most weird effect of changing the TOS from 1.60
to 2.06 on my standard STE (fitted with 4 Mbytes of RAM).

The installation went OK. As the newer chips had more pins than the
the old 1.60 ones, I had to do a little bit of soldering to relocate the two
little ZERO ohm "resistors" that (presumably) reroutes the supply voltage.

Anyway TOS 2.06 came up working as it should and all seemed as
expected. Only software change I've noticed is that, if in some programs
(specifically those compiled with PROSPERO Fortran 77) a division by zero
occurs, you were previously given an ALERT warning and offered the option
of continuing. Well, whichever way Prospero did this no longer works - TOS
2.06 will bomb you out with ERROR Code -1. Pity! - a definite MINUS for 2.06
in my opinion - but I digress from my main point!! which is... When I started
to save and read files off my floppy disk there was an awful "grating" sound
from the disk drive which I'd never experienced with the old TOS. Apart from
the awful noise, however, the disk drive did appear to work OK.

My first thought was "D_mn! I've damaged the disk-drive during the
installation process" - though I had been careful and could not remember any
single incident that might have done this.

To resolve this doubt, there was nothing to do other than open my
machine again and re-install the old TOS (1.60) chips (a little UNsoldering
needed) to get back to my original configuration. And, believe it or not,
the disk drive then behaved impeccably as it always had before i.e. NO
"grating" sounds.

So, I do not seem to have damaged the disk-drive and IT IS something
to do with TOS 2.06 that is causing this undesirable effect.

How weird!! Anyone out there with similar experiences and (preferably)
a solution? Or any theory as to what causes this?

One thought - I gather TOS 2.06 is only routinely fitted to the MEGA
STE which is a rather faster machine capable of going at 16 MHz. Could it be
that it is trying to read my drive faster than my (standard) STE drive likes?
The actual "read times" however appear to be pretty similar.

I now am in a quandary - should I use TOS 2.06 for its new features
and risk drastically shortening the life of my disk drive, or stick with my
old faithful TOS 1.60 (and continue to run the myriad patches POOLFIX etc.
at boot time to correct its well known bugs)?

Bothered & bemused, W. Alan B. Evans
[wabe@ukc.ac.uk]

1292. Re: TOS 1.6 and HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 19:13:28 UTC
From: wabe@ukc.ac.uk
Message-ID: <3310@eagle.ukc.ac.uk>
Source record: 40044

In article <1993Mar7.185349.203@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>I just heard some strange rumour about TOS 1.6 having problems with HD
>partitions bigger than 15MB? Is this true? Is there any problems with
>HD's and TOS 1.6?
>
Not in my experience. I've been running a 105 Mbyte Hard disk with
a 32 Mbyte (normal) partition and another 40 Mbyte BGM partition (sector
size 1024 bytes) for years now under TOS 1.60. I always run the POOLFIX
patch. Some PROGRAMS may have troubles with BGM partitions though - usually
the early ones compiled before very large hard disks became affordable and
(consequently) BGM partitions became common. As an example, Simon Poole's
REORG defragmenting program will not work on large (> 16 Mbyte) or BGM
partitions - Pity! as there appears to be no decent PD defragmenter.

Sincerely, W. Alan B. Evans
[wabe@ukc.ac.uk]

1293. Re: Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 20:10:59 UTC
From: gerrymon@eng.umd.edu
Message-ID: <1ng98jlNNopg@mojo.eng.umd.edu>
Source record: 40045

In article <3309@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>
> I recently noticed a most weird effect of changing the TOS from 1.60
>to 2.06 on my standard STE (fitted with 4 Mbytes of RAM).

[stuff deleted decribing 'grating' sound from disk drive caused by TOS
2.06]

> How weird!! Anyone out there with similar experiences and (preferably)
>a solution? Or any theory as to what causes this?

This is indeed caused by TOS 2.06. What happens is that TOS 2.06 sets
the step rate for your disk drive to 6 ms. This rate is for use with
1.44 meg drives. This is what is causing the 'grating' sound you
decribed. What you need is a little auto program to set your
step rate to the normal 3 ms.

The CodeHeads TEC package includes a program to do this. I think it's
freeware.

--Gerry

1294. Desktop-friendly grep?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 21:32:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar8.213213.27942@mnemosyne.cs.du.edu>
Source record: 40047

Is there a GEM-based grep program available? Or barring that, one that is at least a bit desktop-friendly? (IE, has an option to hold the screen before exiting, and can output results to a file, since the desktop doesn't support redirection.)

(Am I the only one who wonders why, after 8 years, the TOS desktop still doesn't support basic things like env vars and redirection? It's no wonder the only folks left in the ST world are unix-head programmers; you almost have to use a CLI or write your own version of everything to get any real work done on these machines.)

--
==========
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==========

1295. source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 21:34:06 UTC
From: Bryan.Hall@f2703.n206.z1.fidonet.org
Message-ID: <731866115.AA01132@royaljok.fidonet.org>
Source record: 40046

In a message of 05 Mar 93 11:26:41, Jennifer Ann Bray wrote:

JA> Can anybody comment on Borland C for the atari St?
JA> Does it have a source level debugger, if so is it any good?

Very good, one of the best I've ever used, although it is now called
PureC and supports the TT, and other things..

JA> It was released in Germany, can I buy a copy in the U.K.?

?? If we can get it in the US, I'm sure you can get it in England.

"MICRO"

1296. Re: TOS 1.6 and HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-08 21:45:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A58546@MS.maus.de>
Source record: 40067

H>No, there are no serious problems with TOS 1.6 and HDs.

But there are some serious problems with some early 1040 STEs which have a
hardware bug that produces errors on HDs. There might be a fix (don't ask me).

Regards
Patrick

1297. Turbo-Link

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 04:25:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nh678INNsh5@golem.wcc.govt.nz>
Source record: 40049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

I have just managed to get my hands on 'Turbo-Link XL/XE' But the software version is only 0.96. (Mostly German). Running the ST to XL conversion selction, results in an 'available in version 1.0 message.

Does anyone out there have, or can tell me where to get, a version of the software more recent than 0.96 (It was written in 1990, so it's not all that old!)

By,

M. Reitershan Computertechnik
D-5429 Meihlen/Taunus

Any help would be great, as it means I can *finally* get my print-shop libraries (all 8 disks of them) into Print-Master + format! (With a bit of work). Not to mention the loads of other goodies I can exchange back & forth!

E-Mail replies would be best, no point wasting bandwidth.

1298. Re: Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 05:35:04 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.731655304@vincent2.iastate.edu>
Source record: 40050

In <1993Mar8.162511.22870@aston.ac.uk> wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>I've asked this before, but since the thread seems to be in full flow,
>I'll repeat it... Does anyone know whether Cubase runs in Overscan
>mode? (It's a sequencer by Steinberg for those of you who wondered)
>and if so, which version does it require? (I'm using 2.0 but could
>upgrade if I had to.) TIA...

I can't answer your question directly, but I have an idea that may help
determine overscan compatability. Any software that asks what the
resolution is should work with overscan, so knowing if a piece of
software works with any of the optional graphics boards should
tell you if it will work with overscan. Is this reasonable?

Cheers,

Aaron
aburgh@iastate.edu

>--

>Tim Wright. \ Being Human just isn't
>wrighttj@uhura.aston.ac.uk \ enough fun.

1299. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 08:09:16 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.31.731664556@dhhalden.no>
Source record: 40052

In article <1n7ddh$fjq@bhars12c.bnr.co.uk> jab2@bhars10a.bnr.co.uk (Jennifer Ann Bray) writes:
>From: jab2@bhars10a.bnr.co.uk (Jennifer Ann Bray)
>Subject: source level C debuggers
>Date: 5 Mar 1993 11:26:41 GMT
>Keywords: C debugger
>Can anybody comment on Borland C for the atari St?
>Does it have a source level debugger, if so is it any good?
>It was released in Germany, can I buy a copy in the U.K.?

You mean Turbo C, don't you? It has been upgraded now, and has changed name to Pure C. You can't get an English version, though, because Borland don't allow it, or something like that.

I really don't know if anybody in the UK has it. Anybody else?

>Alternatively, anyone know of a good C with source level debugger?
>(Lattice is useless)

Pure C is GOOD, and have the best source level debugger there is!!

>please email comments/ recommendations/ suppliers addresses.
>
>Jennifer
>
>DISCLAIMER....
>I do not speak for my employers
>In fact, I don't even speak for myself, I'm posting this for my boyfreind.

Stig

_/_/ _/_/ A _/_/ _/_/ | E-mail: stigj@dhhalden.no
_/ _/ _/ _/ S _/ _/ _/ _/ | Snail-mail: Stig J�rgensen
_/ _/ _/ T _/ _/ _/ I | Hovslagerveien 7C
_/ _/ E _/ _/ N | N-1712 Gr�lum
_/ _/ R _/ _/ D | Norway

1300. Re: TOS 1.6 and HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 09:48:29 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Mar9.094829.2833@unix.brighton.ac.uk>
Source record: 40054

(I wouldn't trust REORG with my HD, any more......)
Dom De Vitto

1301. Device under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 11:19:26 UTC
From: prissi@marie.physik.tu-berlin.de
Message-ID: <1nhufuINNe50@mailgzrz.TU-Berlin.DE>
Source record: 40056

Has anyone succeeded installing a dvice with the Bconmap-Call? I haven`t found any documentation, only the definition of the structures. Or can anybody tell me, how a device can get the pointer of the filesystem, that it is connected to (for the fcookie)?

Any suggestions? Bye, Markus
--
+---+
| Markus Pristovsek Dunkel, Genossen, ist der Weltraum |
| prissi@marie.physik.tu-berlin.de (A. Einstein) |
+---+

1302. Falcon serial

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 11:21:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A19357@KR.maus.de>
Source record: 40055

Howdy!

I'd like to run something by yous guyz...

Ever since I got my Falcon I tried to cajole it (legally) to do more
than 19.2 kbaud. This turned out not to be that simple (some German
programs here claim to do that). To cut a long story short I disassembled
XBIOS 15 to see "how the OS does it".

So, under TOS 4.01 the XBIOS 15 code starts out like this:
====

```
lea $0000165a,a0 ;IO record
lea $ffff8c85,a2 ;SCC <---!!! (like the dox say)
moveq #$00,d0
cmpi.w #$fffe,$0004(a7)
bne.s l0000018
...etc
```

Since about a month ago I switched to TOS 4.02 (RAM based) and I just
assumed that XBIOS 15 code was the same. So imagine my surprise when
the disassembly of TOS 4.02 revealed this:
====

```
lea $00000f72,a0 ;load RS-232 record address
lea $fffffa01,a2 ;load MFP base address <---!?!?!?
moveq #$00,d0
cmpi.w #$fffe,$0004(a7) ;return current baud rate?
bne.s l000266c ;nope
...etc, almost identical to the original ST code
```

Further snooping revealed more "undocumented features" with Bconmap.
The basic table contains 3 entries one for each MFP (6), SCC B (7)
and SCC A (8). When the system boots, however, Bconmap defaults to 7.
This is all fine and dandy but any attempt to change it effectively
disables the RS-232 port!!!

Current Bconmap code considers anything but 6 as invalid i.e. you
can invoke Bconmap with 6. However, you then end up mapping RS-232
routines to MFP code and the MFP on the Falcon is not connected to
the RS-232! If you then try to reset back to 7, Bconmap shouts
"only 6 is valid" and aborts!

So the bottom line is Bconmap has the capability of mapping onto other
channels, as long as you don't actually use it!!! :-)

A quick and semi-clean fix should look something like this:
(I say semi-clean because we should really count the number
of existing Bcomaps and then poke that number instead of 3 but
the following should be good enough while we wait for TOS 4.03.)

```
move.w #-2,-(sp) ;get pointer to bconmap table
move.w #44,-(sp) ;Bconmap
trap #14
addq.l #4,sp
movea.l d0,a0 ;address of maptab
move.w #3,4(a0) ;change number of routines to 3
```

The good news is that the SCC runs in "x16" clock mode, i.e. the
serial port can go 16 times faster. So in _theory_ using x1 division
mode the top speed _could_ be 1,996,800 baud, that's 1.9968 Mbaud.

Does anyone have any comments about all this?
Also, I haven't done MTOS yet... Anyone with words of wisdom on that?

Don

1303. Re: Fileformat of .GEM files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 11:41:07 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1nhvoj$qeh@info2.rus.uni-stuttgart.de>
Source record: 40057

In <1993Mar8.093112.131217@mswe.dnet.ms.philips.nl> mboom@mswe.dnet.ms.philips.nl writes:

> Hello,
>
>
> I am trying to write a programm that handles vector graphics and I want
> to read .GEM files. Does anybody has any info on the structure of this
> kind of files. Or as an alternative .CVG files (Calamus Vector Graphics).
>
> The .GEM files should be able to hold bezier curves, so it should be at
> least GEM/3 I think.
Guenter Born, "Referenzhandbuch Dateiformate", Addison Wesley

>
> Anyone?
>
> Marcel.

Gerd

##
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3
[D-70327 Stuttgart] #

1304. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 12:13:03 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <C3MF9r.CE3@brunel.ac.uk>
Source record: 40058

Jennifer Ann Bray (jab2@bhars10a.bnr.co.uk) wrote:
[...]
: Alternatively, anyone know of a good C with source level debugger?
: (Lattice is useless)

Lattice C: the language/libraries/editor is a *very* good (and stable)
package. The debugger, MonST, really lets you down though.

I have yet to see a usable _source_level_ debugger for the ST (but then
I haven't seen Borland C on an ST yet!)

.Ian.

1305. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 13:55:44 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.731685344@groucho.phil.ruu.nl>
Source record: 40059

cs90ijr@brunel.ac.uk (Ian J Ray) writes:

>I have yet to see a usable _source_level_ debugger for the ST (but then
>I haven't seen Borland C on an ST yet!)

You should then... Pure C's (or the older Turbo C) debugger is marvelous.

--
Hendrik Jan Veenstra hjv@phil.ruu.nl * I'm feeling like a kid again,
Dept. of Philosophy * I'm feeling like I just walked
University of Utrecht * in the door
The Netherlands * -Peter Hammill-

1306. Re: Partition size on minix-fs (was: Re: MiNT Distribution Kit installation info.)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 15:28:38 UTC
From: and@thor.mim.uni-hannover.de
Message-ID: <and.8.0@thor.mim.uni-hannover.de>
Source record: 40061

In article <110227@bu.edu> anneklin@acs.bu.edu (Patricia Anne) writes:
>From: anneklin@acs.bu.edu (Patricia Anne)
>Subject: Re: Partition size on minix-fs (was: Re: MiNT Distribution Kit installation info.)
>Keywords: MiNT MDK Kit
>Date: 12 Feb 93 19:32:12 GMT

>In article <0026.02.93@troja.IN-Berlin.DE> root@troja.IN-Berlin.DE (Stefan Schober) writes:
>>sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>>
>>>To successfully install
>>>a minixfs partition, you'll need at least 9Mb or so of space for the
>>>programs/compiler etc. on your chosen partition AND (this is what was
>>>left out) 512-byte sectors on that partition. For most of us I believe
>>>that means a partition of less than 16Mb, unless you can tell your
>>>software to specifically format as 512-byte sectors on a > 16Mb
>>>partition. I *think* ICD has this. I'm not sure.

>The question is TOS 1.0 compatibility--1.4 and up will take up to 32MB
>as a single partition with 512byte sectors.

There is a bug in GEMDOS of TOS 1.04 (and up?) concerning multiple sector write with sector numbers > 0x7fff. I would not save important data to a not-bgm-partition with more than 16 MB.

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

1307. Powering AdSCSI off of Mega 4 ST (was Re: Hacking the Hard Drive and Floppy Ports)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 15:33:50 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Mar9163350@cubitus.laas.fr>
Source record: 40060

```
>>>>> Regarding Re: Hacking the Hard Drive and Floppy Ports;
>>>>> grier@bnr.ca (Brian Grier) adds:

Brian> I'm no expert, :), but the ST supply is week in the area of 5 volts,
Brian> it actually is running around 4.75vdc, Each additional load draws the
Brian> voltage down a little.

I was thinking of powering my ICD AdSCSI card directly off my Mega 4
ST, but that is exactly what it needs: 5 Volts! Has anyone done this?
Or am I really running a great risk to do this. I was even planning
on having tha AdSCSI inside my Mega 4.

Comments are appreciated.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?
```

1308. SH204 formatting problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 16:26:11 UTC
From: cabp09@uk.ac.strath.ccsun
Message-ID: <C3Mqzo.B5L@ccsun.strath.ac.uk>
Source record: 40062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, I GIVE UP !!!

I've been trying to format/partition my hard drive (an atari SH204).

It's second hand, and the original formatting utilities (dated 1986) are corrupted. I got a hold of the latest distribution of AHDI, but when I try and format, I get a DRIVE NOT RECOGNISED error message.

I tried swapping the data file that came from the OLD distribution with the NEW one, to see if the NEW utility would recognise the HD then.

NOPE.

I tried to partition the HD without formatting first, but I got the error:

DRIVE FORMATTED WITH OLD VERSION OF HDX, REFORMAT BEFORE PARTITIONING

Blimmin' great !!

Can anyone send me a copy of the 1986 distribution of HDX that WORKS ??

Can anyone (ie at ATARI) tell me how I can make an ATARI HARD DRIVE compatible with an ATARI ST ?? (the program told me to contact ATARI !!)

Dave.

==========
__________ David McNicol _________
Dept. of Physics and Applied Physics
______ Strathclyde University ______

e-mail: cabp09@cc.strath.ac.uk
==========

1309. Re: I need a SCSI-addressable program ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 16:33:00 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Mar9173300@cubitus.laas.fr>
Source record: 40063

>>>>> Regarding Re: I need a SCSI-addressable program ..;
>>>>> bjgrier@bnr.ca (Brian Grier) adds:

Brian> You would need to write a program that would kickstart your drive, and
Brian> then "relog" the hard drives in the system, once your drive is up
Brian> and ready.

Just to make sure that everyone understands, ICD now has an ADSCSI.CPX
that permits easy relogging of hard drives.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

1310. Re: Powering AdSCSI off of Mega 4 ST (was Re: Hacking the Hard Drive and Floppy Ports)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 18:07:38 UTC
From: bjgrier@bnr.ca
Message-ID: <C3Mvos.20I@news.rich.bnr.ca>
Source record: 40065

> I was thinking of powering my ICD AdSCSI card directly off my Mega 4
> ST, but that is exactly what it needs: 5 Volts! Has anyone done this?
> Or am I really running a great risk to do this. I was even planning
> on having tha AdSCSI inside my Mega 4.

There should not be any problem with this. If there is Best Electronics sells a slightly beefed up power supply for $50.00 (US). ICD makes a micro host adapter and 3.5" HD mounting kit to mount a HD INSIDE your MegaST. Or at least they used to.

Brian

1311. My DMA chip is broken!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 18:22:17 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar9.182217.10384@prime.mdata.fi>
Source record: 40064

I asked here a while ago how to check whether my DMA chip is of the HD-wrecking model or not, and was told to look out for a serial number of C025913-38. Well, my DMA chip had just that reading on top of it, so what should I do with it? Has Atari got some policy to change the broken DMA's (stupid question I guess)? So how much does a new DMA chip cost?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1312. C Includes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 19:42:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nirugINN4lp@golem.wcc.govt.nz>
Source record: 40066

Is it okay to mix 'n' match C-Include/Header (*.H) files. e.g. Is it okay to update my Lazer-C files with the ones from the latest Heat & Serve Sozobon C!? (As the ones I have are quite old, but it's quite a nice program to use....)

1313. Pipes instead of tmp-files in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 21:00:53 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Mar9.210053.9605@tdb.uu.se>
Source record: 40068

How do I force GCC to use pipes instead of temporary files? I know it's possible to do, but I can't seem to find information on how to do it...

/Daniel Eriksson

1314. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-09 23:48:25 UTC
From: neurom@stein.u.washington.edu
Message-ID: <1njac9INN5gg@shelley.u.washington.edu>
Source record: 40071

>
>Well. At least (here!) there are enough Falcons so that I can walk
>down to my local dealer and get one. And I hear that the machines work
>fine. Seems to me like a valid `release' :-)

Yes, it is a "valid release." However, I believe this is "release
revision 3" or some other number. The one "soon to be released"
<sigh> is revision 4. Aparantly revision 4 has full MTOS, 8+
pieces of software with it, etc.

Yes, it's out, but......

--Neuromancer

1315. Re: Pipes instead of tmp-files in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 00:38:01 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Mar10.003801.26171@tdb.uu.se>
Source record: 40083

Hmm, maybe I should have added that I know about the -pipe option. However, that doesn't work on the GCC I got (2.3.3 PL1 from a.a.u.e). Any hints?

/Daniel Eriksson

1316. Re: Pipes instead of tmp-files in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 00:39:35 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <1njdc7$dhj@irz401.inf.tu-dresden.de>
Source record: 40069

In article <1993Mar9.210053.9605@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:

> How do I force GCC to use pipes instead of temporary files? [...]

gcc -pipe ...

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1317. Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 05:18:24 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Mar10.051824.14391@src.honeywell.com>
Source record: 40070
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an STE with a SupraDrive 30 Meg HD (later converted to a 60 Meg with a Seagate ST177N SCSI drive).

Now I have a Fujitsu M2266SA 1.2 GigiByte HD that I'm trying to connect via the SCSI daisy chain, but I can't get it to work. I removed the terminator resistors from the Supra because the Fujitsu has them and is last in line. The Supra ID is SCSI: 0, Device 0. And I set the Fujitsu to SCSI 2.

But when I turn on the Fujitsu (with it's own P.S.), the Supra makes weird noises. Neither drive is recognized by the computer. If I unplug the Fujitsu SCSI cable from the Supra, and restore the Supra resistor terminators, I'm back online with that drive. I've tried the Fujitsu as both SCSI and SCSI-2. No luck. I also tried running the Fujitsu from the Supra power supply and controller, in place of the Seagate, but only the green light blinked (not enough power??)

Has anyone connected such a large drive to an ST before? Help!

Scott

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

1318. Re: My DMA chip is broken!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 07:20:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1nk4saINN861@golem.wcc.govt.nz>
Source record: 40072

In article <1993Mar9.182217.10384@prime.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>I asked here a while ago how to check whether my DMA chip is of the
>HD-wrecking model or not, and was told to look out for a serial number

*** READ PART NUMBER ***

>of C025913-38. Well, my DMA chip had just that reading on top of it,
>so what should I do with it? Has Atari got some policy to change the
>broken DMA's (stupid question I guess)? So how much does a new DMA
>chip cost?

Well Atari OZZ, did replace some 6 of the DMA chips to me for FREE,
but I did here that they charge 30 pound for them in the U.K.
and some $30 here, but that was when we had a agent here...

>--
>| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

The Chips should be FREE, as it was Atari that suffed up...

Contact your nearest Atari Agent or Dealer, if there are any left..:-)..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

1319. Using GDB, HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 09:22:39 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Mar10.092239.15605@daimi.aau.dk>
Source record: 40073

I can not figure out how get GDB to debug my files, and I believe that
I have looked in most of the obvious places for info.

I have compiled using -g and made a symbol file using sym-ld and an
executable using gcc-ld (options the same), I start up GDB, it loads
the symbol file alright, it accepts a breakpoint on main, but when I
type `run' it stops with a `signal 0 received in _start'. If I try to
`cont' it says `bus error reading to or from child memory'.

Is it me, my libs, my gcc or mint, that is the problem?

My setup is:
1040STe, 2.5Mb, MiNT 0.99, mfs 0.55, GCC 2.3.(1 or 2) (MDK patch disk),
MiNT libs and includes pl 30, GDB 18

Any help will be greatly appreciated. I am sick and tired of using
adb.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1320. Upgrade of a 520STfm to 1 meg or more.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 09:56:03 UTC
From: widolfd@prism.CS.ORST.EDU
Message-ID: <1nkdvjlNNqkl@gaia.ucs.orst.edu>
Source record: 40074

I would like to upgrade my 520STfm to 1 meg of ram. I would like to know what option I have. There is a semi-local Atari dealer, but would like to do it as cheap as I can.

Please respond via email to widolfd@prism.cs.orst.edu

1321. Voice recognition - Falcon hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 09:58:27 UTC
From: meason@sunbird.ru.ac.za
Message-ID: <meason.10.731757507@sunbird.ru.ac.za>
Source record: 40078

Hi

I'm researching human-computer interfaces and I was wondering
if anyone has ANY useful information on voice-recognition?

I've heard that no extra hardware is required for voice recognition on
the Falcon! Just some software for the 56001 DSP chip.
Is this really true?

Has anyone seen/heard any demos from this software? (if it's available)

Mark E.

****
Mark Eason
Rhodes University Internet e-mail: meason@sunbird.ru.ac.za
Grahamstown OR g91e1792@giraffe.ru.ac.za
6140
RSA
****

1322. Re: Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 10:22:08 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.731758928@sun>
Source record: 40075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dunham@src.honeywell.com (Scott Dunham) writes:

>I have an STE with a SupraDrive 30 Meg HD (later converted to a 60 Meg
>with a Seagate ST177N SCSI drive).

>Now I have a Fujitsu M2266SA 1.2 GigiByte HD that I'm trying to connect via
>the SCSI daisy chain, but I can't get it to work. I removed the terminator
>resistors from the Supra because the Fujitsu has them and is last in line.
>The Supra ID is SCSI: 0, Device 0. And I set the Fujitsu to SCSI 2.

>But when I turn on the Fujitsu (with it's own P.S.), the Supra makes weird
>noises. Neither drive is recognized by the computer.

i remember a line in the middle of the SCSI bus (forgot the name, sorry,
pleas look at your papers) which can be powered by each side. Only one side
should be enabled, of course! Maybe both of your drives try to power
the bus? There should be a jumper for that...

btw: running a 600Meg Siemens drive, works fine, fast and quiet with my 520ST.

Keep hackin'
Walter.

1323. Re: Using GDB, HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 10:45:55 UTC
From: marc@targon.UUCP
Message-ID: <3017@targon.UUCP>
Source record: 40079

In article <1993Mar10.092239.15605@daimi.aau.dk| lynbech@daimi.aau.dk (Christian Lynbech) writes:
|
|I can not figure out how get GDB to debug my files, and I believe that
|I have looked in most of the obvious places for info.
|
|I have compiled using -g and made a symbol file using sym-ld and an
|executable using gcc-ld (options the same), I start up GDB, it loads
|the symbol file alright, it accepts a breakpoint on main, but when I
|type `run' it stops with a `signal 0 received in _start'. If I try to
|`cont' it says `bus error reading to or from child memory'.
|
|Is it me, my libs, my gcc or mint, that is the problem?
|
|My setup is:
|1040STe, 2.5Mb, MiNT 0.99, mfs 0.55, GCC 2.3.(1 or 2) (MDK patch disk),
|MiNT libs and includes pl 30, GDB 18
|
|
|Any help will be greatly appreciated. I am sick and tired of using
|adb.
|

You might try to use toglclr.ttp to set the 'clear to tpa' flag
(or something like that), it solved some gdb problems for me once
for some older version.
Recently I had problems with gdb too
and the toglclr hack did not work any more either, so I ported
gdb to Turbo C (I like stupid projects :-) and found some things
that looked like bugs to me. I did not even understand that it had
worked once :-)

For the interested people:
when gdb catches the signal 0 (generated by Pexec when gdb starts
a child) gdb relocates internal symbols and places breakpoints.
At that point it has forgotten to relocate its breakpoint addresses
however, so the breakpoints are generated at the wrong address
(somewhere near NULL).
The fact that gdb cannot restart seems also like a kludge to me.
You simply have to relocate symbols and breakpoints again with
the difference in basepage addresses, and off you go.

Marc

1324. Re: Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 10:55:58 UTC
From: wabe@ukc.ac.uk
Message-ID: <3338@eagle.ukc.ac.uk>
Source record: 40076

In article <1ng98jINNopg@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:
>In article <3309@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>>
>> I recently noticed a most weird effect of changing the TOS from 1.60
>>to 2.06 on my standard STE (fitted with 4 Mbytes of RAM).
>
>[stuff deleted decribing 'grating' sound from disk drive caused by TOS
>2.06]
>
>> How weird!! Anyone out there with similar experiences and (preferably)
>>a solution? Or any theory as to what causes this?
>
>This is indeed caused by TOS 2.06. What happens is that TOS 2.06 sets
>the step rate for your disk drive to 6 ms. This rate is for use with
>1.44 meg drives. This is what is causing the 'grating' sound you
>decribed. What you need is a little auto program to set your
>step rate to the normal 3 ms.
>
>The CodeHeads TEC package includes a program to do this. I think it's
>freeware.

Thanks to you and others (sjkinneb@mtu.edu , gseto@biome.bio.ns.ca)
who Emailed me personally to point this out. It did indeed sound as if this
might be the cause of my troubles and spurned me to take remedial action

BUT the Saga continues:-

I compiled a little utility program to alter the disc step rate
using the xbios(41,dev,rate) (Floprate(dev,rate) function in Lattice C v_5
and also in MWC). The program also altered the int at addres 0x440 (the
seekrate) for good measure (I believe the older TOSes use this to
alter the rate on both A:\ and B:\ (if present) simultaneously whereas the
newer TOSes (that understand xbios(41,..)) can set the rate on these drives
independently.

The program undoubtedly changed the disk rate BUT the problem (i.e.
the "grating" sound remains). Incidentally, on BOOT-UP my TOS 2.06 comes
up with a default seek-rate of 3ms!! and NOT the 6ms I was quoted by the three
people who responded to me!! Anyway I played about with ALL possible disk
access rates (2ms , 3ms, 6ms, and 12ms) and the grating remains. It is at
its loudest when a file that is being written to floppy is CLOSED or OPENED
and sometimes when directory contents are read. In the "middle" stage of
copying a long contiguous file the grating is not there - which is why I am
(now) sceptical that it is a seekrate problem.

Of course, Charles F. Johnson (Codehead) 's TEC may do a genuine patch to whatever the basic difficulty is. It seems very likely that TOS 2.06's floppy routine were meant for the HD Floppy driver chip and work rather unsatisfactorily with the old STE driver chip. I must get in touch with Codehead (anyone know their Telephone No.?) or accept defeat and reinstall my old TOS 1.60.

STILL bewitched, bothered & bewildered, W. Alan B. Evans
[wabe@ukc.ac.uk]

P.S. In case some of you are wondering - My TOS 2.06 were purchased from "Analogic" at the Wembley show about a fortnight ago and had been stamped as "Made by Compo".

1325. HSC AES stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 13:39:05 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Mar10.133905.21932@iplmail.orl.mmc.com>
Source record: 40089

I am using Heat and Serve C and would like to call some AES routines that the GEMFast libs don't have support for (menu_enable to gray out a menu item, for example). What do I need to have this capability... another lib to link in??? If so, where can I get it.

Larry Richardson

1326. Re: Hacking the Hard Drive and Floppy Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 14:02:16 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Mar10.140216.7255@eng.cam.ac.uk>
Source record: 40080

Lannie.Schafroth@f3.n290.z1.fidonet.org (Lannie Schafroth) writes:

<< STUFF DELETED >>

>It's up to you. The power supplies are usually reliable and durable.

Mine wasn't - it cooked itself after 12 months of powering my ST in its
factory-supplied configuration (ie 1Meg RAM, 1 floppy). I now have an
external 230W PC-style supply which runs 2 floppies, a 4-meg ST and 2 hard
drives with no problem :-)

--
==
Christopher Hicks | If it doesn't fit...
cmh@uk.ac.cam.eng | ...you need a bigger hammer.
==

1327. Re: Pipes instead of tmp-files in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 14:38:57 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Mar10.143857@cs.bham.ac.uk>
Source record: 40081

In article <1993Mar9.210053.9605@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
|>
|> How do I force GCC to use pipes instead of temporary files? I know it's
|> possible to do, but I can't seem to find information on how to do it...
|>
|> /Daniel Eriksson

In the UNIX version it's just -pipe isn't it?
Might be the same.

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |
ST7 8QQ England.| |_/ |_| _|/

1328. Re: C Includes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 15:11:56 UTC
From: ut@informatik.uni-kiel.dbp.de
Message-ID: <1nl0fsINNa1i@samson.informatik.uni-kiel.dbp.de>
Source record: 40082

In <1nirugINN4lp@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>Is it okay to mix 'n' match C-Include/Header (*.H) files. e.g. Is it
>okay to update my Lazer-C files with the ones from the latest Heat &
>Serve Sozobon C!? (As the ones I have are quite old, but it's quite
>a nice program to use....)
Beware!
It's not OK, it's very difficult!
Some problems you may get:

1. Same functions in the libarys of Sozobon C & Lazer-C may typed
different (Ok not the standard functions, but the are such funcs)

2. Function existing in Lazer-C, but not in Sozobon C and vice versa

3. Different #defines in Lazer-C & Sozobon C (eg. Soz. defines SOZOBON
and Lazer defines LAZER (that one is simple), "functions" in Sozobon
are defined per #define in Lazer-C and behave different in conjunction
with libary functions that expect #define defined functions....)

And so on and on and on......
--
Ulrich Teichert Voice : +49 4321 71582
Stormweg 24 E-mail: ut@informatik.uni-kiel.dbp.de
2350 Neumuenster 8, Germany

1329. Re: HSC AES stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 16:19:21 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Mar10.161921.23656@iplmail.orl.mmc.com>
Source record: 40088

Opps!! Never mind. I think I found my answer. I guess that some
of the AES functions are named slightly different between the aesfast
lib and the ABACUS Gem programmers reference. Oh well.

1330. Mouse Warping

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 16:20:13 UTC
From: dbshapco@bcars6a0.UUCP
Message-ID: <1993Mar10.162013.6755@bnr.ca>
Source record: 40085

I want to warp the mouse cursor from the top left corner of a box that is being dragged to the bottom left. I thought appl_tplay would be the way to do it but the reference I have could be described as somewhat ambiguous. The bits of code I've made up based on my interpretation of the reference have only resulted in bombs. I have supposedly the codes for making the 6-byte event, but the ambiguous part in the reference is where these codes are to appear in the array passed to appl_tplay. (If I wasn't stuck back on TOS 1.0, I suppose I could use appl_trecord to do this, but appl_trecord doesn't work on that TOS version, does it?)

Help on this or any other technique for mouse warping would be welcomed.

Cheers,

Brad

1331. Re: C Includes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 17:27:24 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar10.172724.22304@mnemosyne.cs.du.edu>
Source record: 40084

>Is it okay to mix 'n' match C-Include/Header (*.H) files. e.g. Is it
>okay to update my Lazer-C files with the ones from the latest Heat &
>Serve Sozobon C!? (As the ones I have are quite old, but it's quite
>a nice program to use....)

I would say offhand, no, you can't do that. In fact, you can't even use,
for example, the HSC v1.33 headers files with HSC v1.40.

There are probably a few header files you could move between compilers
without any problems. OSBIND.H might be okay between Laser and HSC. But
things like CTYPE.H and STDIO.H will almost certainly fail if used with a
different compiler/library/version than what they were defined for.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1332. Re: MiNT and xcontrol, broken?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 17:55:08 UTC
From: news@newcastle.ac.uk
Message-ID: <C3oprx.KHH@newcastle.ac.uk>
Source record: 40090

In article <1993Mar8.102352.22497@daimi.aau.dk>, lynbech@daimi.aau.dk (Christian Lynbech) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>I eperienced loads of problem when trying to run MiNT (0.95)) mfs
>(0.55), all from MDK, and xcontrol (from a.a) at the same time.

It must be mfs that is broken (I don't use it myself), xcontrol run's fine under
all the versions of MiNT that I've used it under (0.91,0.95,0.99,1.0).
(system-4MegF030+65MegHD)

maCraig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
-----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1333. Eiffel on th ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 17:58:26 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C3opxE.KsG@newcastle.ac.uk>
Source record: 39941

People interested in up & coming languages may be interested to know that
a PD version of Eiffel is now available for the ST via FTP from

ftp.tu-clausthal.de

Never used it myself (perhaps one day when I have time :>).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1334. Forcing Media Change on Drive A

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 18:10:39 UTC
From: wabe@ukc.ac.uk
Message-ID: <3352@eagle.ukc.ac.uk>
Source record: 40086

In the books I own at least, the approved method of forcing a Media Change is not spelt out. For example the Lattice C_v5 Manual will tell you nothing about how their _mediach() function is actually programmed. Ah well, I guess these people must have their little secrets.

Anyway, purely by chance, I noticed recently that if I simply enter the Supervisor mode and then exit (without actually doing anything) then DRIVE A:\ at least behaves as if a Force_Media_Change call had been done on it. I was using TOS 1.2 at the time and have not checked if this works with other TOSes. If so, then this deserves to be more widely known.

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

P.S. What could be simpler than?

```
#include <osbind.h>
main()
{ long lo; lo=Super(0L); Super(lo); Pterm0(); }
```

1335. Re: My DMA chip is broken!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 19:10:25 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar10.191025.10599@prime.mdata.fi>
Source record: 40087

In article <1nk4saINN861@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>Contact your nearest Atari Agent or Dealer, if there are any left..:-)..

You must be joking :).

>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1336. Re: Spectre 128 <-> 720k ST floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 23:06:30 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <668@highett.mel.dbce.csiro.au>
Source record: 39942

What you want is a little utility called Ghost. It's available on UMICH's atari.archive or one of it's mirrors I think, and it allows you to format a special kind of disk that is accepted on a REAL Mac with 1.44 drive (not sure about 800k ones - don't bother with 400k's ...) and is readable by your atari. i think it works with spectre 128, I know it works with Spectre v3.0 (GCR not needed), but if it doesn't, you can convert the disk to Spectre, Aladin and Back to this weird ghost format.

Happy MacIng!

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

1337. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 23:30:53 UTC
From: valdez_a@kosmos.wcc.govt.nz
Message-ID: <1993Mar10.233053.1@kosmos.wcc.govt.nz>
Source record: 40077

In article <C3MF9r.CE3@brunel.ac.uk>, cs90ijr@brunel.ac.uk (Ian J Ray) writes:
> Lattice C: the language/libraries/editor is a *very* good (and stable)
> package. The debugger, MonST, really lets you down though.
>
> I have yet to see a usable _source_level_ debugger for the ST (but then
> I haven't seen Borland C on an ST yet!)

There was a message in Fidonet a couple of weeks back about the ST Club
producing a source level debugger for Lattice C. It also stated that Hisoft are
working on one as well. The guy who posted the message seems to have used
the ST club product and was quite well impressed.

1338. Help needed with a floptical setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-10 23:56:52 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.Gmn1areLIGg@harvee.billerica.ma.us>
Source record: 39951

I finally decided to get a floptical drive and I need your advice. I think what did it was my HD dying in a way that looked like my HD died. The thought of 100+ meg of backups to floppies is truly horrifying. I've done it once.

My setup is:
Mega ST2
original ICD host adapter
adaptec 4070 controller
60M miniscribe
80M quantum (with another 50 lurking in the wings)

I need
a box that can hold 1 5.25" and 3-4 3.5" format drives
floptical
powersupply for above
software for above.

suggestions?? Can I use my ICD host adaptor or do I need a new one? what sw should I get? I'll be adding up the power budget this weekend and I'll be haunting some of the DIY clone stores for cases and power supplies.

Thanks in advance for any help!

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

1339. Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 02:18:31 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C3pD2w.43y@sdf.lonestar.org>
Source record: 39943

I'll have to agree with Ian, there should be enviroment variables at the desktop, and maybe redirection. Eviroment varibles are a bit more important since anyone using redirection will likely be using a shell anyway. Hopefully that and automatic limiting of certain files! I want to be able to click on any .LZH file and have the desktop load up LZH.TTP, restrict its memory to whatever size I have set (maybe in the desktop.inf file) and have it running in the TOS window manager (MW, TOSWIN, MINWIN, whatever is running). If the desktop could also redirect things and set automatic priorities (so that LZH will run in say, -10 priority, while something else runs at some other niceness and other abilities).

Also, I think there is a need to a new shell. ATARI users really haven't been talking advantage of shells and automating processes with scripts. We need a shell that will do all of the above plus everything a shell normally does. In other words I wanna be able to type LZH and a filename and have a new window open up automatically limited and niced to what I have set for LZH.TTP and hav it executing lharc!

Also, such a shell should support _shell_p too. Any programs could be automated and expended just by having a good shell running. Your GEM program could then just pass the name of a batch file through _shell_p. How about Rexx for a script language.

So, who wants to write this shell for us? I'd love to see it running!

Thanks, Evan Langlois

1340. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 02:57:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nm9qhINN6ue@golem.wcc.govt.nz>
Source record: 39944

] That's odd. Seeing as atari Oz' top bods have been wandering around NZ
] talking to quite a few people of late...

Where'd you get that info' from!? There is *sort of* an Atari NZ,
but I'd be surprised if Atari bothers sending any Falcons to this
country, as with the HUGE shipping costs, the low-end machine will
end up being about $1000US over here I'd imagine! (1meg No HD).

Shipping, Tax, Retailer+Wholesaler markups etc. (Maybe not as much
as $1000, but still enough to make it hardly worth the bother)

I'd still like to get my hands on one, but it's beyond my budget as
it is, so there's that problem fixed 8-)
(I can't even afford some wheels...)

1341. Re: Falcon serial

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 03:01:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1nma25INN6ue@golem.wcc.govt.nz>
Source record: 39945

] The good news is that the SCC runs in "x16" clock mode, i.e. the
] serial port can go 16 times faster. So in _theory_ using x1 division
] mode the top speed _could_ be 1,996,800 baud, that's 1.9968 Mbaud.

The average phone-line would make a mess of 100,000 baud! (Copper cables)
I'm not sure what sort of top speed fibre-optics can handle, but
over 1million baud would overload the computer! You could use the
RS232 as a null-cable to network, that speed is quite respectable 8-)

(Wouldn't overload, but it would have to be a FAST computer to transfer
data at that speed, the Falcon would say no-way!)

1342. Re: HSC v2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 03:54:27 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <21880@mindlink.bc.ca>
Source record: 39946

> Today I fixed things up so that external/global identifiers are
> significant to 21 characters instead of the old 7 characters. What I want
> to know is: Is this enough? I could extend it to 35 chars, but it would
> be a good deal more work.

Hallelujah! It's been a long time coming. Programming with a 7 character identifier limit has been troublesome to me for quite awhile.

> I have this gut-level feeling that 21 chars is good enough. But I
> figured before I cast it in stone, I should solicit opinions. Bear in
> mind that if the overwhelming sentiment is for more than 21 chars, it's
> gonna take longer before v2.0 can be released.

My opinion: 21 characters is fine. An identifier which takes up 1/4 of my 80 characters screen is too long for me.

> (In case you're wondering, I did NOT use the brain-dead SozobonX symbol
> format hack from Sozobon v2.0. If demand is great enough down the road, I
> can probably fix LD to read existing modules with SozobonX format symbols
> in it, but I refuse to make my system emit such symbols. They waste
> space, and require too much code to read/write the symbol table.) If
> anybody needs to know, I can post the symbol format I cooked up; it's much
> simpler to deal with than SozobonX.

Please document it. I guess that means that szadb 2.0 (the free machine debugger which works with Sozobon C v2.0) won't work. Oh well, I never used it much anyway. Will LD still be able to link in the old Sozobon C format?

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

1343. Re: Eiffel on th ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 04:25:51 UTC
From: monnier@di.epfl.ch
Message-ID: <1nmf0f$67r@disun41.epfl.ch>
Source record: 39950

In article <C3opxE.KsG@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
>
>People interested in up & coming languages may be interested to know that
>a PD version of Eiffel is now available for the ST via FTP from
>
> ftp.tu-clausthal.de
>
>Never used it myself (perhaps one day when I have time :>).
>
well, that's better than nothing. Although it's only an interpreter
and it doesn't know about inheritance (bad luck for an object-oriented
language)

Anyway, I haven't done anything like that so... I'm not allowed to
complain !!

I just think it would be nicer if it really was PD (it is shareware),
with source code available !

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

1344. A GCC (gnumake) question - recursive make calls?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 05:00:24 UTC
From: mgm@world.std.com
Message-ID: <C3pKKq.Br0@world.std.com>
Source record: 39947

I'm going to be embarking upon a major project in GCC in the near future, and have a question: Does the ST version of GCC's make utility support recursive calls to make, or is this something that can only happen in the UNIX versions?

Generally, also, how compatible is the ST gnumake with the UNIX variety?

Any info is appreciated. E-mail ppreferred - <mgm@world.std.com>
--
~`~`michael moncur - mgm@world.std.com / sysop@onlybbs.via.mind.org ~`~`

1345. Help: SCSI Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 05:21:40 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Mar11.052140.7797@src.honeywell.com>
Source record: 39948

I have a Supra 30 Meg HD, upgraded to 60 Megs with a Seagate ST177N SCSI, running on an STE. But I am unable to make a 1.2 Gb Fujitsu SCSI HD respond that is daisy chained off the Supra on SCSI "1" (except that the light blinks when attempting to access the drive. The drive has yet to be formatted for the Atari, but since it isn't recognized, that's rather hard to do! I have tried every combination of termination, and terminator power to no avail. Finally giving up on the SCSI connection, I replaced my Seagate with the Fujitsu, directly off the Supra controller, but it still isn't recognized as a valid device. It has been verified on an IBM, formatted as a single 1.2 Gb partition so I'm confident that the drive is OK.

Is it possible that the conntroller in the Supra cannot handle this drive? Or is my Seagate fussy about sharing the buss?

And finally, the reason I bought it was for digital Hard Disk recording with the forthcoming Falcon - would I have better luck waiting to format this on the Falcon's SCSI-2 port? (the drive can work on either standard)

Thanx, Scott

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

1346. 1040stf - 4meg upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 05:29:10 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <671@highett.mel.dbce.csiro.au>
Source record: 39949

Has anyone upgraded their 1040stf (or other 1040) to 4 meg successfully? I have a 1 meg machine, and my computer is quickly losing it's marbles, so I have to give it some more memory. Sorry if this is a FAQ, but memory upgrades seem to be aimed at 520's ...

Email on the subject would be greatly appreciated ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

1347. Re: SH204 formatting problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 05:49:04 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <77244@cup.portal.com>
Source record: 39952
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>OK, I GIVE UP !!!
>
>I've been trying to format/partition my hard drive (an atari SH204).
>
>It's second hand, and the original formatting utilities (dated 1986) are
>corrupted. I got a hold of the latest distribution of AHDI, but when I try
>and format, I get a DRIVE NOT RECOGNISED error message.
Yep, I found that quite irritating in AHDI/HDX V5.0 that if it thinks
it knows the drive it WILL NOT even look at the WINCAP file for its
parameters... it just goes and blindly trashes the drive format when
it makes a mistake doing that and won't let you correct it.
>
>I tried to partition the HD without formatting first, but I got the error:
>
>DRIVE FORMATTED WITH OLD VERSION OF HDX, REFORMAT BEFORE PARTITIONING
>
>Blimmin' great !!

You just can't trust Atari's HDX. Even the older versions don't seem to
accept some WINCAP settings, although they pretend to be formatting drives
that Atari didn't know about at the time they are often actually
just scrambling the format.
>
>Can anyone send me a copy of the 1986 distribution of HDX that WORKS ??
I could send you a HDX V3.2 that came with my STacy, it seems to do my
old SH204 and MEGAFILE 30 ok.

However I would recomend switching to Supra or ICD or something else that
actually will accept your "suggestions" as to the type of drive. Atari
can't really be trusted for alot of mechanisms!

A few months ago I bought an upgraded MEGAFILE 30 with a non-Atari
65 meg mechanism installed. HDX 5.0 completely trashed the format when
I tried it (without even asking me the drive type!). HDX 3.2 asked for
the drive type and accepted the WINCAP entry for the drive mechanism
that I edited, but messed up the 4th 16meg partition. Supra formatted
and partitioned it with no problems at all.

While I am still using AHDI 3.2 for my bootstrap, I will probably eventually
switch the whole system to using Supra...

>
>Can anyone (ie at ATARI) tell me how I can make an ATARI HARD DRIVE compatible
>with an ATARI ST ?? (the program told me to contact ATARI !!)
I don't think Atari knows how to handle hard disks correctly!

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

1348. GUCK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 07:56:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1nmrcbINN89l@golem.wcc.govt.nz>
Source record: 39953

********** GUCK **************

I posted a article last week about getting the latest version of GUCK,
I thought the ST-CLUB was the agent for the English version 1.9
and above are no longer P.D...

So can any one HELP, with some more info on GUCK, how much
and were do I get it from, English version please...

Thanks........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1349. Re: SH204 formatting problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 14:08:14 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Mar11150814@cubitus.laas.fr>
Source record: 39955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> On 11 Mar 93 05:49:04 GMT, R_Tim_Coslet@cup.portal.com said:

>corrupted. I got a hold of the latest distribution of AHDI, but when I try
>and format, I get a DRIVE NOT RECOGNISED error message.
Tim> Yep, I found that quite irritating in AHDI/HDX V5.0 that if it thinks
Tim> it knows the drive it WILL NOT even look at the WINCAP file for its
Tim> parameters... it just goes and blindly trashes the drive format when
Tim> it makes a mistake doing that and won't let you correct it.

Tim> You just can't trust Atari's HDX. Even the older versions don't seem to
Tim> accept some WINCAP settings, although they pretend to be formatting drives
Tim> that Atari didn't know about at the time they are often actually
Tim> just scrambling the format.
>
>Can anyone send me a copy of the 1986 distribution of HDX that WORKS ??
Tim> I could send you a HDX V3.2 that came with my STacy, it seems to do my
Tim> old SH204 and MEGAFILE 30 ok.

And I even have the unnumbered 1986 version of HDX, but are you *sure*
that you want it?

Anyhow, to both of you, Tim and Dave, if you happen to have gotten HDX
5.0 off the net, then you will surely notice that *all* the entries in
the WINCAP file are commented out! Yes that's right! So, in the case
that it does *not* recognize the drive, which is what will happen with
an SH 204, it will just start formatting with whatever default
parameters the program uses.

I have a second disk connected similarly to the Atari SH 204, and I
ran into all the above problems. Once I uncommented the WINCAP lines,
HDX proposed all the different configurations inside WINCAP. From
there it was *smooth* sailing.

Normally, HDX 5.0 does not use WINCAP only if it detects a true SCSI
drive.

Hope this helps.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

1350. Atari Clipboard standard

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 14:11:14 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C3qA2r.CDq@cs.bham.ac.uk>
Source record: 39954

A netter requested Atari's clipboard standard a while back... Here it is!

--------8< Cut here 8<--------
****
The following article first appeared in
the June-July 1991 ATARI.RSC newsletter.
It is being included in this Archive
with the permission of Atari Corp.
****

Using the GEM AES Scrap Library, TAKE TWO
By Mike Fulton, Atari Computer

The GEM AES Scrap Library provides a standard method of allowing data interchange between applications via a clipboard mechanism. At the user's request, the current application will place data from its own document onto the clipboard. Later, from the same application or a completely different one, when the user requests the data from the clipboard, it can be read back into the current document. There are two GEM AES scrap library functions, scrp_read() and scrp_write().

The Clipboard Manager XCONTROL panel module allows the user to set the system's clipboard folder to whatever they want, so that this folder will be specified when the system is booted. The Clipboard Manager CPX is documented separately from this article.

Writing a Clipboard Item

WORD sc_wreturn = scrp_write(sc_wpscrap);

The scrp_write() call establishes the directory used to contain clipboard scrap files. A normal sequence of events for an application to put something in the clipboard would be:

1) Do a scrp_read() call to determine the location of the system's clipboard folder. If no existing clipboard folder exists, then it is recommended that your application create a folder named "CLIPBRD" in the root directory of the system's boot drive, and then construct a string containing this path specification.

As far as determining the system's boot drive is concerned, if the system drive map returned by the BIOS call Drvmap() indicates that drive C is available, then you should create the "CLIPBRD" folder on that drive. Otherwise, create the folder on drive A or ask the user where to put it.

2) Do not make assumptions about the format of the string you get from scrp_read(). Always examine the string and insure that you have a valid path specification like "C:\CLIPBRD\", without a file name at the end, and ending with a backslash. Do whatever manipulations are required to get the string into that format. For example, if there is a file specification at the end of the string like "C:\CLIPBRD\SCRAP.TXT", then find the first character following the last backslash in the string and change it to a NULL. If you get a string like "C:\CLIPBRD" without a trailing backslash, then do an Fsfirst() call to check if "CLIPBRD" is a subdirectory, and then append the backslash to the end.

3) An application should delete any existing scrap files in the clipboard directory before writing its own. This is done in order to prevent any possibility of an old scrap file being grabbed by the next application. A application may create its own scrp_clear() function for this purpose. A basic example of such a function might be:

```
void
scrp_clear( scrappath )
char *scrappath;
{
short err;
char scrapfile[200], delfile[200];
DTABUFFER *theDTA;

theDTA = (DTABUFFER *)Fgetdta();

strcpy( scrapfile, scrappath );
strcat( scrapfile, "SCRAP.*" );

err = Fsfirst( scrapfile, 2 );
while( ! err )
{
strcpy( delfile, scrappath );
strcat( delfile, theDTA->filename );
Fdelete( delfile );
err = Fsnext();
}
}
```

The DTABUFFER structure, or something similar, should be defined in one of your C compiler's include files. If you cannot find it, the definition is given below:

```
typedef struct dtabuf{
char reserved[21];
char attribute;
short time;
short date;
long filesize;
char filename[14];
} DTABUFFER;
```

This function would be passed a pointer to a string which contains the current clipboard folder specification, as specified and determined in steps 1 & 2 above.

4) Create and write your clipboard file, using at least one of the standard file formats given below. Clipboard files should be of the form "SCRAP.*" where the filename extension specifies the type of data contained within the file.

The following filenames are reserved for the following file formats. Additional file formats may be added to the list as they appear.

SCRAP.TXT -- ASCII only text, with a CR/LF at the end of each line

SCRAP.ASC -- ASCII only text, with a CR/LF at the end of each paragraph

SCRAP.RTF -- ASCII only text with formatting specified through the Rich Text Format defined by Microsoft

SCRAP.1WP -- First Word Plus formatted text

SCRAP.WP --- Word Perfect formatted text

SCRAP.GEM -- Standard GEM Metafile Graphics Image

SCRAP.IMG -- Standard GEM Bitmapped Graphics Image

SCRAP.TIF -- Tiff (Tagged Interchange File Format) Graphics Image

SCRAP.IFF -- Interchange File Format (Usually bit-image graphics, but not limited to that. Locate IFF file format documentation.)

SCRAP.EPS -- Encapsulated Postscript File

SCRAP.CVG -- Calamus Vector Graphic

SCRAP.DIF -- Data Interchange Format - Spreadsheet/Database data

These are not the only types of clipboard files that may be written. It is expected that many applications will want to write their own specific file format. In this case, it is hoped that the details of the file format are made available so that it can be supported by other applications. In any case, please notify Atari regarding the file format(s) and filename extension(s) used by your application.

At a bare minimum, a text-oriented program should always write SCRAP.TXT. A vector graphics-oriented program should always write SCRAP.GEM. And a bitmapped graphics-oriented program should always write SCRAP.IMG. However, where possible, your application should write as many formats as it can.

For example, let's say you have a word processor named WRITEIT that wants to create SCRAP.WIT clipboard files containing formatted text in its own format. Besides writing the SCRAP.WIT file for its own format, it might also write SCRAP.TXT, SCRAP.ASC, SCRAP.RTF, SCRAP.1WP and any other text formats that it understands. It may even write clipboard files in formats it knows how to write, but which it doesn't know how

to read.

Likewise, a graphics program would write clipboard files for all of the graphics formats that it understands. A vector graphics program might even write out a bitmapped image for a non-vector graphics program to read.

In some cases, depending on the context, it may be appropriate to write both text and graphics formats. For example, if you are in a graphics program and the user has selected a text object to copy to the clipboard, then the application may want to write a SCRAP.TXT file containing the text from that text object. Or if the user is currently editing a text object, and chooses to paste from the clipboard, then it would be valid for the graphics program to look for a text clipboard file so that it can grab text to put into the text object.

5) If you got a valid clipboard directory from scrp_read() in step 1 and no manipulations were necessary in step 2 in order to get the string into the correct format, then you are done.

6) If you did not get a directory from scrp_read() and so created the "CLIPBRD" folder yourself, or if you had to manipulate the string in step 2, then you now need to do a scrp_write() call using the string obtained at the end of step 2.

Reading A Clipboard Item

```
WORD sc_rreturn = scrp_read( sc_rpscrap );
```

The scrp_read() function returns a string containing the clipboard directory specification. The sequence of events for an application to read an item from the clipboard would be:

1) Do a scrp_read() call to get the clipboard directory. If scrp_read() returns zero, then the clipboard folder has not been set since the computer was last reset. If the return value is non-zero, then the clipboard directory specification is returned to you.

Do not skip step 1 because you've already done it once. All steps must be done each time you want to grab something off the clipboard. Do not assume the clipboard directory will not change while your application is running.

The scrp_read() function is defined as possibly returning an error code of zero. However, this function currently always returns a value of 1. Since this may change in future versions of GEM AES, applications should handle the case of the error code even if the programmer does not expect to see it.

2) If scrp_read() returns an error code of zero, then the application should act as though nothing is available on the clipboard.

3) If you get a valid string from scrp_read() then you need to make sure it is in the correct format as described above in Step 2 of "Writing a Clipboard Item".

4) Now you should have a path specification like "C:\CLIPBRD\". Now use Fsfirst() and Fsnext() to search the clipboard directory for a "SCRAP.xxx" file your application understands. You should first look for the formats that will provide the most information and then check for more simple formats. That is, a word processor would want to look for SCRAP.1WP before looking for SCRAP.TXT, because the SCRAP.1WP file would specify information about formatting and text styles that the SCRAP.TXT file would not.

5) Assuming your application can find a scrap file that it can understand, then it should open the scrap file, read in the information it contains, insert the information in the the current document as appropriate, and then close the scrap file.

--------8< Cut here 8<--------

1351. Re: Desktop-friendly grep?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 16:02:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.8pYglCti6SA@semprini.tdkcs.waterloo.on.ca>
Source record: 39958

In <1993Mar8.213213.27942@mnemosyne.cs.du.edu>, Ian Lepore writes:
> Is there a GEM-based grep program available? Or barring that, one that
> is at least a bit desktop-friendly? (IE, has an option to hold the screen
> before exiting, and can output results to a file, since the desktop
> doesn't support redirection.)

I have a German ACC called FileSearch that does a GREP in a window and
is designed somewhat like the Gemini desktop replacement...
Unfortunately, I don't remember where I got it (possibly GEnie, probably
a German FTP site).

> (Am I the only one who wonders why, after 8 years, the TOS desktop still
> doesn't support basic things like env vars and redirection? It's no
> wonder the only folks left in the ST world are unix-head programmers; you
> almost have to use a CLI or write your own version of everything to get
> any real work done on these machines.)

Because Atari hasn't done anything to improve their machines. It takes
the external unix-heads to fix things (or we still wouldn't have a
multitasking GUI).

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1352. Re: Help needed ... using 2nd FAT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 16:13:18 UTC
From: and@thor.mim.uni-hannover.de
Message-ID: <and.10.0@thor.mim.uni-hannover.de>
Source record: 39959

In article <4633@eastman.UUCP> nelson@that_machine.PPD.Kodak.COM (Bruce D. Nelson (67890)) writes:
>From: nelson@that_machine.PPD.Kodak.COM (Bruce D. Nelson (67890))
>Subject: Help needed ... using 2nd FAT
>Date: 8 Mar 93 15:48:59 GMT

>I believe I once saw a program whuch would force TOS to use the 2nd FAT
>instead of the first. Does anyone know what program that was, or of any
>program which can do this? Many thanks.

That's not possible. Only BIOS since TOS 2.?? sets a Bit in BPB when found a media with only one FAT.
But this Bit is - of cource - ignored by GEMDOS.
Gemdos only uses the second FAT when reading, the first FAT is not read but updated when the second was changed.

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

1353. Re: Help needed with a floptical setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 16:34:45 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar11.163445.18444@newshost.lanl.gov>
Source record: 39956

Eric, I don't own a floptical drive so I won't hazard a guess to answering your questions, but here are two places that deal with flopticals with the Atari and they should be able to help you out:

Toad Computers, 800-448-8623 or 410-544-6943
Purple Mountain Computers, 206-747-1519

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1354. GFA BASIC Toolkit, Vol II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 17:20:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar11.172053.26774@newshost.lanl.gov>
Source record: 39957

WANTED: Your routines, procedures, functions and GFA utility programs for inclusion in the upcoming 'GFA BASIC Toolkit, Vol II.' This will be a book/disk consisting of routines which the average GFA BASIC user can merge with his/her own program to carry out specific tasks.

As in Vol I (published by Taylor Ridge Books, 203-643-9673), all the routines will remain in the public domain for easy accessability. As Vol I was directed primarily at the beginner, I am looking for a bit more depth for Vol II to support the intermediate level GFA user. In addition to your procedures and functions, short, single-purpose executable utility programs are also invited as well as hints & tips.

All those whose contributions are selected will receive a free copy of the book/disk when published, full credit for their work, and the endless gratitude and respect of GFA BASIC users worldwide. :)

Guidelines for contributions:

1) All contributions must be of your OWN work and be PUBLIC DOMAIN. If it is NOT your own work, go ahead and send it anyway if you are sure it is public domain and know WHO the original author was.

2) "Short and Simple" routines, procedures, and functions are most desired. Have you developed a "short cut" for which there is no standard GFA command? Do you have a favorite tool or utility which you use to reduce programming time/chores? If so, let's see it.

3) All contributions must include full source code (obviously) and be provided in ASCII .LST format. Short routines may be sent via email or GEmail. Long listings should be sent via GEnie Fmail or via postal 'snail-mail.' Do NOT send routines/programs via UUCP!

4) All contributions should be heavily documented via comments in the code and/or another file. As a minimum, comments should explain:

a) Purpose of the code (what it does), in brief.
b) Initialization requirements (if any).
c) Parameter usage (if any).
d) An example call of the routine.
e) Compatability with previous GFA versions (if known).
f) Compatability with various TOS versions (if known).
g) Video mode (i.e., color or monochrome).
h) Remarks, hints, tips for proper usage.

5) If you own Vol I of The Toolkit (and if not, why not?), following the format presented there will make my job as editor/ compiler much easier and nearly guarantee you a place in the book. :)

Without your contributions, Vol II will not come about so just do it!
Any questions, contact me via email, GEmail, or phone at 505-662-7236.

(with apologies to non-GFA users for taking up "their" bandwidth) :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1355. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 19:30:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A10126@K.maus.de>
Source record: 39960

```
c>Lattice C: the language/libraries/editor is a *very* good (and stable)
c>package. The debugger, MonST, really lets you down though.
c>
c>I have yet to see a usable _source_level_ debugger for the ST (but then
c>I haven't seen Borland C on an ST yet!)
```

Get the Pure Debugger from the Pure C package and enjoy _real_ source debugging! It's the best source level debugger around even there are some points that should have been changed _now_.

Regards,
Robert

1356. Re: Weird Problem Upgrading to TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 19:34:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A10934@K.maus.de>
Source record: 39961

w>of continuing. Well, whichever way Prospero did this no longer works - TOS
w>2.06 will bomb you out with ERROR Code -1. Pity! - a definite MINUS for 2.06
w>in my opinion - but I digress from my main point!! which is... When I

A minus for Prospero Fortran, they did an illegal hack there.

w>started
w>to save and read files off my floppy disk there was an awful "grating" sound
w>from the disk drive which I'd never experienced with the old TOS. Apart from

That's because TOS 2.06 will use 6 ms step rate instead of 3 ms on old
machines. There are AUTO folder programs around that will fix it.

1357. Re: Using GDB, HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 21:15:51 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.731884551@vega>
Source record: 39962

lynbech@daimi.aau.dk (Christian Lynbech) writes:

>I have looked in most of the obvious places for info.
Like in ST documentation for gdb? It is there!

>I have compiled using -g and made a symbol file using sym-ld and an
>executable using gcc-ld (options the same), I start up GDB, it loads
>the symbol file alright, it accepts a breakpoint on main, but when I
>type `run' it stops with a `signal 0 received in _start'.
This is on purpose - even if this is a hack. An information about
the program will be "relocated" in this moment and only after THAT
you may set up breakpoints and in generally access program memory.
Remember that original gdb is designed for a system with a virtual
memory and not for ST.

> If I try to
>`cont' it says `bus error reading to or from child memory'.
Your breakpoint was set somewhere - who knows where. Maybe on
an odd address or sytem ROMs?

>Is it me, my libs, my gcc or mint, that is the problem?
Yeah, this is the question!

gdb reads, if available, a startup file .gdbinit with commands.
If you have 8+3 file names then .gdb works equally well. It is
a good idea to create .gdb files with a contents like this:

```
exec test.ttp
sym test.sym
set-args 1 2 34 "hello"
run
# gdb breaks automatically here with 'signal 0'
b main
com 1
printf "here we are at main, %d\n", argc
end
# <other commands we want to set up here>
continue
```

With such file it is enough to start gdb, without any arguments
but from the right directory, and things will happen.
Now, come to think of it I am not sure at the moment if 'set-args'
should be before or after initial "run". Check it out.

Michal Jaegermann,
ntomczak@vega.math.ualberta.ca

1358. Re: HSC v2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-11 21:54:40 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Mar11.215440.17161@unix.brighton.ac.uk>
Source record: 39963

Sorry, i missed the start of this thread.
a) 21 symbols is fine (7 is a pain in the ass), Borland C++ defaults to 32,
(expandable) but I've never used more than about 30 (!!!) and 15 is
the average for mega-readable C++ assignments.
b) Did I hear HSC 2.0 mentioned ____WHERE____ !!!! (___WHEN__??)

Dom De Vitto

1359. Re: HSC v2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 00:06:51 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar12.000651.25177@mnemosyne.cs.du.edu>
Source record: 39964

>> [HSC 2.0 will allow longer external names]
> document the symbol format

I am in the process of being convinced to use GST format symbols so that HSC 2.0 will be compatible with szadb and other tools. I'm trying to learn about GST format symbols now. I'm also near-convined that some things JAS and LD are doing with symbol flags are wrong, but I'm having a hard time confirming that via comparison with other tools. (EG, the DEFINED bit is set in a symbol even when the symbol is referenced from a module but not defined in that module; that seems pretty wrong.)

Also, I ran into a bit of a problem in preparing the 2.0 release. I had forgotten that the GemFast low-level bindings are written in madmac assembler, and rely on a lot of madmac features that jas doesn't have. So, I'm having to do a massive conversion of gemfast source code. ::sigh:: (I damn-near started hacking macro handling into JAS as a possibly shorter project than converting the gemfast code. ::grin:: But then I wrote some rexx scripts to do the bulk of the gemfast conversion for me.)

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1360. Re: Help needed ... using 2nd FAT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 00:13:01 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar12.001301.25455@mnemosyne.cs.du.edu>
Source record: 39965

```
>> a program that forces TOS to use the backup FAT
> that's not possible

Sure it's possible, on any TOS version. You just need a little TSR that
sits in the Rwabs() vector, and watches for reads from sectors containing the
primary FAT. When it sees such an access it changes the sector number in
the call parms to the corresponding sector of the backup FAT, then passes
control through to the next Rwabs() handler in the chain.

It's the kind of thing I could sling together in about a half hour by
modifying existing Rwabs-hook/driver/cacher code I have laying around on
disk. But, to package it as a ready-to-use user-friendly system would be
a matter of days rather than hours.

--
================================================================================
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
================================================================================
```

1361. Re: HSC AES stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 00:21:00 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar12.002100.25853@mnemosyne.cs.du.edu>
Source record: 39966

>I am using Heat and Serve C and would like to call some AES routines that
>the GEMFast libs don't have support for (menu_enable to gray out a menu
>item, for example). What do I need to have this capability... another
>lib to link in??? If so, where can I get it.
>
> Larry Richardson

GemFast supports all documented AES calls. (Not including any
MiNT/MultiTOS-specific calls Atari may have added in the past few months).
There are still some documented VDI calls it doesn't support.

For the menu function you want, menu_ienable() is the name. Yes, spelling
counts in programming, in spite of the fact that spelling is (by all
appearances) not a forte amongst programmers in general.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1362. Re: internal SCSI to external SCSI cable?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 01:05:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1nonk9INN8fk@elroy.jpl.nasa.gov>
Source record: 39967

In article <1993Mar5.052906.21209@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> Does the Falcon have a SCSI or SCSI-2 port?

> SCSI-2.

> > Where can I get a SCSI-2 to SCSI cable?

> You should be able to get one wherever you find products for Mac or NeXT
>computers. At least, I've been told (by Atari) that both those computers
>use the same sort of SCSI-2 connector as the Falcon. Just tell them you
>need a SCSI-2 DB50 to SCSI C-50 cable.

Hm, all the Macs and NeXT machines I've seen use DB25 (SCSI-1) connectors.
Old Sun workstations used DB50, current ones use SCSI-2 connectors, which
are actually standardized. If you ask for a cable with a "SCSI-2" connector
on one end, it will be correct. (Of course, you still have a variety of
choices for what goes on the other end...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

1363. Monochrome composite monitor on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 02:20:18 UTC
From: jjmcwill@mtu.edu
Message-ID: <1993Mar12.022018.10825@mtu.edu>
Source record: 39968

Okay, I got a question:

I've got a goldstar greenscreen monochrome composite input monitor.

It has a Horizontal Frequency of 15.699kHz, and a Freq. Band Width
of 18mHz. It's a 12 inch monitor.

The $60,000 question:

If I were to purchase a Falcon030, how usable would this monitor be
as my main monitor on the Falcon? What resolutions would I see?
Would I need any special adaptors?

Any help appreciated, either via follow-up post, or by e-mail

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
The Minstrel Boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,

1364. Mint 0.99 compilation problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 05:26:34 UTC
From: sjkinneb@mtu.edu
Message-ID: <1993Mar12.052634.12066@mtu.edu>
Source record: 39969

Hi, I seem to have a problem compiling the file context.s which is made from context.spp in the mint 0.99 source. I'm trying to compile it on a 4M ST using the shareable versions of GCC 2.33p1 and gas 1.38. My libraries are at pl30. The assemble seems to be choking on about 7 lines with the pmove operator. I checked a mc68000 reference guide and found that there is no pmove operator. If anyone has any suggestions to solve this problem it would be greatly appreciated. Thanks.

-Steve Kinneberg
sjkinneb@mtu.edu

1365. Re: Mint 0.99 compilation problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 07:53:26 UTC
From: boender@dutiws.twi.tudelft.nl
Message-ID: <C3rn92.LAu@dutiws.twi.tudelft.nl>
Source record: 39970

In article <1993Mar12.052634.12066@mtu.edu> sjkinneb@mtu.edu (Kinneberg) writes:
>Hi, I seem to have a problem compiling the file context.s which is made
>from context.spp in the mint 0.99 source. I'm trying to compile it on
>a 4M ST using the shareable versions of GCC 2.33p1 and gas 1.38. My
>libraries are at pl30. The assemble seems to be choking on about 7 lines
>with the pmove operator. I checked a mc68000 reference guide and found that
>there is no pmove operator. If anyone has any suggestions to solve this
>problem it would be greatly appreciated. Thanks.
>
>-Steve Kinneberg
>sjkinneb@mtu.edu
>

This is because these instructions are '030 instructions. Either remove them
(they won't be called on a 68000 anayway), or update your copy of gas.

Hildo
--
##
Hildo - toggles those bits other hackers just can't reach
##

1366. Re: Pipes instead of tmp-files in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 08:50:35 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Mar12035035@kropotkin.gnu.ai.mit.edu>
Source record: 39971

In article <1993Mar10.003801.26171@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:

>Hmm, maybe I should have added that I know about the -pipe option. However,
>that doesn't work on the GCC I got (2.3.3 PL1 from a.a.u.e). Any hints?

I don't recall from your original message whether you said you were running under MiNT or TOS. You definitely won't be able to use "gcc -pipe" under TOS.

Second, I don't know if the TOS library supports MiNT pipes. So "gcc -pipe" may not work under MiNT either, unless the GCC you are using (and all the subprograms, gcc-as, gcc-ld) were compiled with the MiNT library.

Now here's the tricky part...Many programs (including gcc-cc1) use all of the ST's remaining memory after loading for their stack. This means you can not run any new programs while one of these programs is in memory, since it will not have enough memory to run in. You may be able to alter this behavior by using the "fixstk" program from the gcc-utilities package (utlbin33). Youll have to experiment to find the maximum value for the stacksize that will still let you run new programs (don't use a value that's too small or gcc-cc1 won't work at all.)

good luck,
entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, and Xerox. Join the League for Programming Freedom! Write to lpf@uunet.uu.net for more information.

1367. Re: C on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 11:08:39 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C3rwAG.3B9@newcastle.ac.uk>
Source record: 39980

GCC works fine on the Falcon - in fact it has some library's just for it -
take a look in falcon.h. Tried & tested :).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1368. Re: Help needed ... using 2nd FAT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 11:25:41 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C3rx2u.l4o@hpbbrd.bbn.hp.com>
Source record: 39985

Andreas Kromke (and@thor.mim.uni-hannover.de) wrote:
> In article <4633@eastman.UUCP> nelson@that_machine.PPD.Kodak.COM (Bruce D. Nelson
(67890)) writes:
> >From: nelson@that_machine.PPD.Kodak.COM (Bruce D. Nelson (67890))
> >Subject: Help needed ... using 2nd FAT
> >Date: 8 Mar 93 15:48:59 GMT
>
> >I believe I once saw a program whuch would force TOS to use the 2nd FAT
> >instead of the first. Does anyone know what program that was, or of any
> >program which can do this? Many thanks.
>
> That's not possible.

Of course it's possible. Write a TSR that hooks into the hdv_rw vector.
The TSR would then deroute accesses to sectors in the first FAT to
the second FAT.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

1369. Re: MiNT and xcontrol, broken?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 12:11:37 UTC
From: thiele@quando.quantum.de
Message-ID: <1993Mar12.121137.17892@quando.quantum.de>
Source record: 39972

```
:
: >I eperienced loads of problem when trying to run MiNT (0.95)) mfs
: >(0.55), all from MDK, and xcontrol (from a.a) at the same time.
:
: It must be mfs that is broken (I don't use it myself), xcontrol run's fine under
: all the versions of MiNT that I've used it under (0.91,0.95,0.99,1.0).
: (system-4MegF030+65MegHD)

I have had the same problem. But you can use xcontrol and mfs055 together
with MiNT0.99. This will work on my ATARI!

Holger

--
------------------------------------------------------------------------------
Holger Thiele |
Quantum GmbH Dortmund | Et nunc, reges, intelligite,
thiele@quantum.de | erudimini, qui judicatis terram
```

1370. Re: Help needed ... using 2nd FAT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 12:49:39 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Mar12134939@cubitus.laas.fr>
Source record: 39973

As I remember Moshe Braner wrote a couple of utilities, one of which
would copy FAT 2 to FAT 1. I do not remember if this works on hard
disks or if source is available.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

1371. Re: Help needed with a floptical setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 12:53:44 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Mar12135344@cubitus.laas.fr>
Source record: 39974

>>>>> On 10 Mar 93 23:56:52 GMT, esj@harvee.billerica.ma.us (Eric S
>>>>> Johansson) said:

Eric> suggestions?? Can I use my ICD host adaptor or do I need a new one?
Eric> what sw should I get?

I don't know offhand about the adaptor. But you will need recent
software. ICDBoot 6.02 works but doesn't let you partition the
floptical drive. ICDBoot 6.03 does *not* work! ICDBoot Pro permits
both formatting and partitioning.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

1372. Re: internal SCSI to external SCSI cable?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 13:01:29 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Mar12140129@cubitus.laas.fr>
Source record: 39975

>>>>> On 12 Mar 93 01:05:13 GMT, hyc@hanauma.jpl.nasa.gov (Howard Chu) said:

hyc> In article <1993Mar5.052906.21209@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> Just tell them you need a SCSI-2 DB50 to SCSI C-50 cable.

hyc> Hm, all the Macs and NeXT machines I've seen use DB25 (SCSI-1) connectors.
hyc> Old Sun workstations used DB50, current ones use SCSI-2 connectors, which
hyc> are actually standardized. If you ask for a cable with a "SCSI-2" connector
hyc> on one end, it will be correct. (Of course, you still have a variety of
hyc> choices for what goes on the other end...)

All this depends on who you have on the phone or what store you go to!
The DB50 standard is also known as SCSI-2 in some stores! And the new
"SCSI-2" can be called "micro SCSI-2".

Your mieage may vary.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

1373. Re: Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 13:14:03 UTC
From: ralph@laas.fr
Message-ID: <RALPH.93Mar12141403@cubitus.laas.fr>
Source record: 39976

>>>>> On 10 Mar 93 10:55:58 GMT, wabe@ukc.ac.uk (W.A.B.Evans) said:

>This is indeed caused by TOS 2.06. What happens is that TOS 2.06 sets
>the step rate for your disk drive to 6 ms.

I have had *no* such problem when upgrading from 1.2 to 2.06 (using
the TEC Bridge).

Alan> I must get in touch with Codehead (anyone know their Telephone
Alan> No.?) or accept defeat and reinstall my old TOS 1.60.

Phone: (213) 386-5735 FAX: (213) 386-5789

Tell 'em I sent you.

Alan> P.S. In case some of you are wondering - My TOS 2.06 were
Alan> purchased from "Analogic" at the Wembley show about a fortnight
Alan> ago and had been stamped as "Made by Compo".

Mine were stamped Atari France.

Good luck! TOS 2.06 is really great.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

1374. HD problems with SST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 13:33:36 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.731943216@gideon>
Source record: 39977

I have SST running at 33 MHz and ICD Advatage adapter and some big
problems. I have two hard disks and the ICD tape. The problem is
HD errors, very often I can not read something from the drive
(like cpx-files) and the it halts if I try to select accessory
(you can not see anything under the desktop menu item).

A friend of mine suggested that there could be some funny echoes
in the DMA cable, but at least changing the cable did not help.
The SCSI cable is quite long but a shorter one did not help.

I am planning to make similar buffers than there is in the TT,
but I do know if it helps. I think it is now wise to put
220/330 ohm terminators in DMA cable, the DMA chip might dislike it.

Any help would be fine as I can not get in touch with GBS.

Kimmo
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1375. Re: MiNT and xcontrol, broken?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 14:09:08 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar12.140908.26916@sol.ctr.columbia.edu>
Source record: 39978

In article <1993Mar12.121137.17892@quando.quantum.de>, thiele@quando.quantum.de (Holger Thiele) writes:
} :
} : >I eperienced loads of problem when trying to run MiNT (0.95)) mfs
} : >(0.55), all from MDK, and xcontrol (from a.a) at the same time.
} :
} : It must be mfs that is broken (I don't use it myself), xcontrol run's fine under
} : all the versions of MiNT that I've used it under (0.91,0.95,0.99,1.0).
} : (system-4MegF030+65MegHD)
}
} I have had the same problem. But you can use xcontrol and mfs055 together
} with MiNT0.99. This will work on my ATARI!

I hate it when this happens - mfs 0.55, xcontrol, and MiNT (0.91 and upwards) have always worked fine for me. I'm now working with 0.99 and that seesm to be fine. Try removing bios buffering in the mint.cnf file (that seems to cause lots of problems). I have noticed that Quick ST 3.0 won't work with MiNT 0.99 though, whereas it used to in earlier versions. It fails before the 'load xfs filesystem' code.

Simon.

--
____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1376. ST2->ST4 memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 14:54:42 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <Edward.Visse-120393155108@fastpath-24.wblab.lu.se>
Source record: 39979

Hi atarinetters,
I want to put in some extra RAM into my mega ST2. Can someone tell me what type of RAM's and condensators I need. If I have those, it is just 'glueing' them into my ST, OR....?

Thanx for any info, Edward (Painfully short on thinkingspace)

1377. Re: MiNT and xcontrol, broken?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 18:30:51 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.731961051@vincent2.iastate.edu>
Source record: 39982

In <1993Mar12.121137.17892@quando.quantum.de> thiele@quando.quantum.de (Holger Thiele) writes:

>:
>: >I eperienced loads of problem when trying to run MiNT (0.95)) mfs
>: >(0.55), all from MDK, and xcontrol (from a.a) at the same time.
>:
>: It must be mfs that is broken (I don't use it myself), xcontrol run's fine under
>: all the versions of MiNT that I've used it under (0.91,0.95,0.99,1.0).
>: (system-4MegF030+65MegHD)

>I have had the same problem. But you can use xcontrol and mfs055 together
>with MiNT0.99. This will work on my ATARI!

>Holger

Hmmm... I'm running Mint .96, mfs, and xcontrol and usually have no problems. On one or two occasions either Mint or mfs have acted up--it would crash everytime it booted. Copying fresh copies into the Auto folder seemed to solve the problem, but I never did figure out exactly what the problem was, and it hasn't acted up in quite awhile.

Aaron
aburgh@iastate.edu

>--
>---
>Holger Thiele |
>Quantum GmbH Dortmund | Et nunc, reges, intelligite,
>thiele@quantum.de | erudimini, qui judicatis terram

1378. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 18:43:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.584@cix.compulink.co.uk>
Source record: 39983

In article <C3MF9r.CE3@brunel.ac.uk>, cs90ijr@brunel.ac.uk (Ian J Ray) writes:
>Jennifer Ann Bray (jab2@bhars10a.bnr.co.uk) wrote:
>[...]
>: Alternatively, anyone know of a good C with source level debugger?
>: (Lattice is useless)
>
>Lattice C: the language/libraries/editor is a *very* good (and stable)
>package. The debugger, MonST, really lets you down though.
>
>I have yet to see a usable _source_level_ debugger for the ST (but then
>I haven't seen Borland C on an ST yet!)

There is one now available. Not written by HiSoft though. It is available
from the ST Club (c.f STapplications)

The ST Club
2 Broadway
Nottingham
NG1 1PS

Tel: 0602 410241
Fax: 0602 241515

STapplications is a subscription only mag. It does not appear on the stands.
Best ST mag by far. 18ukp for 12 issues, 26.50ukp for 12issues plus 6 disk mags.
21ukp to Europe, 31ukp to the rest of the world ;-)
The debugger is i think(!) priced at 24.95ukp. Roomered to be very good, i
do not have it yet.

Adam.

1379. Re: Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 20:30:45 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar12.203045.3949@mnemosyne.cs.du.edu>
Source record: 39981

> the desktop needs environment variables

Well, there is GEMENV, my program that adds env var support to the gem desktop. It's part of the HSC package, and is also available separately. It works great, except that it doesn't work on TOS 4.0x, because Atari changed the way the desktop works.

Now I have no problem with them changing the way the desktop works in regards to env vars. I suspect the change is just that they're using a different compiler now, one that supports environ[]. If they had added a new AES call to TOS 4.0x to give you access to the desktop's env vars, then everything would be peach, I could do a quick update to gemenv.prg so that it used the new method on TOS 4.0x, and the old method on prior systems. The problem is, Atari didn't provide any access to the desktop's env vars. (Unless you're running multitos -- it has a new call for manipulating env vars. But if Atari thinks that everyone who buys a Falcon will be using multitos, they're dreaming.)

> How about Rexx for a script language.

That's exactly what we need. If anyone knows of PD Rexx source code, I'd be more than happy to attempt a port to the ST. I've been using rexx for about 10 years, and I understand how compilers and interpreters work, but I don't think I could create an ST rexx from scratch.

--
==
- Ian Lepore | If you hold a unix shell up to your ear and listen very
ianl@bix.com | carefully, you can hear the C.
==

1380. UNIX unzip ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 21:41:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar12.214125.8013@newshost.lanl.gov>
Source record: 39986

Does anyone have a version of PkZip or Unzip for UNIX boxes? I've ftp'd some 'zipped' ascii files which I'd _really_ like to read but it's a little tough without a decompressor, ya know?

I looked on Simtel.20 but couldn't find a zip utility for UNIX. If someone could send me one via email (in uuencode format) that would be great.

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1381. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-12 22:24:04 UTC
From: ken@isgtec.com
Message-ID: <4362@isgtec.isgtec.com>
Source record: 39984

> In article <C3MF9r.CE3@brunel.ac.uk>, cs90ijr@brunel.ac.uk (Ian J Ray) writes:
> > I have yet to see a usable _source_level_ debugger for the ST (but then
> > I haven't seen Borland C on an ST yet!)

The source debugger from Megamax, called LaserDB, is excellent IMO. You
can switch between source and assembler, and even debug a low-res program
while the debugger screen runs in medium-res. It's available separately
from Laser C. (Can't remember if you need Laser C-generated files to use
it though).

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1382. Re: SH204 formatting problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-13 09:21:40 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.lg5yuSm7BAI@s0jxb.exnet.co.uk>
Source record: 39987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <C3Mqzo.B5L@ccsun.strath.ac.uk>, "David McNicol", 3rd Year LPO writes:
>
>I've been trying to format/partition my hard drive (an atari SH204).
>
>It's second hand, and the original formatting utilities (dated 1986) are
>corrupted. I got a hold of the latest distribution of AHDI, but when I try
>and format, I get a DRIVE NOT RECOGNISED error message.
>
>I tried swapping the data file that came from the OLD distribution with the
>NEW one, to see if the NEW utility would recognise the HD then.
>
>NOPE.
>
>I tried to partition the HD without formatting first, but I got the error:
>
>DRIVE FORMATTED WITH OLD VERSION OF HDX, REFORMAT BEFORE PARTITIONING
>
>Blimmin' great !!
>
>Can anyone send me a copy of the 1986 distribution of HDX that WORKS ??
>
>Can anyone (ie at ATARI) tell me how I can make an ATARI HARD DRIVE compatible
>with an ATARI ST ?? (the program told me to contact ATARI !!)

I had exactly this problem with my STE and it turned out to be a fault in the
computer! BTW if you want the old utilities mail me.
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

1383. Re: UNIX unzip ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-13 10:15:18 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Mar13.101518.22955@tdb.uu.se>
Source record: 39989

John Hutchinson (hutch@bellman.lanl.gov) wrote:
:
: I looked on Simtel.20 but couldn't find a zip utility for UNIX. If someone
: could send me one via email (in uuencode format) that would be great.

If you don't mind transatlantic connections you could try nic.funet.fi
in the directory /pub/unix/tools/zip/ (if memory serves me right).

There are NO DOUBTS sites in the US that carries unzip-utilities too,
but I haven't had any reason to look yet. :-)

And if you still can't find a unzip-utility then log into your nearest
Archive-site and search for unzip50 or unzip-5.0 or something like
that.

Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
||| Gardskarsvagen 6B Fidonet : Daniel Eriksson @ 2:205/229
||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
/ | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

1384. need help building toswin

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-13 23:07:52 UTC
From: michaelk@titan.ucs.umass.edu
Message-ID: <1ntpg8INN2ao@titan.ucs.umass.edu>
Source record: 39988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I've been trying to compile the toswin sources on atari.archive,
and while I can get it to work as a .prg, when I rename it to an .acc,
I get a bus error trying to load it, and I have to reboot.
I'm using gcc 2.3.1, gnumake 3.58, gemlib 23, include and library 85,
compiling under tcsh in mint 0.94. When I look at the output from the
make, I get two warnings:

```
In file included from toswin.c:22:
twproto.h:88: warning: type mismatch with previous external decl
g:\\gnu\\include\\minimal.h:66: warning: previous external decl of `main'
```

and

```
event.c: In function `evnt_loop':
event.c:177: warning: type mismatch in implicit declaration for built-in function `strlen'
```

I've removed all of the CFLAGS except -mshort (used to be -mshort
-G -O2 -Wall -fomit-frame-pointer, which would just give me more warnings).
Anybody run into problems with this before? Recommendations?

Thanks for any info,

Michael Kieras
michael@cs.umass.edu

1385. Re: Pipes instead of tmp-files in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 02:03:53 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1nu3q9INNpmv@elroy.jpl.nasa.gov>
Source record: 39990

In article <ENTROPY.93Mar12035035@kropotkin.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <1993Mar10.003801.26171@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>>Hmm, maybe I should have added that I know about the -pipe option. However,
>>that doesn't work on the GCC I got (2.3.3 PL1 from a.a.u.e). Any hints?
>
>I don't recall from your original message whether you said you were
>running under MiNT or TOS. You definitely won't be able to use "gcc
>-pipe" under TOS.
>
>Second, I don't know if the TOS library supports MiNT pipes. So "gcc
>-pipe" may not work under MiNT either, unless the GCC you are using
>(and all the subprograms, gcc-as, gcc-ld) were compiled with the MiNT
>library.

Actually, the Atari code specifically disallows the -pipe option. You would need to modify the source and get rid of a couple #ifndef atarist lines to reactivate the option, and it would only work while running under MiNT.

Probably not worth doing on a 4M ST, but if you have more memory than that available, it becomes meaningful. (The main question is, what would happen if you set _stksize to something that was too small, and some program was unable to get enough space off the stack for an alloca call... alloca tends to get used quite heavily in the GNU software...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

1386. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 07:32:32 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2ba2dffe@p15.f202.n281.z2.fidonet>
Source record: 39991

In a message of <Fri 5 Mar 93 11:49>, Ulrich Kuehn (2:281/202.0) writes:

UK> It is a very bad idea to grab system vectors without thinking of how
UK> to get out of it again. A solution would be the following procedure:
UK> if you has to grab a system vector from a program (of whatever kind),
UK> DO USE xbra. When dechaining the vector, one searches through the xbra
UK> list for the own entry point (check the xbra id AND the vector
adress!) UK> Then modify the old vector in the predecessor's xbra
structure (or the
UK> system vector itself) to point to the old vector one has saved at
UK> install time. If that is not possible, i.e. because a non-xbra program
UK> has installed itself into the vector afterwards, there is no
UK> possibility of unchaining oneself, so one has to stay in memory, at
least
UK> is it necessary to leave a dummy trap jumper in memory.

I understand; it's a lot of hassle, especially if appl.B doesn't follow the
XBRA protocol. I think I'll just do it the simple way and call a routine
with Supexec periodically, that's a lot simpler and it will always work.

Ta!
Vincent

--- MARSmail Export v1.21/4D
* Origin: This msg was sent to Mr. Kuehn on 20/03 at 10:34... (2:281/202.15)

1387. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 07:34:28 UTC
From: Vincent_Partington@p15.f202.n281.z2.fidonet
Message-ID: <2ba2e079@p15.f202.n281.z2.fidonet>
Source record: 39992

In a message of <Fri 5 Mar 93 12:26>, Jennifer Ann Bray (2:281/202.0)
writes:

JA> Can anybody comment on Borland C for the atari St?

On the ST that which used to be Turbo C is now called Pure C. I use it a
lot and I think it is very good.

JA> Does it have a source level debugger, if so is it any good?

It has indeed and it is very good. Not only is it a source level debugger
you can also go quite deep with it and look at the CPU registers and the
assembly code generated by the compiler (very interesting!) unlike Think
C's source level debugger on the Macintosh.

Ta!
Vincent

--- MARSmail Export v1.21/4D
* Origin: For the best host-mode, use Jekyll (2:281/202.15)

1388. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 11:13:38 UTC
From: keiths@Cadence.COM
Message-ID: <1993Mar14.111338.22916@Cadence.COM>
Source record: 39999

In article <1993Mar10.233053.1@kosmos.wcc.govt.nz> valdez_a@kosmos.wcc.govt.nz writes:
>In article <C3MF9r.CE3@brunel.ac.uk>, cs90ijr@brunel.ac.uk (Ian J Ray) writes:
>> Lattice C: the language/libraries/editor is a *very* good (and stable)
>> package. The debugger, MonST, really lets you down though.
>>
>> I have yet to see a usable _source_level_ debugger for the ST (but then
>> I haven't seen Borland C on an ST yet!)
>

I still use the Laser C environment on my ST. I find it fast (both in terms of compiling/linking and the speed of the resulting code). Also the source level debugger is really good - mixed C/assembler can also be handled, you can set up watch windows for variables, set breakpoints etc etc. ANd the code seems to have few bugs - something I could not say for Lattice, which I had to give up on.

But I haven't seen it advertised for a while now, so perhaps it no longer exists?

Keith.

1389. Re: GEM Execution Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 12:12:44 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_842_fidonet2ba31387@Kralizec.fido.zeta.org.au>
Source record: 39993

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <11 Mar 1993 02:57:>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

ws>] That's odd. Seeing as atari Oz' top bods have been wandering around
ws> NZ] talking to quite a few people of late...
ws>
ws> Where'd you get that info' from!? There is *sort of* an Atari NZ,
ws> but I'd be surprised if Atari bothers sending any Falcons to this
ws> country, as with the HUGE shipping costs, the low-end machine will
ws> end up being about $1000US over here I'd imagine! (1meg No HD).

It's amazing what you can do if you ask a few people where their boss is...

Well, the base falcon should be $999.00 australian - work that one out.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1390. Multi-processing on a standard 68000 ST(e)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 13:17:59 UTC
From: esuoc@csv.warwick.ac.uk
Message-ID: <1nvba7INN6jq@violet.csv.warwick.ac.uk>
Source record: 39995

Hi there,
I've been working on a new window operating system for the ST computers
for 2 years now (not man years!) ... because it needs a better one.

Well anyway I've managed to build a complete set of widgets, over-laying
windows, a virtual desktop, etc .... and it's wicked!

I've already written programs with this system (a multi-function disk-analyser,
a natural language preprocessor, etc) .... BUT what I really want to do is
multi-process programs in my windows ...

I've tried using the MFP chip, but no luck; I tried time slicing each process
and it just crashed after switching once for some weird reason; I had saved
the PC and SR.

This is really giving a BIG headache .... can anyone help???

I could send some demos of the work I've done so far if anyone is interested.

Thor (Ajay Soni)
of The Illusion Masters

1391. Re: UNIX unzip ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 15:47:38 UTC
From: monnier@di.epfl.ch
Message-ID: <1nvk2q$b81@disun41.epfl.ch>
Source record: 39996

In article <1993Mar12.214125.8013@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>Does anyone have a version of PkZip or Unzip for UNIX boxes? I've ftp'd
>some 'zipped' ascii files which I'd _really_ like to read but it's a little
>tough without a decompressor, ya know?
>
>I looked on Simtel.20 but couldn't find a zip utility for UNIX. If someone
>could send me one via email (in uuencode format) that would be great.
>
>Thanks,
>---

Ahem....yes, there is: atari.archive.umich.edu /Archivers/Unix/unzip50.. :-)

gunzip also claim to be able to unzip files (why isn't gzip ported to ST yet ?)
gunzip, like any other GNU utility is available at ..
prep.ai.mit.edu: /packages/gnu/gzip-1.xxx (I believe)
(and many other places)

Stefan

--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

1392. Re: Eiffel on th ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 17:55:34 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.eg.pI6xGzipyeo@lionbbs.escape.de>
Source record: 39994

In <C3opxE.KsG@newcastle.ac.uk>, Craig Graham writes:

>People interested in up & coming languages may be interested to know that
>a PD version of Eiffel is now available for the ST via FTP from

> ftp.tu-clausthal.de

As one of those who haven't got ftp access:

- what's the filname
- what's the path to the file
- how big is it
- and last but not least, do they hae an ftpmail demon?
(I know that there is ftpmail@decwrl.dec.com, but for
transfers between german sites this should be the
last resort only!)
Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

1393. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 20:05:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.35816@cix.compulink.co.uk>
Source record: 40000

>Alternatively, anyone know of a good C with source level debugger?
>(Lattice is useless)
Why so? Lattice 5.52 is IMHO a very good development system. It has
also been Falcon compatible for over 6 months now.

A fully programable source level debugger is now available for it,
written by Andy Pennel (who wrote Devpac & much more). Called X-Debug,
It costs GBP25 and supports single stepping, local variable access when
working with high level languages. It supports Hisoft Basic, Devpac 3
& Lattice C. It has a script language that alows complex sequences
to be built up as well as a full expression evaluator, aliases and procs
with parameters. A cutomisable interface is also included.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

1394. SM124 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 20:36:25 UTC
From: ehood@hydra.acs.uci.edu
Message-ID: <2BA39749.6556@news.service.uci.edu>
Source record: 39997

Problem:

After a harddisk write, the image on my SM124 will turn to a bunch of squiggle lines (like the vert/horz setting gets all wacked). This doesn't happen an every disk write. Sometimes it takes several writes to disk (the write count is not constant) before the screen wacks out. I also have a SC1224, but it never showed the problem. If any of you have susggestions on what could be causing it, please drop me note.

My system configuration:

Hardware:
Mega ST2 w/Tos 1.2
80Mb SCSI Harddisk w/ICD Host Adapter
SM124 & SC1224 monitors w/Monitor Master
V.32 9600 external UDS Motorola modem
Golden Image Mouse

Software:
Neodesk 3.0x
(The screen wack-out has occured in any software when I was saving a file to disk: Word Writer, Pagestream).

I do not know if it is a virus since the bahavior occured after the end of last summer where I had no contact with external software for over 3 months (unless it is a dorment virus). I do not have any good virus programs for checking the harddisk, so if any can tell me where one is, I'd be greatful.

Please respond via e-mail, Thank you.

--

Earl Hood | Advanced Scientific Computing: OAC
ehood@uci.edu | University of California: Irvine
ehood@UCI.BITNET | Irvine, CA 92717

1395. Re: UNIX unzip ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 21:46:30 UTC
From: dhunt@infocom.co.uk
Message-ID: <905@infocom.co.uk>
Source record: 39998

John Hutchinson has imparted this wisdom to us mere mortals:-
> Does anyone have a version of PkZip or Unzip for UNIX boxes? I've ftp'd
> some 'zipped' ascii files which I'd _really_ like to read but it's a little
> tough without a decompressor, ya know?

Try ftp.uu.net, can't remember the directory but it is there

> I looked on Simtel.20 but couldn't find a zip utility for UNIX. If someone
> could send me one via email (in uuencode format) that would be great.

simtel is mostly DOS

--
Public Access USENET & MAIL, USENET GROUPS (of your choice) & MAIL on
your own DOS/ATARI/AMIGA/MAC/UNIX MACHINE at HOME
mail info@infocom.co.uk with ALL on the subject line, replies automatically.
Start DEPRIVING B.T. of your VALUABLE CASH, use OFFLINE uucp today

1396. Re: Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-14 22:33:44 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar14.223344.5483@ultb.isc.rit.edu>
Source record: 40001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ahh ha! I rember what the problem here is. If I remember correctly the
major problem with Supra controllers (one of the reasons they really
don't exist anymore) was that they only have the capablitlity of controlling
one SCSI device!

Unless my memory is failing me I belive that's what the problem is.
I also don't think that the Supra can handle a drive as large as 1.2 Gig.

Hope that helps!

+---+-----------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+-----------------------------+

1397. <Sense: $17>

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 05:32:55 UTC
From: ehood@hydra.acs.uci.edu
Message-ID: <2BA41507.17658@news.service.uci.edu>
Source record: 40002

Idiot question: What does <Sense: $17> mean?

--

Earl Hood | Advanced Scientific Computing: OAC
ehood@uci.edu | University of California: Irvine
ehood@UCI.BITNET | Irvine, CA 92717

1398. Re: ST harddrive readable by PC?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 05:49:37 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.732174577@gideon>
Source record: 40003

greg@Quotron.COM (Greg "Maddog" Knauss) writes:

>My ST harddrive died recently and I'd like to see if it's the controller
>or the drive itself by pulling them apart and plugging the drive mechanism
>into a PC. I know the floppy formats are the same, so does it carry through
>to harddrives? And how much trouble am I going to have configuring the
>PC's controller?

I think you can not read the drive in PC the main problem is perhaps the
different partition information. But you could read the pc-drive in Atari,
at least with new ICD drivers. I have not yet tested it, but they
promice it in the documentation.

But anyway you can test the drive with a SCSI controller in pc, but
I am afraid you lose all your files.

Kimmo
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

1399. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 09:46:33 UTC
From: djs@jet.uk
Message-ID: <1993Mar15.094633.2459@jet.uk>
Source record: 40005

In <memo.584@cix.compulink.co.uk> apelled@cix.compulink.co.uk (Adam Pelled) writes:

>In article <C3MF9r.CE3@brunel.ac.uk>, cs90ijr@brunel.ac.uk (Ian J Ray) writes:
>>Jennifer Ann Bray (jab2@bhars10a.bnr.co.uk) wrote:
>>[...]
>>: Alternatively, anyone know of a good C with source level debugger?
>>: (Lattice is useless)
>>
>>Lattice C: the language/libraries/editor is a *very* good (and stable)
>>package. The debugger, MonST, really lets you down though.
>>
>>I have yet to see a usable _source_level_ debugger for the ST (but then
>>I haven't seen Borland C on an ST yet!)

> There is one now available. Not written by HiSoft though. It is available
>from the ST Club (c.f STapplications)

> The ST Club
> 2 Broadway
> Nottingham
> NG1 1PS

> Tel: 0602 410241
> Fax: 0602 241515

> STapplications is a subscription only mag. It does not appear on the stands.
>Best ST mag by far. 18ukp for 12 issues, 26.50ukp for 12issues plus 6 disk mags.
>21ukp to Europe, 31ukp to the rest of the world ;-)
> The debugger is i think(!) priced at 24.95ukp. Roomered to be very good, i
>do not have it yet.

> Adam.
The ST-Club's X-Debug is apparently written by the same chappy that did
MonST (and therefore the Lattice) debugger. I ordered it as soon as it was
advertised, but haven't received it yet; must chase them up today.

I did think about waiting for a review of X-debug before ordering, but
the only UK ST mag capable of reviewing it now is ST Applications, and
they (funnily enough) always give rave reviews to ST-Club products...
--
+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1400. Window sys - Multproc article - Info

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 09:55:24 UTC
From: esuoc@csv.warwick.ac.uk
Message-ID: <1o1jqcINN6am@violet.csv.warwick.ac.uk>
Source record: 40004

Hello,
I've been asked about my window system...well I've posted a couple
of GFA BASIC 3 mock up programs to comp.binaries.atari.st.

I've used GFA BASIC to do all my mock ups, ideas on how to implement
such a system...I've written another version of the same system in
C/Assembly and it's even faster!!

There are two .GFA TEST programs ...
o Diskanal.gfa - is a half completed disk analyser
I'll probably finish it off when I've finished
the new window system ; which shouldn't be
long! The Bootsector, Directory editors do work
and some other little stuff......
Play around with it! But be careful!!!
(If you mess up your disks, don't blame me!!)
o Virtual.gfa - demonstrates a large virtual dektop
it doesn't use extra memeory for it's 9 screens!
NOTE: to get to another window just move the
mouse pointer to the edge of the screen.
Very similar to Xwindow's vtwm.

Well these programs are very very old (6 months old) ... The new version
is much better graphically and much faster!; it now has a on-line
hypertext system, icons, sound etc....and it's less that 60k long so
far!!

Ajay Soni (Alias Thor)
of The Illusion Masters

1401. Connecting PC keyboard to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 13:01:08 UTC
From: carlton@def.bae.co.uk
Message-ID: <1993Mar15.130108.13635@def.bae.co.uk>
Source record: 40022

Is it possible to connect a standard PC keyboard to an ATARI to replace the existing keyboard? Which ATARI, what the configuration ? (I hear you ask.) Sorry I dont know !!! I am posting this for a friend. If nexessary I could get the details. I'd like to know the following:-

a) Is there is a device that can be bought which permits this,
b) If there is how much and where from,
c) Is there a schematic diagram which shows how to build a connecting device
d) Is there a chipset which is readily available for a connecting device.

If there is a FAQ in which this has already been dealt with, then could someone point me to its location.

I would prefer responses by email because I dont normally read this group.
Thanks in advance.

Carlton Thomas

1402. Re: Pipes instead of tmp-files in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 13:48:27 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Mar15.134827.4500@cs.yale.edu>
Source record: 40006

On a SPARCstation, I didn't find the -pipe option to speed things up.
If possible, I would just put temporary files on a RAM disk and forget
about pipes on the Atari.

--- Bob

1403. Re: Kermit 5A

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 14:55:37 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Mar15.145537.22883@zaphod.earth.ox.ac.uk>
Source record: 40007

In article <3_800_842_fidonet2b99d20e@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: sheppard_r@kosmos.wcc.govt.nz
>In a message of <04 Mar 1993 08:50:>, sheppard_r@kosmos.wcc.govt.nz
>(3:713/602) writes:
>
>(talking about Kermit)
>
> sr> There is no other protocols that lets you do wild cards,
> sr> like dnloading lots of Uencoded files...
>
>Apart from Zmodem, of course. Which is only capable of around 98%
>throughput, as compared to kermit's fantastic 45%!

With Kermit 5A using 4K packets and 2 windows you can get about the same as
Zmodem, there's no waiting for ack packets and very little comms overhead
either.. I was getting about 950 cps over a 9600 bps line, that's not bad!

This was Kermit 5A (188) (I think) running on both ends, one end being a Sun
SPARCstation and the other being my TT running my port of Kermit 5A (188)
over MiNT 0.99. (My port is full BSD including dialer and curses except for
the connect part (ck?con.c) which is the standard ST version (ckscon.c).)

>
> sr> Roger.............. sheppard_r@kosmos.wcc.govt.nz
>
>\`miff` /|\
>
>--- ScanMail 0.68 X0501
> * Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1404. Re: To embed resources or not?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 15:32:54 UTC
From: lingnau@math.uni-frankfurt.de
Message-ID: <2315@diane.informatik.uni-frankfurt.de>
Source record: 40008

In article <1993Mar2.220040.7367@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) replies to an earlier posting of mine:

> >Well, I tell users that, when they actually change the resource file, they're
> >on their own when things break, so they had better know what they're doing.
>
> Hahahahaha... Yep, that sounds like a great user support policy to me. :)
> But the trick is to make it as difficult as possible for the user to screw up,
> even if it's the user's fault by not "following the rules."

Oh well. It turns out that I didn't actually have to tell anybody that they're on their own for fiddling with my resource files, yet. [And I didn't hear complaints about my user support policy, either.] So this means that either nobody ever bothers to change the resource file or that the ones who do know their way around. Which suits me fine both ways. As far as I myself am concerned, it's a lot easier to maintain the program, the German and the English user interface separately. I've also had somebody volunteer for doing a Swedish resource set, which is very easy with separate resource files because I don't even have to give out source or fold back weird strings into my own code. So no embedded resources for me.

> Copyright was just an example, and maybe a poor one.

So what other (better) examples are there?

> I _do_ encrypt some
> things, like serial numbers, user registration info, etc, but that's embedded
> in the code itself, not via a resource.

Of course. I suppose if I had to deal with serial numbers and the like, I'd do it the same way. Right now, I guess there *might* be an encrypted copyright notice hidden away somewhere in the executable...

> >Embedded resources suck. Period.
>
> Thank you for the enlightenment... of course, my mileage may differ. :)

Sure. Suit yourself.

Anselm
--
Anselm Lingnau ..... lingnau@math.uni-frankfurt.de
Documentation is like sex; when it's good, it's very, very good, and when it's bad, it's better than nothing. --- Dick Brandon

1405. Evnt_multi behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 16:04:35 UTC
From: jeroen@cs.ruu.nl
Message-ID: <1993Mar15.160435.7124@cs.ruu.nl>
Source record: 40009

While using the evnt_multi call, I encountered
a weird behaviuor of the mouse. I wonder if
this is a known bug (I'm using TOS 1.0), or
that I am missing some thing. (I hope for
the latter...)

Here is what happens:
Using evnt_multi, in a loop I sollicit for keyboard-input
and mouse-clicks:

```
while(1)
{
evnt_multi( MU_KEYBD | MU_BUTTON , .... );
process_input;
}
```

This works fine for a while, but when the mouse is moved
to the menu-bar (that is still enabled when this code
is executed), afterwards mouse-clicks are not detected
anymore. The same thing happens when the mouse is moved
to the 400th line of the display.

I considered that maybe I should call

```
menu_bar( menu, 0 )
```

first. This helps a little, in that mere moving the
mouse to the menu-line is harmless now. Clicking on the
menu-line however is as fatal as it was before: instead of
reporting a mousclick for this click, all future mouseclicks
are ignored.

The keyboard-events are still being reported. If, in the
process_input part of code, a form-alert is called, afterwards
everything is normal again.

What magical clean-up call is it, that re-enables the
mouseclicks? I am willing to call it before every evnt_multi,
if I must... desperate as I am...

But of course, if I am doing something fundamentally wrong,
I should like to know what that is, too. All help is welcome!

--
Jeroen Fokker | jeroen@cs.ruu.nl
dept.of Computer Science, Utrecht University | tel.+31-30-534129
PObox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791

1406. My Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 16:24:55 UTC
From: erlingh@storlind.idt.unit.no
Message-ID: <ERLINGH.93Mar15172455@storlind.idt.unit.no>
Source record: 40010

I finally got my Falcon on saturday.
Only to find out that I had also gotten one with one defect
sound channel :(:(:(
This was not a rev.4 machine (which is what is being sold now),
and it seems from previous articles posted here that this is a
recurring problem with pre-rev. 4 Falcons :(

Oh well, I just had to complain in public.
It feels (very little) better now.

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1407. Re: ST2->ST4 memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 16:47:39 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550012@hpcc01.corp.hp.com>
Source record: 40018

Try this:

Parts Needed

4 each 74HCT244.3 U32,35,58,59

2 each 74HCT373 U33,36

16 each dymanic RAM # 1M X 1

16 each Caps 0.22uF 50V z5u CER axial

16 each Caps 0.1 uF 25 V Cer Axial

16 each Resistors 33 ohm 1/4W 1%/5% carbon

Solder wick/flux

1408. Writing to Cartridge Port?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 16:51:51 UTC
From: tevans%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Mar15.095151.12573@hellgate.utah.edu>
Source record: 40011

I'm currently taking some hardware classes at the University here and we are required to to design some hardware circuts which need to be simulated. Well, instead of me having to flip toggle switches and push a button for the clock to get my state machines to work, I'd like to write a quick program to send the necessary pulses to a port. That way I can just make some sort of simulation file and send it out and see if my circut works. I would like to use the cartridge port because the parallel and serial ports on my Mega2 ST are already taken.

So, is there somebody that can give me some info on how to write to the cartridge port? You may either post responses or send them to tevans@cs.utah.edu. Any other hints and suggestions are also welcome!

Thanks!

Terry Evans

1409. Re: UNIX unzip ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 17:13:48 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.732215628@vega>
Source record: 40012

monnier@di.epfl.ch (Stefan Monnier) writes:

>Ahem....yes, there is: atari.archive.umich.edu /Archivers/Unix/unzip50.. :-)

If atari.archive sports version 5.0 then it should be updated to 5.0p1.
Changes are minor but the current version of pkzip (2.04g) can produce
some files which will be not extracted by 5.0.

Nort America site for Info-zip is oak.oakland.edu. Look for
/pub/misc/unix/unz50p1.tar-z. In Europe check garbo.uwasa.fi
(mirrored by wuarchive.wustl.edu).
Bug reports to zip-bugs@wkuvx1.bitnet

>gunzip also claim to be able to unzip files (why isn't gzip ported to ST yet ?)
It is, although maybe not the latest version. gzip has some limitations
in handling zip files but it has some other advantages.

>gunzip, like any other GNU utility is available at ..
> prep.ai.mit.edu: /packages/gnu/gzip-1.xxx (I believe)
> (and many other places)

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

1410. Re: Evnt_multi behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 18:02:28 UTC
From: bjgrier@bnr.ca
Message-ID: <C3xzG5.DDu@news.rich.bnr.ca>
Source record: 40013

jeroen@cs.ruu.nl (Jeroen Fokker) writes:

```
> while(1)
> {
> evnt_multi( MU_KEYBD | MU_BUTTON , .... );
> process_input;
> }
```

Make sure that you accept and process MU_MESAG events. I have had problems in the past trying to ignore them.

If you are accepting and processing MU_MESAG events I probably can not help.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1411. Re: Writing to Cartridge Port?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 18:09:04 UTC
From: bjgrier@bnr.ca
Message-ID: <C3xzr4.DKC@news.rich.bnr.ca>
Source record: 40014

Writing to the Cartridge port will create a bus error. What has worked in the past is to define one of the bank selects as a write strobe and use 8 of the address lines as pseudo-data out lines. Then by reading an address in the selected bank you are acutally causing your hardware to write.

Make sure you buffer every line that you are using, or you could inadvertantly fry your machine, via a glicth from the target system.

Brian (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1412. Re: <Sense: $17>

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 18:57:58 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.olbERpoO9uY@nathan.do.open.de>
Source record: 40029

In <2BA41507.17658@news.service.uci.edu>, Earl Hood writes:

>Idiot question: What does <Sense: $17> mean?
ICD ADSCI.CPX answer: Multiple reread neccessary

Means: One sector of your hard disk seemed to be faulty but that was fixed by
a second (or third) read.
/s/
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

1413. Re: laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 19:02:53 UTC
From: ltduck@access.digex.com
Message-ID: <1o2jstINNrlb@access.digex.com>
Source record: 40015

I have a terribly difficult time dealing with the editor that came with laser C. The fileselector makes me want to find a nice, quiet corner and cry. Do you know if there are any other shells for it? Nice compiler, okay debugger, editor is purgatory.

1414. Bombs on floppy media change

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 19:06:41 UTC
From: sourada@iastate.edu
Message-ID: <sourada.732222401@patty.ecss.iastate.edu>
Source record: 40016

I've been having a problem, and I've either become more aware of it lately
or it has been getting worse.

If I switch disks several times (it is most noticable when I am looking for
something on a disk and check several directories from the desktop), my
machine often bombs and resets while starting to read a new disk. It doesn't
happen just with certain disks or with certain programs. The only thing that
seems to be consistent is that it occurs after a few disk changes.

In case it matters, I use DC Formatter almost exclusively, in 10 sector,
80 track, double sided, skewed mode. I recently (but not very thoroughly)
cleaned my drive, that didn't seem to help. I haven't tried a head cleaning
disk or anything like that. I checked the drive speed, it's about 300 rpm.

If anyone can give me a hint about what's going on here, please do.

Thanks,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

1415. XFormer Driver Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 19:36:41 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar15.193641.18120@ultb.isc.rit.edu>
Source record: 40017

Does anybody have source code (preferably assembler or GFA) that could
be used to drive 8-bit periferals (sp?) in ST-mode.

Basically, I am looking for source that would allow me to drive an
8-bit printer as though it were a regular printer.

I understand SIO communication structure but I'm not sure how to
communicate with the devices with the XFormer cable. I know it
involves accessing the printer pins individually but I don't
know how to begin doing that!

The other thing is how do I capture the outgoing printer data so
that it goes through my assembler routine first rather than going
to the printer port directly?

Any help would be appreciated! Thanks!

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

1416. Re: WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 22:09:40 UTC
From: rincewind@discworld.oche.de
Message-ID: <2ba502662c4e96@discworld.oche.de>
Source record: 40023

In <731866115.AA01130@royaljok.fidonet.org>,
Bryan Webster (Bryan.Webster@f460.n359.z1.fidonet.org) wrote:

BW>0> P.S. Anyone have any comments or suggestions about updating from TOS 1.2
BW>Go to the TEK board and have TOS 1.2 as well as 2.06 installed with a switch.

Or even better, get 2.06 and forget about 1.02 - you will never want it
again, especially if you have a harddisk and love your data :-)

(you don't need the TEK board - a diy version with 3 TTL chips was
posted here some time ago)

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"The thing is that Mr. Dibbler can even sell sausages to people who have bought
them off him *before*." (Terry Pratchett, Moving Pictures)

1417. Wanted: update28.zoo

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 23:09:33 UTC
From: malay@sae.com
Message-ID: <1993Mar15.230933.2775@sae.com>
Source record: 40019

Can some kind soul e-mail me a uuencoded copy of update28.zoo - I can't seem to get on umich these days.

Bob Malay

1418. Re: Voice recognition - Falcon hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 23:11:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12423@uqcspe.cs.uq.oz.au>
Source record: 40020

In <meason.10.731757507@sunbird.ru.ac.za> meason@sunbird.ru.ac.za (MR MARK EASON) writes:

>I've heard that no extra hardware is required for voice recognition on
>the Falcon! Just some software for the 56001 DSP chip.
>Is this really true?

Yes, it's true... but you may find that software pretty complicated :)

The DSP can do realtime Fourier Transformations, and I think they are the
first stage of voice recognition.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1419. Re: Eiffel on th ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-15 23:17:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12424@uqcspe.cs.uq.oz.au>
Source record: 40021

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>People interested in up & coming languages may be interested to know that
>a PD version of Eiffel is now available for the ST via FTP

Up-and-coming? I thought Eiffel was just about to go out backwards.
(No, I'm not trying to start a language war, but Eiffel has been around for a long time, and still hasn't gained popular acceptance)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _____|

1420. Re: Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 02:53:19 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Mar16.025319.3937@src.honeywell.com>
Source record: 40024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Mar14.223344.5483@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Ahh ha! I rember what the problem here is. If I remember correctly the
>major problem with Supra controllers (one of the reasons they really
>don't exist anymore) was that they only have the capablitlity of controlling
>one SCSI device!
>
>Unless my memory is failing me I belive that's what the problem is.
>I also don't think that the Supra can handle a drive as large as 1.2 Gig.
>
>Hope that helps!
>
> Michael "Zoooks!" Zucca

Yes! I can confirm this now - the *@#$ Supra cannot handle the 1.2 Gb Fujitsu!
I can get it to work only for a while, then it just dies. I'm not too
concerned though, as I will be hooking it up via SCSI-2 to the Falcon. Thanks,
"Zoooks"!

-Scott

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

1421. C Routine for un/compressing strings

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 03:04:16 UTC
From: selick@csa.bu.edu
Message-ID: <111984@bu.edu>
Source record: 40025

I'm looking for a complete C routine to input a string and output a compressed version, or the reverse: input a compressed string and output the uncompressed string. Is such a routine readily available? Where?
Thanks,
Steve
selick@csa.bu.edu

1422. Re: WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 05:48:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1o3pn3INNjls@golem.wcc.govt.nz>
Source record: 40026

] Or even better, get 2.06 and forget about 1.02 - you will never want it
] again, especially if you have a harddisk and love your data :-)

Not everything that works on TOS 1.2 works on 2.6!

TOS 1.4 and 2.6 would be a better combo' anyway! Best of both
worlds!

(Then get 4meg of RAM, a large Hard-Drive, and run Multi-TOS as a 3rd
OS, which from what I've been able to work out, more or less gives
a disk-loaded TOS 4.? with multi-task. But, it'd be nice whatever
it looks like!)

I don't ask for much, a 19.2K modem, 500meg SCSI hard-Drive, 1.44meg
floppy, high res' mouse, 32meg of 32-bit RAM, Super-VGA type graphics,
DSP, 16-bit, 16-channel, 75Khz Recording/playback....
WELLS_S@KOSMOS.WCC.GOVT.NZ

1423. Re: C Routine for un/compressing strings

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 05:50:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1o3pq8INNjls@golem.wcc.govt.nz>
Source record: 40027

```
] I'm looking for a complete C routine to input a string and output a
] compressed version, or the reverse: input a compressed string and output
] the uncompressed string. Is such a routine readily available? Where?

Compressed how!? Such as LZH-type data compression!?
```

1424. Re: Evnt_multi behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 08:43:15 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <1o43v3$3e0@irz401.inf.tu-dresden.de>
Source record: 40028

In article <1993Mar15.160435.7124@cs.ruu.nl>, jeroen@cs.ruu.nl (Jeroen Fokker) writes:

> Here is what happens:
> Using evnt_multi, in a loop I sollicit for keyboard-input
> and mouse-clicks:
>
> while(1)
> {
> evnt_multi(MU_KEYBD | MU_BUTTON , ...);
> process_input;
> }
>
> This works fine for a while, but when the mouse is moved
> to the menu-bar (that is still enabled when this code
> is executed), afterwards mouse-clicks are not detected
> anymore. The same thing happens when the mouse is moved
> to the 400th line of the display.

If you touch the menu bar, does the menu drop down?

If not, you've probably set the wind_update(BEG_UPDATE) semaphore. If you do this, the screen manager blocks when trying to paint the menu, which sometimes results in locking the mouse.

Hope that helps..
Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1425. Falcon graphics on a lowly TV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 09:17:02 UTC
From: nick@bustard.inmos.co.uk
Message-ID: <1993Mar16.091702.11586@titan.inmos.co.uk>
Source record: 39896

Hi
As one of those people without unlimited amounts
of cash to spend, when I get a Falcon I will be using
it with a standard TV set as the display medium.

Could someone tell me what display modes/resolutions
will be available to me on such a medium?

Nick

"I had a dream last night, they emptied out loch Ness,
to see if there were any monsters in it, and when
they had taken all the water out there, on the
bottom was a giant 200 foot teaspoon."

1426. Re: Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 11:30:58 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <C3zBzq.3EJ@newcastle.ac.uk>
Source record: 40032

I recently upgraded my stfm (rev c board) with the compo tos 2.06 board.
Since then I've encountered a few problems.

1) You have to hack chunks out of the shielding to get the keyboard back in.
Before we hacked the chunk out there was no way to get the top back on.
We tried it without the top shielding and got a rather bizzare fault
with write errors on the floppy when either of drive B or the hard drive
were connected.

2) When moving more than one file on the hard disk (seagate with icd controller)
I get frequent write fails followed by a sense error 04 (drive not ready).
The drive works fine on other ST's and a shorter cable does not solve the
problem. Cleanup can find no errors either. Anyone seen this before, is it
liable to be anything other than the DMA chip?

Trev

1427. Re: Bombs on floppy media change

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 12:14:16 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Mar16.121416.7665@unix.brighton.ac.uk>
Source record: 40030

hmmm, if the serial numbers of the disks are the same, then that can easily
cause the machine to bomb (reading dir data from a exe file).
But I'm sure that the DCF does random serials but.....

Dom De Vitto

1428. ST Applications [was source level C debuggers]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 12:20:41 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Mar16.122041.18792@cs.nott.ac.uk>
Source record: 40038

In article <1993Mar15.094633.2459@jet.uk> djs@jet.uk (David J Stevenson) writes:
>In <memo.584@cix.compulink.co.uk> apelled@cix.compulink.co.uk (Adam Pelled) writes:
>

>I did think about waiting for a review of X-debug before ordering, but
>the only UK ST mag capable of reviewing it now is ST Applications, and
>they (funnily enough) always give rave reviews to ST-Club products...

This seems a tad unjust - they really criticized their new CAD package
for example (gave it 53%). Besides, most of the stuff they market _is_
very good - ST Format usually gives them similar praise in their tiny
reviews, for example (not that I'd trust an STF tech review
especially....)

Sam

1429. Forms in GEM windows

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 13:41:25 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Mar16.134125@cs.bham.ac.uk>
Source record: 40031

A week or so ago I posted DeskTracker to comp.binaries.atari.st (I think that's the name!)... But I have a question and if it could be answered it would make the program much nicer.

How do you stop a program getting mouse button events when a form is on top of it? The program runs in a window and needs to be passed button clicks so that it can press its buttons in the window.

I'm specifically talking about Harlekin II, since when you bring up its Control Panel thing, DeskTracker used to still get clicks when the mouse button was clicked. Thus my button press routine made the button appear thro' the Harlekin dialog. Not nice!

My fix at the moment is that on receiving a click I wait until the next timer event (which I run at a very high speed) and then respond. The timer does not get through while the aforementioned dialogs are present.

There must be a much nicer way than this! Can someone explain?

Thanks!!!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |
ST7 8QQ England.| |_/ |_| _|/

1430. GCC library docs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 14:37:47 UTC
From: p89011@w0c.ph.ed.ac.uk
Message-ID: <33038@castle.ed.ac.uk>
Source record: 40033

Does anyone know of a ftp site which has documentation of the GCC GEM and VDI libraries ? I already have a few TeX files which deal with non-ST-specific libraries, but nothing else.

Thanks,

Oliver Critchley.

--

"It is a miracle that curiosity survives formal education"
Einstein

1431. Re: Connecting PC keyboard to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 16:10:25 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C3zoxE.7pw@cs.vu.nl>
Source record: 40035

carlton@def.bae.co.uk (Carlton Thomas) writes:

>Is it possible to connect a standard PC keyboard to an ATARI to replace the existing
>keyboard? Which ATARI, what the configuration ? (I hear you ask.) Sorry I dont
>know !!! I am posting this for a friend. If nexessary I could get the details.
>I'd like to know the following:-

> a) Is there is a device that can be bought which permits this,
> b) If there is how much and where from,
> c) Is there a schematic diagram which shows how to build a connecting device
> d) Is there a chipset which is readily available for a connecting device.
>
>If there is a FAQ in which this has already been dealt with, then could someone
>point me to its location.

>I would prefer responses by email because I dont normally read this group.
Well, I DO!

>Thanks in advance.

I want to connect a really nice PC keyboard (-`click`-) for a long time too , and
I am very interested in ANY HARDWARE SOLUTION which I can build myself. I do want
100% compatibility, because otherwise it is very likely that problems will arise when
using for example Minix.

Greetings,

Hans Staalman

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

1432. MDK new subsets

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 16:21:08 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar16.162108.19741@sol.ctr.columbia.edu>
Source record: 40034

Some more subsets added to the MiNT Distribution Kit...

(extract from 0readme follows...)

Tue Mar 16 16:02:51 WET 1993
==========

Doc1.zoo:
This is the set of manual pages (both pre-formatted and not) from
Hildo/Eric + all the MiNT docs that come with the original package.

Gcc-as138.zoo:
This is the GNU Assembler version 1.38 patch 4. The latest to date
AFAIK.

btcsh.zoo:
The tcsh shell (my favourite :-) compiled to be shareable, and also
including the slash-switching environment variable (ie: \ -> /).
This is a later version of tcsh - the one in the original kit is
version 6.00.02 and this is version 6.02.

They are available from phlim.ph.kcl.ac.uk as usual, and I will upload them
to a.a.u.e asap.

I hope to compile groff soon so that these manual pages actually work
properly - I've had too many problems with the nroff manual pager system.

ps: (the finger info has been updated too)

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1433. Re: Forms in GEM windows

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 17:28:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar16.172813.23072@mnemosyne.cs.du.edu>
Source record: 40036

> How do you stop a program from getting button clicks when another program
> has a dialog open over it?

What you're really asking, I think, is: How do I prevent other programs from misbehaving? Because if they were behaving properly, I don't think you'd be getting button events that belong to them.

One thing that comes to mind is: how are you responding to button clicks? That is, you implied that if the click happens over one of your dialog buttons in your window you're painting the button (changing its select state I assume). Are you doing the painting by sending yourself a redraw message for the selected object, or are you just calling objc_draw() directly? The latter technique may not be such a good idea, unless you've checked that your window is on top, and then done a wind_update(BEG_MCTRL) to prevent any other window from getting topped. And at the very least you should have wind_update(BEG_UPDATE) before you draw your object, and END_UPDATE afterwards.

--
==
- Ian Lepore | If peanut oil comes from peanuts, and olive oil comes
ianl@bix.com | from olives, then just where does baby oil come from?
==

1434. GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 17:33:57 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar16.173357.23280@mnemosyne.cs.du.edu>
Source record: 40037

All I can find at a.a in terms of GNU C docs is a formatted man page that describes the compiler command line arguments. I need a bit of deeper info, perhaps someone here can answer a couple questions for me?

- Can you link GST-format and GNU-format object modules together?

- Are parms passed on the stack, in regs, both/either by option, or what?

- Given foo(short a, long b); will it pass a short and a long (ie, six bytes of parms on the stack), or will the short be promoted to an int and get passed as a 32-bit value when sizeof(int)==4?

(In regards to parm passing, I'm only concerned with integral types; I don't need to worry about floating point or structure/union types.)

--
==
- Ian Lepore | If peanut oil comes from peanuts, and olive oil comes
ianl@bix.com | from olives, then just where does baby oil come from?
==

1435. Re: Bombs on floppy media change

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 18:04:55 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Mar16110455@hpbeo82.bbn.hp.com>
Source record: 39892

I've had bombs on media changes for a long time, until I threw away a badly written accessory of mine. I never found out the cause of the problem, but I suspect

- use of evnt_timer()
- non-use of wind_update()

What accessories do you use ?

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1436. mouse response tunable?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 18:35:08 UTC
From: lcoe@convex.com
Message-ID: <1993Mar16.183508.20104@news.eng.convex.com>
Source record: 40039

has anyone tuned the mouse response on a 520st or 1040st? i would like
to see the same response on the hi-res mono display as there is on
the medium-res color. i know the TOS must deal with this because the
low and med-res modes have the same apparent travel, i.e., <> 1.55 inches
of mouse movement = full vertical screen travel. the mono mode requires
<>3.25 inches of mouse movement, sort of like the original Suns, a real
detraction.

thank you,

loren

1437. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 21:02:38 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1o5f9elNN1p6@elroy.jpl.nasa.gov>
Source record: 40040

In article <1993Mar16.173357.23280@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> All I can find at a.a in terms of GNU C docs is a formatted man page that
>describes the compiler command line arguments. I need a bit of deeper
>info, perhaps someone here can answer a couple questions for me?

There is also a quite extensive TeX format doc file, have you checked that out yet?
>
> - Can you link GST-format and GNU-format object modules together?

Currently, no, the linker is a standard Unix a.out format linker with a custom back-end for writing Atari executable files. However, it *can* save GST-format symbol entries in the Atari symbol table.
>
> - Are parms passed on the stack, in regs, both/either by option, or what?

Stack only. There was an option implemented in GCC 1.40 for passing parms in registers, but while it did provide some speedup, the compatibility problems associated with the new calling convention made it too much of a headache to use. The option was dropped in the GCC 2.x ports. (For m68k only. Of course all RISC machines pass parms in registers...)
>
> - Given foo(short a, long b); will it pass a short and a long (ie, six bytes
> of parms on the stack), or will the short be promoted to an int and get
> passed as a 32-bit value when sizeof(int)==4?

That depends on another option. By default GCC will use 4 byte ints, in which case char and short are promoted to 4 bytes; if you compile with "-mshort" you get 2 byte ints instead.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

1438. Re: Help: Configuring 1.2 Gb Fujitsu HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 21:13:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1o5fubINN28u@elroy.jpl.nasa.gov>
Source record: 39891
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Mar14.223344.5483@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Ahh ha! I rember what the problem here is. If I remember correctly the
>major problem with Supra controllers (one of the reasons they really
>don't exist anymore) was that they only have the capablitlity of controlling
>one SCSI device!
>
>Unless my memory is failing me I belive that's what the problem is.
>I also don't think that the Supra can handle a drive as large as 1.2 Gig.

I'm sure you're misremembering, it was the Atari SH2xx host adapters that had this problem. I've used multiple SCSI devices off a Supra host adapter before without any trouble. It sounds more like the two drives mentioned in the prior posting are both trying to supply 5 volts to the TERMPWR line, and one or the other is burning out the other's power bus. This will invite total failure in a very short time, SCSI-2 or no. The trick is to simply notch out that line on the cable (it is either pin 25 or 26, I've forgotten which. I think it must be 25, since all the even lines are grounds.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

1439. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-16 23:51:28 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar16.235128.25052@mnemosyne.cs.du.edu>
Source record: 39893

> TeX format doc.

I guess that'd be useful if one had TeX. Doesn't help me.

>> - Given foo(short a, long b); will it pass a short and a long (ie, 6 bytes
>> of parms on the stack), or will the short be promoted to an int and get
>> passed as a 32-bit value when sizeof(int)==4?

>That depends on another option. By default GCC will use 4 byte ints, in which
>case char and short are promoted to 4 bytes; if you compile with "-mshort"
> you get 2 byte ints instead.

Gee, that's a real pity. It drops the probably of the high-level GemFast
code being ported to GCC to near zero. The code won't work well with the
current GCC GEM bindings because GCC's GEM has everything (even elements in
structures) defined as 'int' when 'short' is the proper type. I was
hoping to just drop in my own low-level bindings, but it would be too much
work to try to support wrong-sized args coming in on the stack. And
the existing GCC GEM bindings code is basically too hard to read for me to
have any interest in trying to puzzle out what I'd have to do to fix the
short/int problem and get all the structures defined with the right types.

That leaves GemFast as supported on every ST C compiler except GNU. Why
doesn't that surprise me?

--
==
- Ian Lepore | If peanut oil comes from peanuts, and olive oil comes
ianl@bix.com | from olives, then just where does baby oil come from?
==

1440. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 02:01:20 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1o60pgINNgph@elroy.jpl.nasa.gov>
Source record: 39894

In article <1993Mar16.235128.25052@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > TeX format doc.
>
> I guess that'd be useful if one had TeX. Doesn't help me.

You seem to have a bad attitude, though I can't understand any reason why. A TeX document is a plain ASCII text file. If you don't want to run the thing through TeX, that's fine, you can just read the thing into your favorite text editor. If you think it's too unreadable, with all the TeX commands interspersed, why don't you do everyone a favor and strip it down into a straight text file with no TeX commands, and re-upload it? We can try to be helpful, but there sure isn't much satisfaction in trying to help someone who's only going to complain about something else. Nobody is earning any money from providing this stuff, and we all have real projects that need our attention. If you think there's a deficiency somewhere, do something about taking care of it, don't just sit back and whine...
>
>>> - Given foo(short a, long b); will it pass a short and a long (ie, 6 bytes
>>> of parms on the stack), or will the short be promoted to an int and get
>>> passed as a 32-bit value when sizeof(int)==4?
>
>>That depends on another option. By default GCC will use 4 byte ints, in which
>>case char and short are promoted to 4 bytes; if you compile with "-mshort"
>> you get 2 byte ints instead.
>
> Gee, that's a real pity. It drops the probably of the high-level GemFast
>code being ported to GCC to near zero. The code won't work well with the
>current GCC GEM bindings because GCC's GEM has everything (even elements in
>structures) defined as 'int' when 'short' is the proper type. I was
>hoping to just drop in my own low-level bindings, but it would be too much
>work to try to support wrong-sized args coming in on the stack. And
>the existing GCC GEM bindings code is basically too hard to read for me to
>have any interest in trying to puzzle out what I'd have to do to fix the
>short/int problem and get all the structures defined with the right types.
>
> That leaves GemFast as supported on every ST C compiler except GNU. Why
>doesn't that surprise me?

You obviously have an agenda here other than the size of ints being used in the GNU C compiler. Otherwise, I see no reason why you would condemn a particular compiler for what you are describing as a flaw in the implementation of a particular library. But in the meantime, if you really think using it "would be much too hard" and that the code is "too hard to read", "Gee, that's a real pity."

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There's a rough border between genius and insanity, but I'm a dual citizen.

1441. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 05:02:54 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar17.050254.21944@mnemosyne.cs.du.edu>
Source record: 39895

>> I don't have TeX, so a TeX-format doc doesn't help me.
> You seem to have a bad attitude.

Well, maybe I do. But you see, when I go to all the trouble of providing free software for other folks to use, I also make sure I provide documentation in a format that anyone can read. I don't require folks to download megabytes of other software just so that they can format and read the docs. (Not to mention the time it takes to install and learn to use the text-formatting software.)

> I see no reason to condem a compiler...

Well, perhaps the easiest way for me to fix my little problem would be to just aquire and install a copy of GCC and work with things until my problems are all solved.

But there's this little problem, you see: I can't even figure out what-all it takes to make a working installation of GCC. There seems to be files all over the place in different directories in a.a. Nowhere is there a nice simple little doc that says "Here's what you do, starting from scratch. Here's the files you need. Here's where to find them."

I've ported GemFast to 3 compilers I don't even own a copy of. I just read some docs, looked at some header files some folks sent me, did the work, had the folks test it, and it worked. I tried that with GCC and got nowhere.

So yes, in part my problem is assuredly with a library implementation and not with GCC itself. That led me to conclude that I should ignore the library implementation that was giving me trouble and just do my own implementation. And that led me to trying to learn some things about the GCC compiler. And that led me to believe that GCC, like all GNU software I've seen or heard about, is not so much a set of tools as a way of life. You give up everything you thought you knew about using a compiler and spend a whole lot of time learning the GNU way of doing things.

I'm just trying my best to do something that a fair number of people have requested of me: make GemFast's high-level library available to GCC users. I knew before I started that this was going to be the hardest of 4 ports I have done for GemFast so far. But I really didn't expect quite as much brick-wallism as I'm running into.

So yes, all these problems make for a situation describable as "a real pity". But despite your attempts at sarcasm, it isn't a pity for me at all. In fact, if I decide to punt this project, it'll be a real boon for me. The pity will be for those who've asked for GemFast under GCC but won't get it. For my own part, I'll go on using a REAL C compiler,

Lattice C, under which GemFast works just fine in all 8 combos of arg
passing, sizeof(int) and memory models the compiler provides.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1442. Re: Forms in GEM windows

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 10:07:03 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Mar17.100703@cs.bham.ac.uk>
Source record: 39897

In article <1993Mar16.172813.23072@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
|>
|> > How do you stop a program from getting button clicks when another program
|> > has a dialog open over it?
|>
|> What you're really asking, I think, is: How do I prevent other programs
|> from misbehaving? Because if they were behaving properly, I don't think
|> you'd be getting button events that belong to them.
|>
|> One thing that comes to mind is: how are you responding to button
|> clicks? That is, you implied that if the click happens over one of your
|> dialog buttons in your window you're painting the button (changing its
|> select state I assume). Are you doing the painting by sending yourself a
|> redraw message for the selected object, or are you just calling
|> objc_draw() directly? The latter technique may not be such a good idea,
|> unless you've checked that your window is on top, and then done a
|> wind_update(BEG_MCTRL) to prevent any other window from getting topped.
|> And at the very least you should have wind_update(BEG_UPDATE) before you
|> draw your object, and END_UPDATE afterwards.
|>
|> --
|> ==
|> - Ian Lepore | If peanut oil comes from peanuts, and olive oil comes
|> ianl@bix.com | from olives, then just where does baby oil come from?
|> ==

But if I sent myself a redraw event, would it be then that I reacted to the button press? i.e. Start playing music if the PLAY button is pressed. I suppose I could create my own event type to send myself, but I'm sure I tried that once and they got through too.

Has anyone actually written a program which recieves mouse clicks for windows? If so do you think you could type in a small segment code saying how you did it?

Thanks,

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |
ST7 8QQ England.| |_/ |_| _|/

1443. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 10:35:48 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1993Mar17.103548.14238@unix.brighton.ac.uk>
Source record: 39899

Forget GCC !!

Use Heat n' Serve Sozobon C 1.40 !!!!!

Dom De Vitto

1444. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 10:36:02 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Mar17.103602.3208@daimi.aau.dk>
Source record: 39898

Hey, stop a minute.

Don't get so angered with each other, that some worthwhile ports are been junked. Let's help each other instead of starting to thorw flames at each other. Nobody will benefit from that.

The great benefit of the TeX documents, is that you can in fact get some real nice output of sometimes rather lengthy documents. But that is not a reason why there shouldn't be an ascii version on the archives for those who doesn't have/use/like TeX. The GCC nroff man-page has an ascii version somewhere (forgot where I downloaded it though) which is very lucky, since my current nroff system (from MDK) does not handle all the codes in that document.

So by all means, lets get an ascii document up there. But we much also face the fact that most of us is in this for the fun, and has no time (or real incentive) to provide all kinds of combinations for all kinds of people and setups. So like so much other PD stuff, it gets done when somebody needs it bad enough.

Now, most UNIX systems has a not so bad detex program. I am willing to help on this, though I havn't got time (or motivation) to do a lot of later touching up. Anybody, mail me if you are interested.

(One could make a case for people distributing stuff in the atari world, to provide ascii versions of documentation, but I certainly wont bitch anybody about being to busy to actually do it all the time).

Since GemFast is a rather widely used library (I think, but at least for some it is the only alternative), I do hope that Ian won't drop porting it to a GCC setting. Somebody may be happy about that. So don't give up just yet, Ian.

If GemFast ports to all kinds of Lattice C combinations, I have real difficulties in seeing that one should not be able to do the same for GCC. At least I don't see what features that Lattice has that GCC should lack (surely not the sizeof function). Furthermore, if I remember correctly, all GCC libs comes in both long and short versions. The gem 32 bit lib is called gem.olb and the short version is then called gem16.olb. Does that somehow solve the problem?

Keep up the good work guys.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1445. HSC v1.4 and the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 10:47:09 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar17.104709.15209@unix.brighton.ac.uk>
Source record: 39900

Does this version support the falcon (I have been told it runs on the Falcon). That is, can I access the dsp, etc, using it as I understand I could with gcc.

Also, how resource hungry is the Falcon supported version of gcc?

Thanks

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

1446. Re: GCC library docs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 13:00:55 UTC
From: mh1@irz202.inf.tu-dresden.de
Message-ID: <1o77e7$763@irz401.inf.tu-dresden.de>
Source record: 39903

In article <33038@castle.ed.ac.uk>, p89011@w0c.ph.ed.ac.uk (Oliver Critchley) writes:

> Does anyone know of a ftp site which has documentation of the GCC GEM and VDI
> libraries ? I already have a few TeX files which deal with non-ST-specific
> libraries, but nothing else.

I think the GCC GEM library is compatible with Digital Research's GEM library,
so no other special documentation than a good GEM descriptions is needed
normally. (Look for Tim Oren's "Professional GEM" at the usual ftp places,
e.g. at atari.archive.umich.edu.)

The GCC GEM libs originated from Ian Lempore's fastgem library (I believe --
correct me if I'm wrong), so if you need something more special it would
probably the best to ask him.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1447. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 13:09:34 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar17.130934.14016@sol.ctr.columbia.edu>
Source record: 39901

> ...archives for those who doesn't have/use/like TeX. The GCC nroff
> man-page has an ascii version somewhere (forgot where I downloaded it
> though) which is very lucky, since my current nroff system (from MDK)
> does not handle all the codes in that document.

I'm doing something about this now - I too have problems with the
manual paging system, so I've written a script in tcsh to do all the
hard work, at the moment:

o You can specify multiple paths to look for a manual
directory tree, ie: 'setenv MANPATH /usr/man:/usr/local/man'
will look in both those directories (and their associated
subdirectories).

o You can give it 2 arguments in the form 'man n page' where
'n' is a number between 1 and 8 and specifies the section of
the manual to look in, with 'page' being 'fclose' or 'ls' or
whatever you want information on.

o It uses the catn directories to cache already-formatted
manual pages to speed things up.

o It searches for page.nz as well as page.n - where the z
suffix indicates the manual page is compressed. (At the
moment it pipes through zoo, but I'm going to make it zcat).

o If neither of those succeed, it runs groff on the page in
the mann directory, to produce a compressed file in the
catn directory.

o the PAGER environment variable specifies how the page is
displayed - ie: setenv PAGER more etc.

It works under tcsh at the moment, and groff 1.05. When I've got a
version that works under sh and also under the updated version of
groff (1.07 - I've yet to compile this), I'll release it as another
subset.

I was actually quite surprised at how fast it was - if you use tcsh
as your shell and MiNT >0.95 it's even faster. I wouldn't put it as
any slower than the man program that the MDK has. Also, since it uses
groff, it supports all the special codes that nroff didn't.

The only fly in the ointment is that because it's a shell script you
can't make it setuid-root (ie: takes on root's privileges when run).
The problem being that if you're running multi-user then you aren't
root, so you can't write into the cat directories therefore you don't

get the manual page.

What needs to be done is for the un*x "#!" directive to be built into
the kernel, so that you can specify what shell to run when this script
is called as an executable. When this works, the setuid bit ought to
be responsive, so the script will work (fingers crossed).

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1448. Re: MDK new subsets

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 13:16:30 UTC
From: mh1@irz202.inf.tu-dresden.de
Message-ID: <1o78be$763@irz401.inf.tu-dresden.de>
Source record: 39904

In article <1993Mar16.162108.19741@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

> btcsh.zoo:
> The tcsh shell (my favourite :-) compiled to be shareable, and also
> including the slash-switching environment variable (ie: \ -> /).
> This is a later version of tcsh - the one in the original kit is
> version 6.00.02 and this is version 6.02.

Argh! Argh! (Not seriously, but...)

I uploaded this port of tcsh 6.02 to a.a.u.e. by accident and asked the archive staff _NOT_ to move it to the ftp area.. But now it look like they (i.e. weiner) didn't receive my message.

If you use this version, please note the following:

The name of the "slash-switching environment variable" will change in the next version of my port -- I have the tcsh 6.03 port ready, and I'll upload it as soon as I get the next version of the MiNT library. (In fact, it will not only change in the tcsh port, the new name for it will built into the next MiNT Library PatchLevel which means that all new programs linked with mntlib PL>30 will use the new name.) We had to change the name of this variable in mntlib because of a silly bug in GEM 1.4, which treats the first environment variable it finds and whose name is starting with "PATH" as its file search path.

So, if you use this port, I urge you not to use the slash-switch feature, i.e. never to give that variable (whose name I will not repeat here) a value.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1449. Floppy Drive replacement for 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 13:54:50 UTC
From: moskowif@dunx1.ocs.drexel.edu
Message-ID: <1993Mar17.135450.22511@netnews.noc.drexel.edu>
Source record: 39902

I have a 1040st of which the floppy drive seem to be very badly out of alignment(this is the internal drive that I am speaking of). Anyway, I would like to replace the floppy with an equivalent generic drive, and I would like to hear from anyone who can reccomend which drives would be equivalent to the internal which I have now. (My machine is called the 1040st F) purchased in 1987. Any input on this would be greatly appreciated. Thank you.

moskowif@dunx1.ocs.drexel.edu

1450. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 19:40:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1o7urbINN6cu@golem.wcc.govt.nz>
Source record: 39908

```
] > I guess that'd be useful if one had TeX. Doesn't help me.
]
] You seem to have a bad attitude, though I can't understand any reason wh
] A TeX document is a plain ASCII text file. If you don't want to run the
] thing through TeX, that's fine, you can just read the thing into your
```

Tex files are not plain ASCII, they are usually a real pain to read without stripping the control characters out!

Some people *like* the GEM interface, and even the simple SHOW PRINT CANCEL routine!

1451. Re: GCC library docs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 20:06:14 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar17.200614.22586@mnemosyne.cs.du.edu>
Source record: 39906

> GCC GEM library docs

All I've found is some portability and maintenance notes in the source code archive for GCC's gemlib. For the most part (based on looking at the bindings source), the library follows the DRI-defined GEM standards with a few (annoying, anti-portable) differences. The evnt_timer() function, for example, apparently takes a single longword instead of a pair of shorts. Also, most everything that should be declared/defined as a short datatype is defined as an int instead.

> The GCC GEM libs originated from Ian Lepore's gemfast.

I can find little evidence of that in the source code. They apparently used my gemfast.h header file, but little else. There's even a comment in the maintenance history that says "makes me wanna barf" in reference to GemFast. It was when I saw that that I realized I'm probably not going to get a lot of help from the GCC gemlib authors in getting the high-level parts of GemFast ported to GCC.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1452. MiNT 1.04 for PureC 1.1

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 20:13:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A59050@MS.maus.de>
Source record: 39905

I just made the necessary changes for PureC 1.1. I'll upload the diffs
to ftp.uni-muenster.de, pub/atari/Mint/mnt104pc.zoo.

Regards, Julian

1453. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 20:14:50 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar17.201450.22759@mnemosyne.cs.du.edu>
Source record: 39907

>> I can't even figure out what-all you need to set up GCC.
> Here's all you do...
> [list of 20 files to download, looks to be many megabytes]

You have confirmed my worst fears: this isn't a software package, it's a whole new way of life. One that appears to require the immediate purchase of a new hard drive for starters.

> You will have installed MiNT

MiNT sucks.

> A number of shells.

CLIs suck too.

> Make you think you're operating under UNIX V7.

I can't even think of anything bad enough to say about this concept to accurately reflect my feelings.

Isn't it possible to just install the compiler binaries, the header files, the runtime libraries, and then use my own desktop-friendly MAKE to run it all?

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1454. Re: Falcon graphics on a lowly TV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 20:21:51 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1o818vINN6hn@golem.wcc.govt.nz>
Source record: 39910

In article <1993Mar16.091702.11586@titan.inmos.co.uk>, nick@bustard.inmos.co.uk (Nick Haydock) writes:
> Hi
> As one of those people without unlimited amounts
> of cash to spend, when I get a Falcon I will be using
> it with a standard TV set as the display medium.
>
> Could someone tell me what display modes/resolutions
> will be available to me on such a medium?
>
> Nick

PLEASE PLEASE don't insult a good computer and also
your Eyes..

I do suggest you buy a C64 or even better a Amiga, these are made
for T.V. use...

Roger..... sheppard_r@kosmos.wcc.govt.nz

1455. Re: Eiffel on th ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 20:23:15 UTC
From: monnier@di.epfl.ch
Message-ID: <1o81bj$84@disun41.epfl.ch>
Source record: 39911

In article <12424@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Up-and-coming? I thought Eiffel was just about to go out backwards.
>(No, I'm not trying to start a language war, but Eiffel has been around for
>a long time, and still hasn't gained popular acceptance)
>
>Warwick

Sadly true: even the GNU eiffel project has been dropped !!

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

1456. Re: SM124 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 21:19:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A12284@K.maus.de>
Source record: 39909

e>After a harddisk write, the image on my SM124 will turn to a bunch of
e>squiggle lines (like the vert/horz setting gets all wacked). This

Try using a non-ICD harddisk cable. Some of them caused this kind of trouble.

1457. Re: <Sense: $17>

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 22:55:36 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.vYEPnMQOEXo@semprini.tdkcs.waterloo.on.ca>
Source record: 39930

In <2BA41507.17658@news.service.uci.edu>, Earl Hood writes:
>
> Idiot question: What does <Sense: $17> mean?

It means you have an ICD host adapter on your hard disk. ;-)

It stands for "Oops, failed to read some data. Managed to read it when
we tried again though."

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1458. Re: Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 23:21:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12458@uqcspe.cs.uq.oz.au>
Source record: 39912

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> the desktop needs environment variables

The AES in MultiTOS accepts environment variable changes from applications
through an extension of the shel_write() call. I don't know the details,
but this means that until MultiTOS, a CPX could trivially set env vars.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1459. Re: Falcon graphics on a lowly TV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-17 23:27:08 UTC
From: bjgrier@bnr.ca
Message-ID: <C423t8.J0@news.rich.bnr.ca>
Source record: 39915

[multiple messages deleted to save disk space, bandwidth,...]

You can display all resolutions supported by the Falcon, on your
TV. I would not recommend the interlaced modes for text editing,
as some flicker will be noticable.

Considering the special interlaced modes do seem to be their to
support TV. I would not consider it an insult to connect the
Falcon to a TV, especially if you are creating a video.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC.

1460. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 00:14:38 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1o8etelNNt39@elroy.jpl.nasa.gov>
Source record: 39913

In article <1993Mar17.201450.22759@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> You have confirmed my worst fears: this isn't a software package, it's a
>whole new way of life. One that appears to require the immediate purchase
>of a new hard drive for starters.

Well, it certainly helps to have a hard drive at your disposal. I don't believe it's practical to use GCC without one, unless maybe you have 2 high-density floppy drives available.
>
> MiNT sucks.

> CLIs suck too.

On what basis do you make these judgements? Ignoring the issue of CLIs vs GUIs for now, what would you propose as a smarter alternative to MiNT?

> > Make you think you're operating under UNIX V7.

> I can't even think of anything bad enough to say about this concept to
>accurately reflect my feelings.

I wouldn't have said the original statement, but your anti-Unix bent is also a bit odd to me. Once again, I'm curious to know what you think is the right way to do things on an ST.
>
> Isn't it possible to just install the compiler binaries, the header
>files, the runtime libraries, and then use my own desktop-friendly MAKE to
>run it all?

Sure. It's easy. If you have a hard drive. The following is the Readme file from Gnustuff/Tos/Gcc/gcc233b.zoo on atari.archive:

GCC 2.3.3 for TOS.
The programs in this archive correspond to GCC 2.3.3 for Atari ST, patchlevel 2 (update28), plus a small optimization by me. The binaries were compiled with both base-relative and pc-relative options set, and will run as shared-text programs under MiNT 0.96 or greater. The binaries have not had their symbol tables stripped out. You can strip them to get a little space savings, but if you do you won't be able to use fixstk to change their _stksize values. Currently gcc-cc1.ttp and gcc-cpp.ttp are set to a stksize of -1, which means to consume all available RAM. If you have a TT or some other system with large amounts of RAM, you may want to pick a different value, and you may also want to set the flags in the program header to allow running and allocing from fast RAM.

To install a complete GCC system, you will also need the GNU assembler,
the C library, and the library header files, in addition to the contents of
this archive. It really isn't practical to use GCC on a system without a hard
drive, although you might be able to survive with a dual-high density floppy
system. (The main compiler binary is 820K in size, with symbols intact, and
770K stripped.)

Assuming that you're installing on a hard drive in partition C, a
standard setup would use:
C:/gnu
/bin This archive, GAS, binutils
/include GCC library include files
/lib GCC library object files

Then set the following environment variables:
GNUINC=C:/gnu/include
GNULIB=C:/gnu/lib
GCCEXEC=C:/gnu/bin/gcc-

You should also add C:/gnu/bin to your PATH, and set TMPDIR to wherever you
want the compiler to create its temporary files. A RAMdisk is nice for this
purpose, but be aware that the size of the temporary files created grows in
proportion to the size of the source files you compile.

From atari.archive, you will need:
Gnustuff/Tos/ uncompressed size
Gas/gasbin04.zoo 131K (Assembler)
Gcc/gcc233b.zoo 983K (Compiler)
Gnulib/libolb87.zoo 1210K (Library object)
Include/includ87.zoo 297K (Library headers)
Util/utlbin33.zoo 451K (Linker, etc.)

The include archive contains header files for all the libraries, but the code
for some of the libraries is archived separately:
Curses/crsolb16.zoo 276K (Curses, termcap)
Gemlib/gemolb27.zoo 152K (GEM AES/VDI bindings)
Pmathlib/pmlolb21.zoo 93K (Floating point math)

The library archives generally contain a number of versions of each library,
including 68020-specific, 16 or 32 bit int versions, and absolute or
base-relative/relocatable versions. If you're only going to need one variant,
you can save a lot of space just by deleting the others. Full source code for
everything is also provided in the respective directories. You will probably
want to grab the source code for the libraries, to see what's available. The
Curses, termcap and math libraries are pretty much the same as the libraries
on BSD Unix, so you can use the respective Unix documentation for assistance.
The C library is ANSI compliant, with a lot of Unix features added in, so it
shouldn't be too hard to figure out.

If you have any questions or problems, feel free to email me.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1461. Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 00:29:30 UTC
From: Nick.Hard@f777.n209.z1.fidonet.org
Message-ID: <732823329.AA01255@royaljok.fidonet.org>
Source record: 39914

TOS 2.06 does cause drive A: to go to 6ms.. doesnt hurt the drive, just makes it LOUDER.. The CodeHeads packed with their product a program to re-set the seek rate

1462. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 01:45:27 UTC
From: bjgrier@bnr.ca
Message-ID: <C42A7r.1t7@news.rich.bnr.ca>
Source record: 39916

{messages deleted for brevity}

I would like to hear your response to Howard Chu's questions.

You do not need a CLI to use GCC. Set your GCC environment variables, easy to do with NeoDesk, and use C-Breeze. I do it and it works like a charm. The help feature of C-Breeze alone makes it worth the effort of setting up. If you are using a TT make sure you have Warp-9 to ensure the scrolling widgets all work correctly in TT-medium mode.

Someone else may be able to point you in the direction of a program to set environment variables in your auto folder.

Brian, WS1S
Bell Northern Research
Research Triangle Park, NC

1463. Re: Falcon graphics on a lowly TV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 02:55:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1o8oa8INN8hg@golem.wcc.govt.nz>
Source record: 39917

] PLEASE PLEASE don't insult a good computer and also
] your Eyes..

Since when did you think the Falcon was a good computer!?

> As one of those people without unlimited amounts
> of cash to spend, when I get a Falcon I will be using
> it with a standard TV set as the display medium.
>
> Could someone tell me what display modes/resolutions
> will be available to me on such a medium?

A computer such as this truly would be horrible with a TV, as most of the resolutions would require interlacing/overscan etc, to get the wierd resolutions. It would work, but the picture would be *horrible*! (Try a 65000 color animation on the Falcon being viewed on a TV, I'd imagine it would look pretty awful, especially in something like a 640*400 or higher mode!)

The only half-decent monitor for use with a Falcon, is a Multi-Sync VGA monitor! (Or, even SVGA monitor). This will give you a crystal clear picture, and reduce flickering a great deal. With the 78Hz patch, the flickering goes bye-bye!

(By reduce flickering, I mean make it less apparent)

I've tried using a TV with my ST, and unless all you want to do is play games - you get a MAJOR headache! (Even on a state-of-the-art television...)

1464. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 05:22:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1o90usINN99j@golem.wcc.govt.nz>
Source record: 39919

In article <1993Mar17.103548.14238@unix.brighton.ac.uk>, ddv@unix.brighton.ac.uk (
Domenico De Vitto [Spider]) writes:
>Forget GCC !!
>
>Use Heat n' Serve Sozobon C 1.40 !!!!!

Or, wait until the truly marvellous Author releases version 2!

Great program, and nice & simple!

1465. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 05:45:05 UTC
From: mgm@world.std.com
Message-ID: <C42LB6.Boy@world.std.com>
Source record: 39918

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

[lots of flamage deleted]

> Isn't it possible to just install the compiler binaries, the header
>files, the runtime libraries, and then use my own desktop-friendly MAKE to
>run it all?

YES. I just installed GCC 2.3.1, and found it quite simple. All you need are the binaries (GCC231B*.ZOO, 3 files, one of which is only for C++), the include files (INCL85.ZOO), and the libraries (LIBOLB85.ZOO). I got all of the above froM DELPHI and thus avoided the confusion of finding it in FTP.

All you need to do is copy these files into their respective directories, and then tell GCC where to find them something like this:

```
setenv TEMP i:
setenv PATH e:\gnu\bin;<your other search paths here>
setenv GCCEXEC e:\gnu\bin\gcc-
setenv GNULIB e:\gnu\lib
setenv GNUINC e:\gnu\include
```

...or set those environmental variables some other way, i.e. Gemini or Hotwire. I have successfully set up Hotwire for "point and click" compiling with GCC. I'm sure your version of MAKE should work with it as well.

I was expecting GCC's installation to be a nightmare (rather like the one you seem to be having) but it actually has been easier to install than Mark Williams C. The whole thing will take under 4 meg of disk space, 5 meg if you include the C++ compiler.

If you decide to go through with it, I can e-mail you a text file which explains how to set GCC up - the same file I stole the above list of environmental variables from. It explains it pretty clearly. The file is on DELPHI as well, and is about 14K long.
--
~`~`michael moncur - mgm@world.std.com / sysop@onlybbs.via.mind.org ~`~`

1466. Kermit and Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 06:25:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1o94kvINN9hr@golem.wcc.govt.nz>
Source record: 39920

Can some one explain what are Windows in Kermit,
I have seen this option listed with version 5A.
but what does it meen..?

Also can't see how you set the data checking with
version 5A...?

Thanks.............

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1467. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 07:09:34 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar18.070934.21095@mnemosyne.cs.du.edu>
Source record: 39921

> [nice description of what files it takes to run GCC]

Thanks! That should help. Now if I can just get through to a.a, since
many of the required files don't seem to be on the mirror at wuarchive.

> [my feelings on UNIX, MiNT, and CLIs questioned]

To me, GEM is the One True Operating system of the ST, and the GEM
Desktop is its prophet. Worship thou not the false gods of command line
interfaces, lest ye be turned to stone. Likewise, countenance ye not the
half-cooked multitasking environments on machines barely powerful enough
to support a single task at a time.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1468. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 07:13:52 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar18.071352.21387@mnemosyne.cs.du.edu>
Source record: 39922

> someone else may be able to point you in the direction of a program
> to set environment variables from the auto folder.

Umm, not to be picky, but I wrote the premier program for doing that,
GEMENV.PRG. It not only sets env vars from the auto folder, it lets you
change them at any time from the desktop without any need to reboot.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1469. Re: Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 07:38:19 UTC
From: sav@nanette.sto.pdb.sni.de
Message-ID: <1o98tbINNift@nanette.sto.pdb.sni.de>
Source record: 39923

I believe that Overscan does not work under TOS 1.0, but needs later TOSs, 2.06 recommended. Any experiences by email please before I upgrade?

1470. Re: Evnt_multi behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 10:09:32 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C42xJx.CJ5@cs.bham.ac.uk>
Source record: 39924

```
In article <1o43v3$3e0@irz401.inf.tu-dresden.de>
hohmuth@freia.inf.tu-dresden.de writes:
>
>In article <1993Mar15.160435.7124@cs.ruu.nl>, (Jeroen Fokker) writes:
>
>> Here is what happens:
>> Using evnt_multi, in a loop I sollicit for keyboard-input
>> and mouse-clicks:
>>
>> while(1)
>> {
>> evnt_multi( MU_KEYBD | MU_BUTTON , .... );
>> process_input;
>> }
>>
>> This works fine for a while, but when the mouse is moved
>> to the menu-bar (that is still enabled when this code
>> is executed), afterwards mouse-clicks are not detected
>> anymore. The same thing happens when the mouse is moved
>> to the 400th line of the display.
>
>If you touch the menu bar, does the menu drop down?
>
>If not, you've probably set the wind_update(BEG_UPDATE) semaphore. If you
>do this, the screen manager blocks when trying to paint the menu, which
>sometimes results in locking the mouse.
>

Also, try doing wind_update(BEG_MCTRL) which stops the AES (or the
screen manager), watching for mouse clicks - so you lose the menus
whilst this is on. Remember to do wind_update(END_MTRL) after!

-- Chris Ridd -- /g=Chris/s=Ridd/o=nhs imc/ou1=cosit/p=nhs imc/a=attmail/c=gb

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery
```

1471. ---> I need help...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 10:25:01 UTC
From: mod2g53@cix.cict.fr
Message-ID: <3183@cix.cict.fr>
Source record: 39925

Hi everybody !!!

Does someones can tell me how we can make the Falcon compatible with
the Ste sound chip ????

I saw that news bits are implemented in hardware register $ff8900 and $ff8920 !!!
So, i would like that my player maked on the Ste can run in my Falcon !!!

A french user....
Thanks for answer !!!!

Emmanuel.

1472. Re: Forms in GEM windows

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 11:19:43 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <732453582.4080@minster.york.ac.uk>
Source record: 39801

In article <1993Mar16.134125@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
>How do you stop a program getting mouse button events when a form is on top of
>it? The program runs in a window and needs to be passed button clicks so that it
>can press its buttons in the window.
>
>I'm specifically talking about Harlekin II, since when you bring up its Control
>Panel thing, DeskTracker used to still get clicks when the mouse button was
>clicked. Thus my button press routine made the button appear thro' the Harlekin
>dialog. Not nice!

This sort of behaviour normally means that the application displaying the
dialogue has not used wind_update(BEG_MCTRL) to stop button presses "falling
through". This means that Harlekin is at fault... though I find it difficult
to believe the Harlekin programmers don't know about this problem.

>David.
> .___ .
>David Oakley, ASTRAsoft shareware producers for the ST //_ //|
>6 Watlands Rd | || || |
>Bignall End | proposer of comp.sys.atari.advocacy || || /_
>Stoke On Trent | _/|| ||_/ |
>ST7 8QQ England.| |_/ |_| _|/

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

1473. Re: ST Applications [was source level C debuggers]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 11:29:28 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <732454168.4339@minster.york.ac.uk>
Source record: 39800

In article <1993Mar17.101438.12762@jet.uk>djs@jet.uk (David J Stevenson) writes:
>In <1993Mar16.122041.18792@cs.nott.ac.uk> lpzssm@unicorn.nott.ac.uk (S. Marshall) writes:
>>In article <1993Mar15.094633.2459@jet.uk>djs@jet.uk(David J Stevenson) writes:
>>>In <memo.584@cix.compulink.co.uk> apelled@cix.compulink.co.uk (Adam Pelled) writes:
>>>I did think about waiting for a review of X-debug before ordering, but
>>>the only UK ST mag capable of reviewing it now is ST Applications, and
>>>they (funnily enough) always give rave reviews to ST-Club products...
>
>>This seems a tad unjust - they really criticized their new CAD package
>>for example (gave it 53%). Besides, most of the stuff they market _is_
>>very good - ST Format usually gives them similar praise in their tiny
>>reviews, for example (not that I'd trust an STF tech review
>>especially....)
>And their phones were engaged *all afternoon* yesterday, so I couldn't chase
>up my X-Debug order. I had to write.
>
>Has anyone seen X-Debug yet? Have ST Applications caught the `Atari disease'
>of advertising stuff long before it's available?

I have always had excellent service from the ST Club -- they normally send
stuff out on the same day they get your order. I hope they've not been
tempted to advertise before they've got a working copy of X-Debug in their
mitts.

>I totally agree with you about ST Format. That's why I said that ST Apps
>is the only mag from whom I would trust a techy review. But they do often
>suffer from a conflict of interests, it would seem to me. I would love
>to see an independent magazine of similar technical content, but printed
>properly (Sounds like I miss ST World!).

ST Applications has to make do with the articles it can get -- it simply
cannot compete with the page rates offered by the "glossy" ST mags. Mind
you, I would think that all those adverts for Redacteur really piss off
Compo, Working Title and Arnor who have to pay to advertise their word
processors.

I miss ST World as well :-)

>| David Stevenson djs@jet.uk Tel: +44 235 465028 |

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

1474. Re: Pipes instead of tmp-files in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 12:03:59 UTC
From: fessel@quba.quantum.de
Message-ID: <1993Mar18.120359.2349@quando.quantum.de>
Source record: 39927

In article <1nu3q9INNpmv@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>available, it becomes meaningful. (The main question is, what would happen
>if you set _stksize to something that was too small, and some program was
>unable to get enough space off the stack for an alloca call... alloca tends
>to get used quite heavily in the GNU software...)

The real problem is, if gcc-cc1 is set to allocate RAM using malloc(), and not from the heap, it ends up with a bus error. When I set _stksize to 0L, as I would do in a multitasking environment, gcc-cpp will _eventually_ work, but gcc-cc1 fouls up. So maybe a bug in the library? Or in the atari gcc code? My gcc 2.3.3p1 is from a.a.u.e (Shareable). If someone could give me a hint where to get diffs from unix-2.3.3 to atari-2.3.3 i am willing to take a closer look at the sources (full source for atari-2.3.3 for ftp in europe is also OK).

My current setting for gcc-cc1 is -10M gcc-cpp is -2M and gcc.ttp is 8k. gcc-as 1.38pl4 works fine with 0. All programs are run from ash with job-control on a TT030/2/20 with MultiTOS 1.0 loaded.

Cheers
Oskar

--
==========
Jan-Hinrich Fessel , Systemverwaltung
Quantum Gesellschaft fuer Software mbH, D-4600 Dortmund, Germany
fessel@quantum.DE Jan-Hinrich_Fessel@un.maus.DE

1475. I need help (the come back)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 12:07:22 UTC
From: mod2g53@cix.cict.fr
Message-ID: <3184@cix.cict.fr>
Source record: 39926

Hi !!!

Does someone can tell me, or mail me , the way to do the Falcon sound chip DAC compatible with Ste'sound chip ?????

Thanks for the answer !!!!

Emmanuel.

1476. Re: Forms in GEM windows

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 12:07:32 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <C4330K.98G@brunel.ac.uk>
Source record: 39928

David Oakley (dxo@cs.bham.ac.uk) wrote:
: In article <1993Mar16.172813.23072@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
: |>
: |> > How do you stop a program from getting button clicks when another program
: |> > has a dialog open over it?
: |>
: |> What you're really asking, I think, is: How do I prevent other programs
: |> from misbehaving? Because if they were behaving properly, I don't think
: |> you'd be getting button events that belong to them.
[...]

Similar problems exist with 1stWord+, under _some_ versions of TOS and machine configurations... I use an acc (buttonfix.acc) to solve this.

I always thought that it was just misbehaving applications that let mouse button events `fall-thru' to other applications. If you trap the event, and use wind_update() then everything should be ok???

.Ian.

1477. Re: WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 12:20:08 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C433LL.JKq@cs.vu.nl>
Source record: 39932

rincewind@discworld.oche.de (Rincewind alias Michael Schwingen) writes:

<stuff deleted>

>Or even better, get 2.06 and forget about 1.02 - you will never want it
>again, especially if you have a harddisk and love your data :-)
>
>(you don't need the TEK board - a diy version with 3 TTL chips was
>posted here some time ago)

Is this the way it is done in the German magazine C't? If not, can anyone tell me
where I can get the circuit diagram/PCB-layout? (possibly repost it).

>cu
>Michael

Hans Staalman
CU2

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

1478. Keyboard equivalents

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 12:39:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.mWVq68_2_o2@semprini.tdkcs.waterloo.on.ca>
Source record: 39931

About this time last year, someone was collecting a list of standard keys that could be used for menu equivalents, ex:

^O - Open ^X - Cut
^S - Save ^C - Copy
^Q - Quit ^V - Paste
etc

Could they post them again, please? I think they should be added to the FAQ, so that we can all be using the same keys.

Also, I'd like your opinions on what the keyboard equivalent for specialized MultiTOS functions should be, if any... For example, what key combination should iconize your window, or make it big again (if your application has the focus)?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1479. Re: Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 12:40:59 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <C434KC.AB6@brunel.ac.uk>
Source record: 39929

Evan Langlois (evanlang@sdf.lonestar.org) wrote:
[...]
: Also, such a shell should support _shell_p too. Any programs could be
: automated and expended just by having a good shell running. Your GEM
: program could then just pass the name of a batch file through _shell_p.
: How about Rexx for a script language.

How about a `standard' for shells that use _shell_p. I think something
based on the *Gulam* jump table would be good.

```
error ds.l 1 -14L
magic ds.l 1 -10L
jmp edit -6L
_shell_p jmp cmd_processor
```

What this gives us is _transparency_, older code just jumps thru the
_shell_p vector (for example the lattice C system() function), and is not
affected by the extra information. If you want to check for extra info,
then just check the magic value.

The Lattice C system() definition returns -1 if the command could not be
exectuted, otherwise it returns the value returned by cmd_processor().
I prefer an extra `error' flag, to differentiate between command return
values, and real errors. Another idea is a flag for verbosity, a lot of
people who call system() don't want their screens destroyed by error
messages (tho, they could do this: system("foo -bar >& capture") ??)

The implications of `edit' are quite heavy in a multi-tasking environment,
I am not sure how *Gulam* implements it, but I assume this would only
work in a TOS environment. Would people want an edit() feature?

I am designing a shell (called `Michelle' at the moment), but the biggest
problem is knowing what people want.

At the moment, it has:
history,
macros,
alias,
hash table (to exec external cmds quicker, if path already known),
_shell_p handling (as above, except edit() [for now]),
cmd line editor like DOSKEY on MS-Dos,
redirection (nearly!)
and
batch files
but
NO batch `lanuage', so... what is Rexx? How do I find out

about it?

NO pipes, yet, but I *will* implement them (well I like pipes!)

Michelle isn't meant to be like *Gulam*, it is similar in feel to both
Un*x and Ms-Dog, (the worst of both worlds ;-) ?).

Does anyone use *Gulam*, isn't it (with its batch language) suitable for
what Evan Langlois suggested?

Thoughts anyone?
Other features?
Why hasn't *Gulam* been suggested in this thread?

.Ian.

Cat: Is that what I think it is?
Lister: What d'you think it is?
Cat: An orange whirly thing in space!

1480. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 13:32:53 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732461573@rw8.urc.tue.nl>
Source record: 39933

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> MiNT sucks.
Uhm, in itself MiNT is quite nice. If only it didn't open the way for
all those university types to turn their computers into the
research/Galactic Bloodshed machines they have at their university.

> CLIs suck too.
Yeah, but they don't suck as much as XNews!

> Isn't it possible to just install the compiler binaries, the header
>files, the runtime libraries, and then use my own desktop-friendly MAKE to
>run it all?
Exactly! Why MAKE it difficult, when it can be MADE simple from the
desktop. I would like to introduce my girlfriends little brother to
programming sometime soon, and the thought alone of having him first
learn to use a CLI and numerous utilities horrifies me!

Erlend.

>--
>==
>- Ian Lepore | If David Koresh has taught us one thing, it's that
> ianl@bix.com | there is no such thing as safe sects in the 90s.
>==

1481. Re: Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 19:32:38 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1993Mar18.193238.29475@syma.sussex.ac.uk>
Source record: 39799

Further to the problem experienced by W.A.B.Evans (wabe@ukc.ac.uk) and subsequent follow-ups: I too recently upgraded to TOS 2.06 and now have a floppy disk drive *rgrgrrgr* which grates *rrgrggrr* in an irritating fashion. :-/

Yesterday I rang up Compo Software, manufacturers of the T_Board 64 TOS upgrade board, and found them pretty helpful. I was told that the noise results from TOS 2.06's more efficient method of reading disks, and that no damage would result from repeated disk access. The chap I spoke to said he only had suspicions as to the cause of the noise; he didn't know for sure why it happened, but that it varied between different ST's (mine is a Mega 1) and different disk drives. The step rate has nothing to do with it (as I and others had found), and there is no fix (other than getting used to it!).

1482. 17 inch monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 19:40:14 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Mar18.194014.20043@ousrvr.oulu.fi>
Source record: 39934
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone advise me on a decent 17 inch mointor for the falcon. I want one that can cope with overscan, and hopefully custom modes..

Thanks

Algo

1483. Re: WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 20:29:57 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Mar18.152957.16746@bsu-ucs>
Source record: 39798

In article <1o3pn3INNjls@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] Or even better, get 2.06 and forget about 1.02 - you will never want it
>] again, especially if you have a harddisk and love your data :-)
>
> Not everything that works on TOS 1.2 works on 2.6!
>
> TOS 1.4 and 2.6 would be a better combo' anyway! Best of both
> worlds!
>
> (Then get 4meg of RAM, a large Hard-Drive, and run Multi-TOS as a 3rd
> OS, which from what I've been able to work out, more or less gives
> a disk-loaded TOS 4.? with multi-task. But, it'd be nice whatever
> it looks like!)
>
>
> I don't ask for much, a 19.2K modem, 500meg SCSI hard-Drive, 1.44meg
> floppy, high res' mouse, 32meg of 32-bit RAM, Super-VGA type graphics,
> DSP, 16-bit, 16-channel, 75Khz Recording/playback....

I posted the ortiginal article to find out some others' experience with the TOS 1.2 to 1.4 upgrade. I've received nothing but alternatives whic includ the TEC board (or equivalent) and TOS 2.6.

There is not a feasible alternative including TOS 2.6. It's eith too much $$$ or requires too much technical experience, or both. >$100 for a new OS? Gimme a break! Do I look like I have a "cloner's" money-wad? :)

TOS 2.06 is NOT an option for me.

Has anyone upgraded their Mega ST from TOS 1.2 to 1.4?

Does anyone have a TOS 1.4 2-chip set for sale?

-Matt

1484. Re: Kermit and Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 21:39:19 UTC
From: s19184@seb.se
Message-ID: <1993Mar18.223919.1@seb.se>
Source record: 39796

In article <1o94kvINN9hr@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> Can some one explain what are Windows in Kermit,
> I have seen this option listed with version 5A.
> but what does it meen..?

The original Kermit protocol required that the send wait for an acknowledgement from the receiver for each packet sent. Original packet lengths were around 90 bytes. This meant that for each 90 bytes of text, or less if you were sending binary stuff, the sending Kermit would wait for the receiver to receive the packet and then reply with an Ack. Then it would send another 90 bytes. This was not too bad):-(if the two machines were directly connected, but as soon as you put terminal servers, X.25 or other packet switching networks, satelite circuits or similar delays between them, things slow down dreadfully.

This "feature" got Kermit a reputation for being inefficient.

Later versions of Kermit have added two functions to improve use of bandwidth.

1. Long packets. If both Kermits agree, packets can be much longer. Using 1000 byte packets from a VAX to Uniterm on the ST via a public X.25 network makes a SIGNIFICANT improvement.

2. Allow a number of unacknowledge packets to be outstanding, also know as "sliding windows". I am not exactly sure of what the figure window 0, 1 or 2 means, but I believe that it is the number of packets which the sender will allow to be unacknowledged before stopping to wait for an acknowledgement. A window size of 2 and 1000 byte packets applied to the above examples would mean the the sender would send two 1000 byte packets without waiting for the acknowledgement, send the third packet and then do nothing until it had the acknowledgement to the first packet, which should have had time to get back across the network.

My own experience is tha long packets make a big difference, and sliding windows headly affect performance over an alsmot directly connected network. I have not had the possibility to test sliding widnows across an X.25 network, but I imagine that it could keep the send channel full utilized.

Others have found that these two additions give Kermit about the same line utilization as Zmodem, but without Zmodems restart capabilities.

Setting the two parameters on a noisy network is an interesting exercise left for the read :-)

/Mike
--
Michael Evans Skandinaviska Enskilda Banken (S-E-Banken)
SEB Data R Telephone: +46-8-639 33 70
S-106 40 Stockholm Fax: +46-8-639 37 62
Sweden Internet: mike@seb.se

1485. Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 21:57:56 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar18.215756.26378@prime.mdata.fi>
Source record: 39936

Today I got the chance to see a Falcon with 14MB RAM installed. First
I got to see a demo with crystal-clear sound and very nice pictures in
truecolor, but when I got to testing the machine with Qindex I was
shocked. With the 256 color mode all but one of the tests concerning
text output were under 100%, compared to TOS 1.4 monochrome. TOS
Scroll test was 16%! This was not under MultiTOS, would it have been
even slower then? So tell me, is the 256 color mode relly this slow,
or is there something fishy about this? Browsing through documents in
this mode would be a genuine pain, one page takes at least 5 seconds
to display! When I switched the resolution to ST Medium, I got 200%
for TOS Scroll, which looked pretty nice, but the 16% really bugged
me. The CPU specific tests were ok, I got 362% on CPU memory in the
256 colour mode, ST Medium was 469%. The TOS version was 4.01.
What bugged me even more was the speed of MultiTOS. A program called
LINES.APP that made a nice pattern of coloured lines bouncing at the
screen was fairly fast in TOS 4.01, but in MultiTOS it was sluggish
even when it was the only application running. Executing it another
time and adding mintshell resulted in such slow action that it would
have required nerves of steel to work at the machine for more than 2
minutes. When you tried to select a window you had to press the mouse
button several times befor the window was activated. This was in ST
High resolution. MultiTOS version was, I think, 1.0.
If it really would be this bad, why hasn't anybody complained? Maybe
it was something with the setup or something, old versions of the OS
perhaps? What factors influence the speed (besides multitasking)?
There were about 30 fonts and SpeedoGDOS loaded, at least they took a
long time to load from the HD. So please folks, tell me something is
odd here? It can't be normal that a Falcon scrolls with 16% of the
speed that an ST scrolls, can it?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1486. Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 22:01:02 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar18.220102.26508@prime.mdata.fi>
Source record: 39937

Sorry to bother you again, forgot to ask in last post : What is the
highest baud rate that is supported by the Falcons serial port?
--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1487. Re: Keyboard equivalents

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 22:09:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar18.220913.8691@mnemosyne.cs.du.edu>
Source record: 39935

> standard keyboard equivelents for GEM menu items

Atari has created a list of standard key equivelents which (they say) all
applications should use. (This is from the MultiTOS User Interface
Guidelines chapter of the Falcon docs):

^N - New
^O - Open
^W - Close
^S - Save
^P - Print
^Q - Quit

^X - Cut
^C - Copy
^V - Paste
^A - Select All
^F - Find
^H - Replace
^G - Find Next

[Delete] - Delete
[Undo] - Undo
[Help] - Help

They also recommend that the ALT key *not* be used for keyboard command
shortcuts, since it is used as a character modifier in some countries.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1488. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-18 23:41:05 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar18.234105.12335@mnemosyne.cs.du.edu>
Source record: 39938

> Falcon 256-color mode...is it really this slow?

Yep, it really is. I find that the Falcon in 16-color modes (I use 640x480x16color on a VGA monitor) are quite usable; faster than the ST Medium rez I'm used to from my old 1040. But 256-color Falcon modes are too slow for any serious work. Even with a program that bypasses VDI and uses hand-tuned asm code or blitter operations to directly access the screen it's too slow. I attribute this to Atari's (IMO, ill-advised) decision to use interleaved bitplane format for the pixels instead of packed-pixel where each pixel would be stored as 8 bits in a single byte.

> MultiTOS speed...why hasn't anybody complained?

I've complained. I've even been flamed for my complaints. I laugh at the flames in response to my complaints, knowing that the people posting them have never seen MultiTOS on a Falcon, and are defending it based on religious beliefs that it is something wonderful. As you point out, if those folks were to sit down and actually try to USE it, then after about 2 minutes they'd be singing a whole different tune.

As a single-tasking machine, using relatively undemanding graphics modes, the Falcon is a very nice system. I have the feeling that the so-called multitasking, and the more demanding graphics modes, are there just so that the marketing types can make plausible claims that the machine can do wonderous things that are comparable with what other manufacturers can offer.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1489. PFX problems on my TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 03:37:09 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C44A1y.Lz@ccu.umanitoba.ca>
Source record: 39940

For some reason whenever I run PFX, it will run ok the first time, but if I quit and re-run it, I'll just get the 'PFX.PRG' at the top of the screen, a mouse cursor, and the program will hang requiring a reboot. Maybe the program doesn't call the required GEM exiting routines beforing quitting?

BTW, I am using an Atari TT030 w4+4 megs RAM and TOS 3.01.

Thanks!

1490. Deskjet Soft font cart. question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 03:42:31 UTC
From: kslate@MtHolyoke.edu
Message-ID: <1obff7$smp@slab.mtholyoke.edu>
Source record: 39939

I just purchased an older HP Deskjet and was reading that I can
get a 128k soft font cart for it for use with software based fonts. Does
anyone know if this will work as well with Pagestream? This may be a dumb
question but I have to ask.

Kevin

1491. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 04:20:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar19.042012.17492@csi.uottawa.ca>
Source record: 39791

In article <1993Mar18.234105.12335@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > MultiTOS speed...why hasn't anybody complained?
>
> I've complained. I've even been flamed for my complaints. I laugh at
>the flames in response to my complaints, knowing that the people posting
>them have never seen MultiTOS on a Falcon, and are defending it based on
>religious beliefs that it is something wonderful. As you point out, if
>those folks were to sit down and actually try to USE it, then after about
>2 minutes they'd be singing a whole different tune.

I'm not going to flame - it's just that I've used MiNT 0.99 and other pre-MultiTOS versions, which have the SAME code in 'em, on my "old and slow" Mega STe, and gotten pretty reasonable performance. It's slower than using stock TOS, but that's what you get when you go to a preemptive multitasking system.

Apparently, in the couple of weeks between 0.99 and the final version you received, new bugs must have been introduced that make it run slower on the 68030 than it does on a 68000 that sort of fakes 16 Mhz.

Either that, or GCC, which I used to compile MiNT, does FAR better optimization than Lattice C (which is what Atari is using to compile MultiTOS). In which case Atari probably ought to change compilers...

> As a single-tasking machine, using relatively undemanding graphics modes,
>the Falcon is a very nice system. I have the feeling that the so-called
>multitasking, and the more demanding graphics modes, are there just so
>that the marketing types can make plausible claims that the machine can do
>wonderous things that are comparable with what other manufacturers can
>offer.

There's "smart" ways of using multitasking, and there's "dumb" ways of using multitasking. It seems to be highly common for the demos that people try to be "dumb" ways of using multitasking.

If you use it to set up applications that hog CPU resources against one another to compete one another to death, then OF COURSE the performance will be lousy. The typical sort of graphics demo is certainly such an application.

When I was playing with some Windows demos a while back, I did my best to "abuse" the system. I got about 30 windows on the screen, each trying simultaneously to redraw some kaleidoscope. It started swapping processes off to disk, and eventually crashed quite gorily. But I never expected any better than that - I was doing about the most

resource-hungry sort of "test" that I possibly could. It wasn't a question of whether the system would crash - it was merely a question of how soon.

The way that multitasking is REALLY useful, in ways that will be OBVIOUS to the average user is when it allows you to run (say) Calligrapher and LDW Power simultaneously. They won't kill one another off performance-wise (there could be some memory contention problems, in that the applications may be written to assume that they can take all of the memory for their own use, but that should be solvable via one or the other of the utilities), and you'll be able to cut and paste back and forth. Oops, I left some data on the mainframe. No problem, just load up CoNNect or Flash, and download it.

It's not how badly a demo can abuse the system that's important - it's whether you can do something real with the computer or not.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1492. Re: Bombs on floppy media change

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 04:49:31 UTC
From: sourada@iastate.edu
Message-ID: <sourada.732516571@vincent2.iastate.edu>
Source record: 39792

Problem found: it was the Ghost virus (as identified by AVK).
According to the description I read, it's supposed to invert the
mouse every once it a while, maybe it was not compatible with my
system and caused the bombs.

Can't these virus writers make thier viruses compatible with _all_
versions of TOS :-)

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

1493. Re: Deskjet Soft font cart. question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 05:15:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar19.051507.19017@csi.uottawa.ca>
Source record: 39793

In article <1obff7$smp@slab.mtholyoke.edu> kslate@MtHolyoke.edu (Slip) writes:
>
> I just purchased an older HP Deskjet and was reading that I can
>get a 128k soft font cart for it for use with software based fonts. Does
>anyone know if this will work as well with Pagestream? This may be a dumb
>question but I have to ask.

It won't provide you with more fonts in Pagestream (or for that matter
in Calamus or TeX or anything that's GDOS-based).

The only advantage it MIGHT give you is that it might allow you to
have a bigger print buffer, which lets you finish print jobs (at the
computer level) somewhat earlier.

This is true for most programs that claim to be "printer independent"
or "supports many printers." The reason is that Pagestream (and
similar friends) do not use the fonts that are stored in the printer;
they generate bitmaps that get dumped to the printer directly.

The SoftCart might be useful with something like WordPerfect; I know
that the IBM version of WordPerfect supports some of the DeskJet font
cartridges. WriteOn may also support the additional fonts; it uses
the internal fonts as well as generating its own fonts.

Beyond that I don't know...

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1494. Crazy Dots info req.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 05:29:34 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C44F9B.1zF@ccu.umanitoba.ca>
Source record: 39794

I'm thinking of getting a Crazy Dots (or some other card capable of at least 256 colors in at least 640x480) for my TT. I was wondering 2 things in particular:

1.How much are they going for now? (anyone want to get rid of one?)
2.Will it work with my Atari PTC1426 color monitor? If so, what kind of resolutions could I achieve? What kind of color limit? If I had to buy another monitor, what would you suggest? (Hi-End)

1495. Re: Kermit and Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 06:21:42 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <77789@cup.portal.com>
Source record: 39795

In article: <1o94kvINN9hr@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz wrote:
>Can some one explain what are Windows in Kermit,
>I have seen this option listed with version 5A.
>but what does it meen..?
Kermit Windows (they are actually called "sliding windows") are an
extension of the basic Kermit protocol that greatly speeds up transfers
thru networks and other "long turn arround time" links.

The sliding windows extension permits Kermit to send packets without
waiting for reply packets (ACK/NAK packets) to get back and indicate
success or failure. The "window" is the maximum number of packets that
can be sent before the reply packet MUST arrive. This "window" slides
along the transfer as it progresses.

For example if you set a Kermit that supports the sliding windows
extension for a window size of 6, then Kermit will continue sending
for up to 6 packets before waiting for replies. If the reply packets
begin arriving before the window is full, then Kermit never waits
at all and sends packets continiously durring that transfer.

Any reply packets indicating failure (NAK packets) of a given packet
to be recieved correctly, causes the Kermit to repeat that ONE packet
out of order, then continue sending new packets. The receiving Kermit
then puts the out of order packet back in its correct place in the
file. No packets other than the actual failed packets get repeated.

That is Windows in Kermit.
>
>Also can't see how you set the data checking with
>version 5A...?
Which data checking? Parity? Checksum/CRC?

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

1496. Re: 17 inch monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 07:23:40 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar19.072340.127680@zeus.calpoly.edu>
Source record: 39797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) trys to make sense in saying:
>Can anyone advise me on a decent 17 inch mointor for the falcon. I want
>one that can cope with overscan, and hopefully custom modes..
>
>Thanks
>
>Algo

There are quite a few good monitors out there... here are some I have
heard of...

TVM Mediascan 6A digital $1108 expensive but a very _very_ good monitor
NEC 5fg $1350 but it is one of the best monitors made Period.
Amdek am/817 $1041 good at resolutions below 800x600 and is cheaper than most
Sony CDP-1604s $1159 uses color stripes which make round pixels. trinitron

the NEC will cope with pretty much every mode you can throw at it... the
others I don't really know.

*steve miller
*dept of electronics engineering, cal poly san luis obispo
I have a Final in Analysis and Design of Digital Integrated Circuits tom.
so I don't really know why I am on the net at this hour... :P

1497. Re: Falcon graphics on a lowly TV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 08:33:40 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732530020@rw8.urc.tue.nl>
Source record: 39802

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>I've tried using a TV with my ST, and unless all you want to do is
>play games - you get a MAJOR headache! (Even on a state-of-the-art
>television...)

Yeah, did you know that the Eagle 040 needs a HD TV for display? Only
a HD TV can display the 1250 lines correctly at 100 Hz.
(just kidding of course, since Atari never would release such
information before HD TV's are available to the general public :)

Erlend.

1498. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 08:40:21 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732530421@rw8.urc.tue.nl>
Source record: 39803

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>In article <1993Mar17.103548.14238@unix.brighton.ac.uk>, ddv@unix.brighton.ac.uk (
Domenico De Vitto [Spider]) writes:
>>Forget GCC !!
I agree!
>>Use Heat n' Serve Sozobon C 1.40 !!!!!
Hmmmm, maybe :)

>Or, wait until the truly marvellous Author releases version 2!
Yeah!
>Great program, and nice & simple!
If it only supported prototypes (it doesn't does it?)
With my proficiency at programming, I need the extra error-messages and
type-checking.
HSC really is nice but could be even better. Of course it is all in the
hands of Ian Lepore, since he is the marvellous programmer of this
masterpiece!

Erlend.

1499. Re: Keyboard equivalents

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 08:45:55 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732530755@rw8.urc.tue.nl>
Source record: 39804

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>About this time last year, someone was collecting a list of standard
>keys that could be used for menu equivalents, ex:

> ^O - Open ^X - Cut
> ^S - Save ^C - Copy
> ^Q - Quit ^V - Paste
> etc
Yes, and what about the e.g. German translations of the Menu entries.
Like File <-> Datei , Save <-> Speichern or Sichern.
Of course the keys would have to stay the same no matter what language
is used.
By the way, Atari has official guidelines available to developers that
tell what keys to use.

>Could they post them again, please? I think they should be added to the
>FAQ, so that we can all be using the same keys.
You could get the first few keys to use from the desktop of TOS 2.06.
Atari has always said, that if one needs an example of how to do
something, do it like the desktop does.

>Also, I'd like your opinions on what the keyboard equivalent for
>specialized MultiTOS functions should be, if any... For example, what
>key combination should iconize your window, or make it big again (if
>your application has the focus)?
Hmmm, I think Atari will soon describe a way to do so. No doubt they
will also tell us what key should make the window/program iconize.
Icons are made big again by double clicking on the icons. Programs get
an event for this double click. Multi-TOS programs that support
iconizing listen for this double-click and for dragging to move the
icon or make it big again (icon==window under Multi-TOS, I don't know
if a mask is possible to hide the window border)
But for the time being, why not use the TOSWIN standard alt-I for
iconizing. Changing the scancode is a pretty minor upgrade to any
program.

Erlend.

1500. Re: Deskjet Soft font cart. question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 08:57:33 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.732531453@rw8.urc.tue.nl>
Source record: 39805

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>The SoftCart might be useful with something like WordPerfect; I know
>that the IBM version of WordPerfect supports some of the DeskJet font
>cartridges. WriteOn may also support the additional fonts; it uses
>the internal fonts as well as generating its own fonts.

>Beyond that I don't know...
Well there is always 1st word plus and Le Redacteur. They must be able to use the extra fonts that are available, except maybe the landscape fonts.
And one definite recommendation for a program to use the cartridge with is MultiWriter. The follow-up to ST-writer Elite, except that it works with Multi-TOS and has lots of other features. It will only use the printers built-in fonts so it is ideal for use with such a font-pack. MultiWriter supposedly also reads and writes many formats like Wordperfect.
One last advantage of the soft font pack in combination with a suitable text-processor (another good one comes to mind: DB-writer (PD)) is that print-speeds can be much much higher, since ascii characters can be transmitted, so there is no need to send large amounts of pixeldata to the printer.

Erlend.

1501. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 09:41:14 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1oc4fqE1n3@uni-erlangen.de>
Source record: 39806

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>Today I got the chance to see a Falcon with 14MB RAM installed. First
>I got to see a demo with crystal-clear sound and very nice pictures in
>truecolor, but when I got to testing the machine with Qindex I was
>shocked. With the 256 color mode all but one of the tests concerning
>text output were under 100%, compared to TOS 1.4 monochrome. TOS
>Scroll test was 16%! This was not under MultiTOS, would it have been
>even slower then? So tell me, is the 256 color mode relly this slow,
>or is there something fishy about this?

256 color mode is slow - compared to the monochrome ST mode. But that
is not 'fair'. Now 8 times as much memory is used.
Just compare it with a 386DX running under OS2 with
256 colors: that is very slow, too. Don't forget: MultiTOS is real
multitasking unlike Windows! Just imagine how fast UniX is on 'small'
Sun Sparcs...

In 16 colors it is really ok. Especially when one renices the unneccessary
background processes and accessories.

What is really bad is, that there is no Warp9 or NVDI to make the
drawing much faster - like on every ST I know. That will make things
much better in a few months.

The mouse click thing is a problem. Sometimes the AES forgets clicks. That
is not so much a question of speed - more of correct programming I would
say.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1502. Re: Deskjet Soft font cart. question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 09:51:48 UTC
From: sanders@sci.kun.nl
Message-ID: <C44rED.4tp@sci.kun.nl>
Source record: 39807

In <1993Mar19.051507.19017@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>In article <1obff7$smp@slab.mtholyoke.edu> kslate@MtHolyoke.edu (Slip) writes:
>>
>> I just purchased an older HP Deskjet and was reading that I can
>>get a 128k soft font cart for it for use with software based fonts. Does
>>anyone know if this will work as well with Pagestream? This may be a dumb
>>question but I have to ask.

>It won't provide you with more fonts in Pagestream (or for that matter
>in Calamus or TeX or anything that's GDOS-based).

>The only advantage it MIGHT give you is that it might allow you to
>have a bigger print buffer, which lets you finish print jobs (at the
>computer level) somewhat earlier.

Sorry, but that won't work as fas as I can remember. Extra RAM added via cartridges cannot be used as printer buffer. It is very interesting, though, that de Deskjet supports 600x300 (Yep, 600!) dpi for its fonts as opposed to 300 dpi in graphics. So I'm still waiting for a dvi-driver that makes use of downloading for the Deskjet 500 and can thus use 600 dpi horizontally, which would make certain letters such as w's and v's much nicer. And it would print faster.

>This is true for most programs that claim to be "printer independent"
>or "supports many printers." The reason is that Pagestream (and
>similar friends) do not use the fonts that are stored in the printer;
>they generate bitmaps that get dumped to the printer directly.

>The SoftCart might be useful with something like WordPerfect; I know
>that the IBM version of WordPerfect supports some of the DeskJet font
>cartridges. WriteOn may also support the additional fonts; it uses
>the internal fonts as well as generating its own fonts.

>Beyond that I don't know...

>--
>Christopher Browne | PGP 2.0 key available
>cbbrowne@csi.uottawa.ca |====================================
>University of Ottawa | Genius may have its limitations, but
>Master of System Science Program | stupidity is not thus handicapped.

Sander SToks
sanders@sci.kun.nl

1503. Re: Pipes instead of tmp-files in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 11:39:54 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Mar19113954@lamothe.informatik.uni-dortmund.de>
Source record: 39808

In article <1993Mar18.120359.2349@quando.quantum.de> fessel@quba.quantum.de (Jan-Hinrich Fessel) writes:

In article <1nu3q9INNpmv@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>available, it becomes meaningful. (The main question is, what would happen
>if you set _stksize to something that was too small, and some program was
>unable to get enough space off the stack for an alloca call... alloca tends
>to get used quite heavily in the GNU software...)

The real problem is, if gcc-cc1 is set to allocate RAM using malloc(), and not from the heap, it ends up with a bus error. When I set _stksize to 0L, as I would do in a multitasking environment, gcc-cpp will _eventually_ work, but gcc-cc1 fouls up. So maybe a bug in the library? Or in the atari gcc code? My gcc 2.3.3p1 is from a.a.u.e (Shareable). If someone could give me a hint where to get diffs from unix-2.3.3 to atari-2.3.3 i am willing to take a closer look at the sources (full source for atari-2.3.3 for ftp in europe is also OK).

gcc-cc1 needs at least 100k of stack!! Setting _stksize to 0L will
only get you a stack of 2K. I normally set the stack to 300k which is
enough even for big functions to compile without stack overflow.
Remember that GCC makes heavy use of alloca()!
The same goes for gcc-cpp, which slurps your complete source code into
the stack, so _stksize must be bigger than the biggest source file you
want to compile.

Andreas

--
--
Andreas Schwab
schwab@ls5.informatik.uni-dortmund.de

1504. Need help with some EPROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 12:50:04 UTC
From: ga@mrih.no
Message-ID: <1993Mar19.125004.403@ugle.unit.no>
Source record: 39809
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a M4STE. In it was two D27C010's which made out the 256 kB of TOS 2.05.
I then got a set of AM27C010's to burn TOS 2.06 on. Well, 27C010 should be
27C010, I guess, but alas... no... When I inserted the newly burnt EPROMs,
I got the normal startup, with the exception that instead of the Atari logo,
I get the correctly size box, but a lot of crap in it... takes a while, and
I then get three bombs before it resets and starts all over again.
After having resetted 34 times, it manages to load the bootsector, on which I
have put a TOS loader, which uses BIOS to load the file, as GEMDOS does not
work... Now, if we divide the ROM in four 64 kB blocks, A, B, C and D, instead
of having them in the sequence ABCD, I discover I have ABBB.
Moving two of the straps gave me the combination ABAB, but C and D still is
not to be found. Clues, anyone?

Please answer by email, as I'm not on this group often enough to keep up with
everything... Especially now...

_____
/ o o \ <== I don't have my head where my feet are...
===OO=====OO===
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
===
I don't have my feet where my head is... ==> _/ _

1505. Fax Software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 13:14:36 UTC
From: pauld@umbc.edu
Message-ID: <1ocgvsINNru9@umbc7.umbc.edu>
Source record: 39810

Hey all.. I'm trying to find out about the availability of background fax software for the St. Right now I use StraightFax, but that won't work in the background. Also, is there software that will work with Zycel modems in the background (or foreground) that support fax and/or voice capability?

And, still on the modem topic, are there programs available that will lock the older plain ST serial ports at higher-than-19.2 speeds? I tried one once, and it dropped lots of characters...

Please mail info... and I'll pass it on if requested... thanks!

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
-- Shoopy.. ----------------

1506. Re: laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 14:48:41 UTC
From: stevew@teleride.on.ca
Message-ID: <C45555.pF@teleride.on.ca>
Source record: 39811

In article <1o2jstINNrlb@access.digex.com> ltduck@access.digex.com (Louis The Duck) writes:
>
>I have a terribly difficult time dealing with the editor that came with
>laser C. The fileselector makes me want to find a nice, quiet corner and
>cry. Do you know if there are any other shells for it? Nice compiler,
>okay debugger, editor is purgatory.

First thing to do is delete the laser shell to save precious disk space.
Then, pick up a copy of gulam or similar, and stick with that for development.
You might have to learn to use a CLI, but at least you won't turned off
development forever like you would be if you tried using the laser editor.

--
Stephen M. Webb ---- Doubleplus bellyfeel unfrink ----- stevew@teleride.on.ca

We're sorry, you call cannot be completed as dialled. Please hang up and try
your call again. This is a recording. We're sorry, your call cannot be comp

1507. *UK* CUB Colour Monitor. 50 pounds

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 16:56:15 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Mar19.165616.1999@vax.sbu.ac.uk>
Source record: 39812

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
Ive got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you cant say fairer than that, can you.

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

1508. Mac Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 17:21:29 UTC
From: pauld@umbc.edu
Message-ID: <1ocvepINN1pd@umbc7.umbc.edu>
Source record: 39813

I am trying to collect more fonts (adobe type 1) for publishing, and
have found that a large number of them seem to be binhexed and compacted
using mac programs. Is there any utility for the ST that will let
me get to these files? Thanks..

(again, please mail..)

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
--If only lemmings could fly..--------

1509. Help: SCSI Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 17:44:04 UTC
From: Bryan.Webster@f460.n359.z1.fidonet.org
Message-ID: <733088488.AA01296@royaljok.fidonet.org>
Source record: 39814

In a message of 11 Mar 93 05:21:40, Scott Dunham wrote:

SD> From: dunham@src.honeywell.com (Scott Dunham)
SD> Organization: Honeywell Systems & Research Center
SD>
SD> I have a Supra 30 Meg HD, upgraded to 60 Megs with a Seagate ST177N SCSI,
SD> running on an STE. But I am unable to make a 1.2 Gb Fujitsu SCSI HD
SD> respond
SD> that is daisy chained off the Supra on SCSI "1" (except that the light
SD> blinks
SD> when attempting to access the drive. The drive has yet to be formatted
for
SD> the
SD> Atari, but since it isn't recognized, that's rather hard to do! I have
SD> tried
SD> every combination of termination, and terminator power to no avail.
SD> Finally
SD> giving up on the SCSI connection, I replaced my Seagate with the Fujitsu,
SD> directly off the Supra controller, but it still isn't recognized as a
SD> valid
SD> device. It has been verified on an IBM, formatted as a single 1.2 Gb
SD> partition
SD> so I'm confident that the drive is OK.
SD>
SD> Is it possible that the conntroller in the Supra cannot handle this
drive?
SD> Or is my Seagate fussy about sharing the buss?
SD>
SD> And finally, the reason I bought it was for digital Hard Disk recording
SD> with
SD> the forthcoming Falcon - would I have better luck waiting to format this
SD> on the Falcon's SCSI-2 port? (the drive can work on either standard)
SD>
SD> Thanx, Scott
SD>
SD> --
SD> Scott Dunham| Honeywell | Internet:
SD> | Sensors & Systems Development Ctr.|
SD> | 10701 Lyndale Ave South |
SD> | Bloomington, MN 55420
|dunham@homer.src.honeywell.co
SD> m

If the fujitsu is a scsi-2 drive you best wait for your Falcon or get the
ICDProlink adapter and software.

1510. Re: Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 17:46:43 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Mar19.174643.19813@rhrk.uni-kl.de>
Source record: 39815

sav@nanette.sto.pdb.sni.de (Dr.Savory) writes:

>I believe that Overscan does not work under TOS 1.0, but needs later TOSs,
>2.06 recommended. Any experiences by email please before I upgrade?

TOS 1.0 doesn't work, that true. I think TOS 1.02 is the first version that
does but if you have to get a newer TOS versions you should use at least TOS
1.04 or even better TOS 2.06.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1511. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 20:00:45 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Mar19130045@hpbeo82.bbn.hp.com>
Source record: 39830

> To me, GEM is the One True Operating system of the ST, and the GEM
> Desktop is its prophet. Worship thou not the false gods of command line
> interfaces, lest ye be turned to stone. Likewise, countenance ye not the
> half-cooked multitasking environments on machines barely powerful enough
> to support a single task at a time.

Bear in mind that the Future One True Operating System of the ST will be
MultiTOS. From what I have seen of MiNT, a bare-bones ST will be rather
sluggy running multiple tasks; but I wouldn't call MiNT half-cooked. It's
pretty stable by now.

Of course, I'm a Unix user and a bit biased; but then so are you ;-)

Greetings,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1512. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 20:19:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1od9t2INNmmv@golem.wcc.govt.nz>
Source record: 39823

] 256 colour mode, ST Medium was 469%. The TOS version was 4.01.
] High resolution. MultiTOS version was, I think, 1.0.

There are more recent versions of both, which may increase things!

] There were about 30 fonts and SpeedoGDOS loaded, at least they took a
] long time to load from the HD. So please folks, tell me something is
] odd here? It can't be normal that a Falcon scrolls with 16% of the
] speed that an ST scrolls, can it?

That's probably why, in the higher-resolution, S-GDOS has more detailed fonts to map. More than likely, the removal of S-GDOS would speed things up quite a bit!

(If it's not being used - I wouldn't know, if it is, that's probably why!)

1513. Re: PFX problems on my TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 20:21:14 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1od9vqlNNmmv@golem.wcc.govt.nz>
Source record: 39824

] For some reason whenever I run PFX, it will run ok the first time, but i
] I quit and re-run it, I'll just get the 'PFX.PRG' at the top of the
] screen, a mouse cursor, and the program will hang requiring a reboot.
] Maybe the program doesn't call the required GEM exiting routines beforin
] quitting?
]
] BTW, I am using an Atari TT030 w4+4 megs RAM and TOS 3.01.

I used it on a TT with I think TOS 3.05, and PFX-Pack worked flawlessly!

1514. Re: Falcon graphics on a lowly TV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 20:25:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1oda8dINNmmv@golem.wcc.govt.nz>
Source record: 39825

] Yeah, did you know that the Eagle 040 needs a HD TV for display? Only
] a HD TV can display the 1250 lines correctly at 100 Hz.
] (just kidding of course, since Atari never would release such
] information before HD TV's are available to the general public :)

Plus they haven't got one that works properly yet! (At least, not without
some sort of derived problems, but, they're close!)

Any-way, even Atari hasn't finished the spec's on the FALCON-040!

But, it will be 32-bit, rather than 16-bit! This is the only 'new' thing
we have been confirmed of! Anything else is unknown!
(Probably higher resolutions or some such thing....)

These HD-TV's could be interestin' though!

1515. Re: Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 20:30:15 UTC
From: wabe@ukc.ac.uk
Message-ID: <3494@eagle.ukc.ac.uk>
Source record: 39816

In article <1993Mar18.193238.29475@syma.sussex.ac.uk> kevinb@syma.sussex.ac.uk (Kevin Busby) writes:
>Further to the problem experienced by W.A.B.Evans (wabe@ukc.ac.uk) and
>subsequent follow-ups: I too recently upgraded to TOS 2.06 and now have a
>floppy disk drive *rgrgrrgr* which grates *rrgrggrr* in an irritating fashion.
>:-/
>
>Yesterday I rang up Compo Software, manufacturers of the T_Board 64 TOS
>upgrade board, and found them pretty helpful. I was told that the noise
>results from TOS 2.06's more efficient method of reading disks, and that no
>damage would result from repeated disk access. The chap I spoke to
>said he only had suspicions as to the cause of the noise; he didn't know for
>sure why it happened, but that it varied between different ST's (mine is
>a Mega 1) and different disk drives. The step rate has nothing to do with it
>(as I and others had found), and there is no fix (other than getting used to
>it!).

This ABSOLUTELY confirms my findings too - there is NO seekrate
speed which gets rid of this *rgrgrrgr* sound. 3ms minimises it but does
NOT get rid of it.

Still one suspects Compo "may" have something to do with it for
their manufactured 2.06 chips (mine were also made by Compo) have been
"doctored" at least minimally else the default seek would come up as 6ms
(and NOT 3ms that actually happens with my chips) as several other netters
have reported is the case with their upgrades. In principle this is a good
idea for it obviates the need to reset the seekrate for the non-HD drives
these chips will be used with.

BUT! could it be that in doing this they altered other things too?
(It is easy to be "too clever" at byte changing). Might some other mod they
made be now having the side-effect of causing this awful grating sound?
Other TOS 2.06 (non-Compo) do not appear to have this problem provided the
seekrate is adjusted (as seems to be the concensus of the opinions expressed
in this Newsgroup and directly also to me personally).

As for "no damage resulting from repeated disk access" despite
this groaning agony sound - well, I take that with a big pinch of salt and
am reminded of Mandy Rice-Davies ("He would say that wouldn't he?"). Disk
drives ARE mechanical devices and there is no mistaking the sound made by
an "overstrained" mechanical component.

I, for one, will probably change back to my original TOS 1.60 chips
(despite its bugs & limitations) in the near future.

W. Alan B. Evans
[wabe@ukc.ac.uk]

1516. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 20:34:21 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Mar19.203421.28810@ultb.isc.rit.edu>
Source record: 39819

In article <1993Mar18.234105.12335@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>But 256-color Falcon modes are too slow
>for any serious work. Even with a program that bypasses VDI and uses
>hand-tuned asm code or blitter operations to directly access the screen
>it's too slow. I attribute this to Atari's (IMO, ill-advised) decision to
>use interleaved bitplane format for the pixels instead of packed-pixel
>where each pixel would be stored as 8 bits in a single byte.

eh? I thought the Falcon used chunky pixel format for its displays from
1-16 bit? Could someone enlighten me?

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

1517. GNU vs My sanity vs My phone bill

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 21:04:40 UTC
From: ltduck@access.digex.com
Message-ID: <1odch8INN442@access.digex.com>
Source record: 39817

Is there any way to get GNU C++ without spending most of my natural life downloading (or FTP'ing) it? Considering I usually get less than .2 K/sec on an FTP "get", I don't want to try that. Downloading 10 disks of stuff at less than the equivalent of 2400 baud would sort of suck. perhaps a usergroup or somesuch?

1518. bitplanes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 21:28:47 UTC
From: ltduck@access.digex.com
Message-ID: <1oddufINN69g@access.digex.com>
Source record: 39818

As to your condemation of bitplanes, I disagree. You say that it would be better to have (in the 256 color mode) 1 pixel per byte. This is fine and good unless you want to have sprites. With 8 bitplanes, you can have 8 single color sprites moving about the screen without having to do ANY boring (and slow) bit logic. Sure, it would be nice to have 1 pix/byte for text and stuff, but FUN programs would really suffer.

1519. XFormer Stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 21:55:28 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar19.215528.210@ultb.isc.rit.edu>
Source record: 39822

Ok, I've talked with Derek about the XFormer. He doesn't have the
source for XFormer handy but he says that he made it PD and posted
it to GEnie and Compuserve. Unfotunately I don't have access to either.
So could anybody on one of those services or if you just happen to have it,
could you please upload it to atari.archive.umich.edu?

Or maybe you could uuenocde it and post to comp.sources.atari.st?

Thanks alot!


```
+-----------------------------------------+------------------------------+
| Michael "Zoooks!" Zucca | Spam, spam, spam, spam, spam |
| Internet: mrz5149@ritvax.isc.rit.edu | Spam, spam, spam, spam, spam |
| Printing And Applied Computer Science | Lovely spam, woderful spam! |
| RIT - Rochester Institute Of Technology | Shut up. Shut up! Shut Up! |
+-----------------------------------------+------------------------------+
```

1520. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 22:29:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A12463@K.maus.de>
Source record: 39820

w>Tex files are not plain ASCII, they are usually a real pain to read without
w>stripping the control characters out!

There's a nice utility called TEX2TXT here in Germany, which can interpret a .TEX file and output an ASCII equivalent of the .DVI file TeX would produce.

It supports many of the TeX features, e.g. \itemize, \include, \tabular, TeX's hyphenation algorithm, just to name a few.

The author is Roman Hodek, his email address is Roman_Hodek@n.maus.de

I don't know if TEX2TXT is available via ftp. Sitting here in a german hobbyist BBS net, I don't have ftp access and only very limited access to Usenet newsgroups, so please don't aks me to upload it or post it to comp.binaries.atari.st (I think the same is true for Roman). But maybe there are MAUSNetters who can upload it somewhrere...

Regards,
Andreas

1521. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-19 22:37:19 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1odhuvlNNsid@elroy.jpl.nasa.gov>
Source record: 39821

In article <1993Mar19.203421.28810@ultb.isc.rit.edu> eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>In article <1993Mar18.234105.12335@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>But 256-color Falcon modes are too slow
>>for any serious work. Even with a program that bypasses VDI and uses
>>hand-tuned asm code or blitter operations to directly access the screen
>>it's too slow. I attribute this to Atari's (IMO, ill-advised) decision to
>>use interleaved bitplane format for the pixels instead of packed-pixel
>>where each pixel would be stored as 8 bits in a single byte.

>eh? I thought the Falcon used chunky pixel format for its displays from
>1-16 bit? Could someone enlighten me?

What's "chunky pixel" format? The Falcon uses interleaved bitplane format for the 1-8 bitplane graphics modes, and packed-pixel format for the 16 bit mode. I can see that sticking with the interleaved format allowed for greater compatibility with software that writes directly to screen memory. But, since the 16 bit was already packed-pixel format, i.e., there were already going to be 2 different formats needed, perhaps they should have made the 8-bit format packed as well. So it goes.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1522. short versus int in GEM programming; an allegory

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 02:19:06 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar20.021906.12560@mnemosyne.cs.du.edu>
Source record: 39826

In the beginning there was the 16-bit compiler, and the 'int' datatype, and the GEM programming idiom was to use 'int' for everything. Programmers, in their ignorance, worshipped the false god of 'int', and were blissful. There was much making of merry, small furry creatures were sacrificed and consumed with abandon, and the feasts lasted far into the night (with the help of coffee and Jolt Cola).

The gods looked down on the programmers, and they were angered, for gods have never been able to abide happiness amongst the mortals. (Also, the loud partying was keeping them up all night.) So the gods caused to be created the 32-bit compiler for the Atari ST machines. The pestilence of the 32-bit int settled quietly upon the land, but the gods were patient. They knew a time of great trial and tribulation was about to descend upon the programmers.

Upon the earth, trouble was brewing, although those at the center of the storm were hardly aware at first that anything was happening. There came to be a variety of religious sects, each with its own way of worshipping.

The sects known as HSC, Sozobon, MWC, and Laser C were egalitarian in nature. The believed that the holy words 'short' and 'int' had equal power, and they did not examine the arguments of their worshippers closely.

The powerful sect known as Lattice came to discover that the holy words did not contain equal power. The high priests at HiSoft declared that the holy word 'short' was The One True Way to address prayers to the GEM gods. The demigod Atari was pleased with this new method of worship, and endorsed its use by distributing example source code using the new proper method of worship.

Another powerful sect, known as GCC, also discovered the unequal powers of the 'short' and 'int' holy words. One high priest in this sect declared, "Worship the gods only through me, and you may continue to use the 'int' holy word. I will translate this for the GEM gods as needed. I will be your intermediary, but only if you are faithful to my ways." This pleased many programmers recently converted to the GCC sect, for they could reuse their existing prayers without change.

The programmers were a good-natured and easy-going bunch. Even though they had different methods of worshipping, they recognized that there was power in the prayers offered by other sects, and they wished to share and exchange them. The GCC and Lattice sects were not as easy-going as the older religions, however. They examined closely the arguments made by the programmers, and rejected those that used improper holy words. Finally the pestilence sent by the gods in chapter 2 began to rear its

ugly head.

It came to pass that the high priest of the HSC sect undertook a reconciliation of these differences. This priest had assembled a large book of hymns in praise of the GEM gods, and wished for all programmers to have access to it. He examined the issues involved, and decided that the Lattice method of worship was more correct. The endorsement of the Lattice method by the demigod Atari weighed heavily in his decision. The fact that the GEM gods themselves (within their innermost sanctums) also used the holy word 'short' -- well, this could not be dismissed lightly, and also lent weight to the decision. A week or so was spent converting the massive hymnal to use the Lattice holy word 'short'. Another week sufficed for the conversion of all the private prayers this priest had created over the years. (The Lattice compiler simplified this conversion, by pointing out the places where the old holy word of 'int' could no longer be used. And the HSC compiler, was as ever, egalitarian, allowing either word interchangibly in most situations.)

The HSC high priest knew that his mission was not completed, however. There remained the task of reconciliation with the powerful and ever-growing GCC sect. He sent a dispatch to the high priest of GEM worship for the GCC sect, attempting to open a dialog by outlining some of the issues involved, and urging that the GCC high priest discuss with him the implications of a change in the method of worship. GCC's high priest promptly responded, implying that the HSC high priest was a charlatan and blasphemer, and stating quite clearly that there would be no discusion of philosophy.

The GCC high priest made, however, what he surely considered to be a magnanimous offer to the HSC high priest: "Send me your hymnal full of blasphemy, and I will rewrite it in a way that is compatible with all prior methods of worship. This I consider to be a trivial task, though I have never seen your hymnal, and really care not what it contains." The HSC high priest shook his sadly at this, knowing that the hymnal contained many advanced forms of worship that the GCC priest had (by his own admission) never encountered before. He knew this wasn't the sort of problem that could be solved with a typedef or two and a couple macros.

The HSC priest was sorely troubled by this turn of events, and undertook many hours of meditation in the desert. He undertook strenuous exercise and a fasting diet during this period. (This had nothing to do with the problem of how to worship the GEM gods, he just wanted to lose some weight. But it did serve to darken his attitude.) Finally after much meditation, a great truth was made known to the the HSC priest:

This is not a matter to be solved by gods, demigods, or priests, for they live in isolation from the day-to-day troubles of programmers. The programmers must decide for themselves, and make their wishes known to those who craft their hymnals and translate their prayers.

And so the HSC high priest decided to bring this matter into the temple to be discussed by the entire flock. He did not truly expect a complete solution to come of this action, for he had tried such methods before, and had gotten responses from the flock ranging from abject indifference to contentious bickering. Still, this was a matter too important to be decided by the few, so he began to prepare sermons to be preached to the flock, that they might come to know the troubles suffered by those who create the hymnals and translate the prayers offered up by the flock. And also that he could learn of the concerns of the flock, for this priest not only preached to his flock, but also listened to them.

And this history is the first of those sermons. Amen.

--
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.

1523. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 02:21:43 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar20.022143.12670@mnemosyne.cs.du.edu>
Source record: 39827

There is, as I see it, only one argument for continuing to use 'int' as a datatype in the GEM programming interface: A large mass of code exists already that uses it. That is a powerful argument, not to be trivialized. One person fed me a line about int being "the natural word size..." and thus the proper datatype to use. Frankly, I consider that to be dogmatic twaddle; doubly so because the person refused to cite any reasons or background for such a statement. If the use of the 'int' type carries any inherent advantages other than prior use, I'd love to hear about them.

On the other hand, I feel that I can cite a number of reasons why the 'short' datatype has advantages in GEM programming...

First and foremost, it is the datatype used internally by GEM. In VDI programming, when you pass an array of xy coordinates or integer parameters, it expects them to be 16-bit (ie, short) values. In AES programming, there are also many 16-bit quantities, eg, the x,y,w,h values describing objects.

It is true that the interface between your code and VDI/AES in the system (ie, the bindings) can perform size translations on the values passed to the defined entry points. If 32-bit int values are passed, the bindings can transcribe them into an array of shorts before passing the values along to the OS. This isn't a very efficient process, it wastes memory and CPU cycles. It also imposes artificial limits on the number of xy coordinate points passed to a VDI function. You can't pass any more coordinates than there is room for in the pre-allocated arrays that are used during transcription. So you end up with either artificial limits, or ridiculously large intermediate arrays, most of which go unused in the average program.

A more subtle problem occurs with some of the aggregate data types used in AES programming. In the OBJECT structure, the x, y, width, and height fields combine to form a standard GEM aggregate type, the GRECT. This sort of embedded GRECT appears within other GEM structures, such as the PARMBLK and ICONBLK. It is not unusual to use (GRECT *) cast expressions to access these embedded xywh values as if they were in fact defined as GRECTs. (Some would argue that it is wrong to do so, but it is not unusual. And I don't think it's even wrong.)

If the elements within a GRECT are defined as shorts, this doesn't create any problems. When the elements are defined as ints, problems arise when the compiler uses 32-bit ints.

Now to the real crux of the problem: portability. As previously mentioned, the Lattice C compiler authors have choosen the route of using the 'short' datatype exclusively where aggregate datatypes and pointers to variables

into which GEM returns values are involved. Lattice allows you to select 16 or 32 bit ints at compile time, but your GEM code works either way under Lattice, because 16-bit values are always declared as short. The GCC compiler also allows 16 or 32 bit ints at compile time. It, however, uses the int datatype throughout, and the bindings perform conversions.

Our problem is that code written for Lattice won't work without changes under GNU, and vice versa, without manual conversion. Because HSC, Sozobon, Laser C, and MWC don't support prototypes, they tend to be happy with parameters of either datatype. HSC is a bit picky about pointer type mismatches in assignments, but this is something that (in my experience) is rarely ever an issue. If it comes up at all, it tends to be in one or two isolated instances in a program, and can be fixed in a matter of moments.

You may have noticed that I haven't mentioned TurboC at all. It does support prototypes, and also uses the 'int' type throughout the GEM interface. However, in TurboC an int is always a 16-bit value. I believe (although I haven't tried it) that one could tweak the Turbo GEM.H header file to use short instead of int in the prototypes and structures, and the library itself would still work just fine.

This leaves us with a problem of where to go from here. Do we say that the existing mass of GEM code which uses int when declaring arrays and pointers is the winner, by sheer weight of prior art? In that case, what do we do for Lattice C users, tell them to bugger off? And what about the fact that Atari themselves are now Lattice C users? Do we tell them to bugger off too? Do we lobby HiSoft and Atari to fall into line with the prior art practice, and rewrite the GEM bindings for Lattice C?

Or do we declare that HiSoft has shown us the enlightened path, by using the short datatype throughout the GEM interface, and thus require a period of mass conversion of existing source code where the int/short conflict must be resolved on a case-by-case basis as programs get maintenanced? (It is important to note that this path requires a rewrite of the GCC GEM bindings as well. But that at least is something within our power to do, since the source code is available.)

I am, of course, less than a neutral observer in this matter. GemFast is no longer the little toy set of bindings it once was. It has grown into a library containing several hundred kbytes of C source code in about 100 modules. A while ago, I converted all that code to (what I assumed to be) portable C code that doesn't use much in the way of dirty tricks with recasting or assumptions about the behavior of the underlying bindings. One assumption I did make though, (one that turns out to be unfounded) was that anyone working in an environment of 32-bit ints would naturually tend to use 'short' as the declaration for the 16-bit datatypes that GEM programming relies on. I can't escape a gut-level feeling that short is the right way to go on this issue. But I also can't single-handedly impose that prejudice on the rest of the world. So I need to hear from all of you who are out there writing GEM code. (Even though I sometimes think that there can't be more than a dozen of you left who still write

GEM code, instead of giving in to the laziness of programming for a CLI-
only evironment, "because it's easier to deal with.")

If you are reading this on usenet, please reply on usenet, rather than
by mail. Any replies on this issue which are mailed to me will be promptly
reposted publicly on usenet. This is not something for me to decide; this
is something that bears public discussion.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1524. Re: Deskjet Soft font cart. question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 07:21:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1oegmilNNpka@golem.wcc.govt.nz>
Source record: 39828

In article <1obff7$smp@slab.mtholyoke.edu>, kslate@MtHolyoke.edu (Slip) writes:
>
> I just purchased an older HP Deskjet and was reading that I can
>get a 128k soft font cart for it for use with software based fonts. Does
>anyone know if this will work as well with Pagestream? This may be a dumb
>question but I have to ask.
>
>
>Kevin

Yes its a bit dumb, Pagestream does not use the printers fonts...

It runs in Graphics mode and generates its own fonts...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

1525. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 08:03:00 UTC
From: Klaus_Beschorner@bb.maus.de
Message-ID: <A7171@BB.maus.de>
Source record: 39829

>Now, most UNIX systems has a not so bad detex program. I am willing to
>help on this, though I havn't got time (or motivation) to do a lot of
>later touching up. Anybody, mail me if you are interested.

There are already quite good and running programs for the ST that can
convert TeX/LaTeX source or even DVI-files into "nicely" formatted ascii
output. Scan your favourite server for tex2txt, tex2asci and dvi2tty.

So everybody can still distribute TeX docs (the only truely universal format
for nicely formatted text) and the reader can either install TeX for
maximum quality or just a small converter programm for pure text.

-klaus-

1526. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 13:29:42 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bab0e92@Kralizec.fido.zeta.org.au>
Source record: 39831

Original to: ilepore@nyx.cs.du.edu
In a message of <18 Mar 1993 07:07:>, ilepore@nyx.cs.du.edu (3:713/602) writes:

i> Thanks! That should help. Now if I can just get through to a.a, since
i> many of the required files don't seem to be on the mirror at wuarchive.

Hmm. It's a pity that when us poor antipodeans try to get through to a.a at the 'right time' for our network, it's locked down to only 10 logins 8(

i> To me, GEM is the One True Operating system of the ST, and the GEM
i> Desktop is its prophet. Worship thou not the false gods of command line
i> interfaces, lest ye be turned to stone. Likewise, countenance ye not
i> the half-cooked multitasking environments on machines barely powerful
i> enough to support a single task at a time.

Do I detect a sense of humour here? 8)

i> - Ian Lepore | If David Koresh has taught us one thing, it's

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1527. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 13:31:58 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bab0ee1@Kralizec.fido.zeta.org.au>
Source record: 39832

Original to: bjgrier@bnr.ca
In a message of <17 Mar 93 15:51:50>, bjgrier@bnr.ca (3:713/602) writes:

b> You do not need a CLI to use GCC. Set your GCC environment variables,
b> easy to do with NeoDesk, and use C-Breeze. I do it and it works like a
b> charm. The help feature of C-Breeze alone makes it worth the effort of
b> setting up. If you are using a TT make sure you have Warp-9 to ensure
b> the scrolling widgets all work correctly in TT-medium mode.

Hmm, okay, so what's C-Breeze?

b> Brian, WS1S

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1528. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 16:58:47 UTC
From: mgm@world.std.com
Message-ID: <C475tz.6q6@world.std.com>
Source record: 39833

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> > [nice description of what files it takes to run GCC]
>
> Thanks! That should help. Now if I can just get through to a.a, since
>many of the required files don't seem to be on the mirror at wuarchive.

I believe all of the 2.3.whatever stuff is there in the "G++"
directory. Versions 2.0 and above have c++ included. I'm using such
a version, but didn't bother with the c++ binaries. Then again, you
may want to just user version 1.4x, which is smaller and simpler.
--
~`~`michael moncur - mgm@world.std.com / sysop@onlybbs.via.mind.org ~`~`

1529. MiNT Init in a NeXT Step Interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 17:03:35 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1ofip7INNs3f@tamsun.tamu.edu>
Source record: 39834

I have been playing around with INIT to finish the UNIX-izing of my
Atari ST.

While I like INIT and it does seem to work well in a single session at
a time mode, I really want it to do the following:

- take me into GEM after loggining on
- set global permission variables so that I can view files from
my home directory but not my wife's protected file under the
Minix file system.
- pass all USER and HOME variables to the TOSWIN shells (BASH, TCSH, KSH, etc.)
so that these program work correctly
- when I log out (I don't know how to do this in GEM) I go back to the
command prompt.

Can anyone give me some suggestions. Simon Gornall has already given me
some hints, but his information was mainly that I will have some trouble
with the exiting of GEM.

How would I go about writing a "/bin/logout" program to exit GEM and go
back to INIT?
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

1530. Re: ST Applications [was source level C debuggers]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 18:04:08 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Mar20.180408.29098@gumby.cc.wmich.edu>
Source record: 39835

In article <732454168.4339@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>
> I miss ST World as well :-)

So do I. In fact, I would have been happy to see all other UK Atari magazines disappear, rather than lose ST World. I'd almost be willing to say the same for all US Atari mags, although I'd hate to give up Current Notes (which is a good magazine with a totally different orientation).

For a while, there was talk about reviving ST World, which was sounding fairly serious. What ever happened to that?

ST World had a programmer's column by some bloke whose name I don't recall ;-), that had lots of useful information. I frequently picked up tips there that I saw nowhere else.

> | Mathew Lodge | "What's your name, boy?" "Kate." "Isn't that |
> | mjl-b@minster.york.ac.uk | a bit of a girl's name?" "It's short for... |
> | University of York, UK | Bob." -- Blackadder II |

I'd like to check out ST Applications, but at $50-60 to get it in the US it would have to be awfully good. And I'm certainly not going to risk that kind of money just to find out if it is any good (for my purposes).

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1531. Mega ST..Memory problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 20:51:46 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Mar20.155146.16873@bsu-ucs>
Source record: 39837
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a peculiar problem which seems to keep croppping up on my Mega ST4.

I've heard that the power-supplies on these have a tendency to go bad, am I hold it as the main suspect; however, my technical experience is _very_ klimited, so any advice would be appreciated.

The Problem/Sutuation

I (currently) have no Hard-drive. I regularly use a 1.7MB Ram Disk. The problem is that every so often, when booting, when the RamDisk tries to install itself, it fails and comes back with a "Sorry -- Not ERnough Memory" error.

This usually (but not always) manifestes itself after I've had the computer on for a while already and am re-booting. Turning the computer off for a while usually (but not always) seems to cure the problem.

Could i say, definately, that the weak power-supply is the problem?

-Matt

1532. Re: Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-20 21:30:56 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.beei@equinox.gen.nz>
Source record: 39836

Ian J Ray (cs90ijr@brunel.ac.uk) wrote:
: I am designing a shell (called `Michelle' at the moment), but the biggest
: problem is knowing what people want.

: At the moment, it has:
: history,
: macros,
: alias,
: hash table (to exec external cmds quicker, if path already known),
: _shell_p handling (as above, except edit() [for now]),
: cmd line editor like DOSKEY on MS-Dos,
: redirection (nearly!)
: and
: batch files
: but
: *NO* batch `lanuage', so... what is Rexx? How do I find out
: about it?

: *NO* pipes, yet, but I *will* implement them (well I like pipes!)

: Michelle isn't meant to be like *Gulam*, it is similar in feel to both
: Un*x and Ms-Dog, (the worst of both worlds ;-) ?).

: Does anyone use *Gulam*, isn't it (with its batch language) suitable for
: what Evan Langlois suggested?

: Thoughts anyone?
: Other features?
: Why hasn't *Gulam* been suggested in this thread?

My wish list for a shell is:

1. Unix like in command syntax and use.
2. Scripts should NOT affect the current state (variables working dir
etc.) of the shell when executing, unless specifically told to (by a
source or
. command for example)
3. _shell_p support
4. Useful line editing and history usage.
5. Common Unix like commands built in but leave out the ones which are
more
personal preferences. (i.e. in Gulam it irritates me to waste memory
with a complete microEmacs where I prefer other editors (even other
MicroEmacs' in certain situations)
6. Above all it should be usable without sacrifices on a floppy only 1 Meg
system.

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

1533. Re: Falcon graphics on a lowly

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 11:58:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A13453@K.maus.de>
Source record: 39838

s>PLEASE PLEASE don't insult a good computer and also
s> your Eyes..
s>
s>I do suggest you buy a C64 or even better a Amiga, these are made
s> for T.V. use...

Do you think they display a better image than the Falcon on the same TV set? No, they won't. The C64 doesn't even have RGB outputs, and the Amiga cannot do higher refresh rates either. How should it? TVs are limited to 50 (Europe) or 60 (USA) frames per second with 15.625 kHz hor. scan rate. There is nothing one can do to change that.

1534. Re: Questions about OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 12:03:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A13454@K.maus.de>
Source record: 39839

s>I believe that Overscan does not work under TOS 1.0, but needs later TOSs,
s>2.06 recommended. Any experiences by email please before I upgrade?

Any TOS 1.02 or higher will work (says the manual).

1535. Re: 17 inch monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 12:05:26 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bac4c3a@Kralizec.fido.zeta.org.au>
Source record: 39840

Original to: se15@claudius.nextlab.cs.qub.ac.
In a message of <18 Mar 93 21:45:17>, se15@claudius.nextlab.cs.qub.ac.
(3:713/602) writes:

s> Can anyone advise me on a decent 17 inch mointor for the falcon. I want
s> one that can cope with overscan, and hopefully custom modes..

Have a look at the Mitsubishi Diamondscan range. Take your bank manager
with you though - you're getting what you pay for.

s> Thanks
s> Algo

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1536. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 12:08:58 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bac4ef5@Kralizec.fido.zeta.org.au>
Source record: 39841

Original to: ilepore@nyx.cs.du.edu
In a message of <18 Mar 93 09:50:58>, ilepore@nyx.cs.du.edu (3:713/602) writes:

i> screen it's too slow. I attribute this to Atari's (IMO, ill-advised)
i> decision to use interleaved bitplane format for the pixels instead of
i> packed-pixel where each pixel would be stored as 8 bits in a single
i> byte.

I have to agree that, given the apparent intended applications of these modes, a byte-per-pixel arrangement would have made much more sense.

>> MultiTOS speed...why hasn't anybody complained?
i>
i> I've complained. I've even been flamed for my complaints. I laugh at
i> the flames in response to my complaints, knowing that the people posting
i> them have never seen MultiTOS on a Falcon, and are defending it based on
i> religious beliefs that it is something wonderful. As you point out, if
i> those folks were to sit down and actually try to USE it, then after
i> about 2 minutes they'd be singing a whole different tune.

I have to say that I've used MiNT for extended periods as a development environment, and taken advantage of being able to compile in the background whilst browsing other source and documentation.

I never had any real complaints about its speed... if you play a little with the process priorities (say using any one of several CPX') you can tweak the system either way - depending on whether you want it to jump when you say so, or whether you're leaving it alone for 5 mins or so and want the compile to scoot along. (I just hope they have fixed the way that the AES eats CPU time by now 8( )

Having said this, I should point out that I _am_ talking about running on a TT. I have had no experience of MiNT on a falcon, however I suspect that it could be a little sluggish.

i> As a single-tasking machine, using relatively undemanding graphics modes,
i> the Falcon is a very nice system. I have the feeling that the so-called
i> multitasking, and the more demanding graphics modes, are there just so
i> that the marketing types can make plausible claims that the machine can
i> do wonderous things that are comparable with what other manufacturers
i> can offer.

I have to agree with you here, with a few reservations. MiNT will probably serve quite well as a task-switcher, in much the same way as 99% of Windoze and MultiLoser installations do. Certainly it shares a great number of

their drawbacks when it comes to loss of responsiveness - an issue which atari can probably address with a serious look at the scheduler (ie tweaking it to drop everything and grab the thread responsible for the most recent user action etc...).

i> - Ian Lepore | If David Koresh has taught us one thing, it's

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1537. Re: WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 12:25:56 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bac516c@Kralizec.fido.zeta.org.au>
Source record: 39842

Original to: 01mbmccabe@leo.bsuvc.bsu.edu
In a message of <18 Mar 93 20:29:57>, 01mbmccabe@leo.bsuvc.bsu.edu
(3:713/602) writes:

0> There is not a feasible alternative including TOS 2.6. It's eith too
much
0> $$$ or requires too much technical experience, or both. >$100 for a new
0> OS? Gimme a break! Do I look like I have a "cloner's" money-wad? :)
0>
0> TOS 2.06 is NOT an option for me.

That's a pity, although quite understandable. I presume you don't have
access to any reliable, technically competent friends who would do the work
for you?

0> Has anyone upgraded their Mega ST from TOS 1.2 to 1.4?

I don't have a mega-ST myself, but I have successfully upgraded a number of
them with zero pain. The improvements left little to be desired at that
point in time.

0> Does anyone have a TOS 1.4 2-chip set for sale?

No, sorry. I made the sets I used from my 6-chip set.

0> -Matt

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1538. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 15:53:51 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Mar21.155351.18090@dcs.warwick.ac.uk>
Source record: 39843

short vs int?

They should be the same thing for GEM programming and if your compiler doesn't support 16-bit ints then you should throw it away.

Why?

Everything takes significantly longer to do in 32-bits (especially on the 68000). eg.
a) i=j*k where i, j & k are integers takes between 3 and 5 times as long with 32-bit ints since the 68000 has no multiply long instruction.
b) a[10] involves a multiply - see above.
c) All function arguments must be prompted to integer before being put on the stack. This means that even putting a 16-bit value on the stack needs twice as many memory accesses and twice as much stack with 32-bit ints.
d) switches take longer because they work on a 32-bit range.

Even on an 68030 32-bit ints still take up twice as much space and take slightly longer to access (Because they fill up the cache quicker).

16-bits is far large enough for a general purpose integer variable, and you can use long if you need 32-bits.

Note that I am talking about GEM programming here. If you are porting Unix stuff then a 32-bit integers safe a lot of hassle.

- Leo

1539. Re: Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 16:06:14 UTC
From: Marco_Verhoeven@p11.f607.n285.z2.fidonet
Message-ID: <2bac92e7@p11.f607.n285.z2.fidonet>
Source record: 39844

In a message of <Thu 18 Mar 93 20:32>, Kevin Busby (2:281/202.0) writes:

KB> access. The chap I spoke to said he only had suspicions as to the
KB> cause of the noise; he didn't know for sure why it happened, but
KB> that it varied between different ST's (mine is a Mega 1) and
KB> different disk drives. The step rate has nothing to do with it
KB> (as I and others had found), and there is no fix (other than
KB> getting used to it!).

I think that it's the disk head of the drive moving in bigger steps (like
30 sectors in one go) instead of scanning those 30 sectors before it
reaches the sector where the next bit of data is stored which the disk-head
was looking for (IMHO).

.\\arco

Marco_Verhoeven@nextjk.wlink.nl

--- MARSmail v1.21
* Origin: Dam und blazt! Ze Germancodepage iz svitchedin agen (2:285/607.11)

1540. Re: laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 18:32:55 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1oiccnINNbpm@tamsun.tamu.edu>
Source record: 39845

In article <C45555.pF@teleride.on.ca> stevew@teleride.on.ca (Stephen M. Webb) writes:
>In article <1o2jstINNrlb@access.digex.com> ltduck@access.digex.com (Louis The Duck) writes:
>>
>>I have a terribly difficult time dealing with the editor that came with
>>laser C. The fileselector makes me want to find a nice, quiet corner and
>>cry. Do you know if there are any other shells for it? Nice compiler,
>>okay debugger, editor is purgatory.
>
>First thing to do is delete the laser shell to save precious disk space.
>Then, pick up a copy of gulam or similar, and stick with that for development.
>You might have to learn to use a CLI, but at least you won't turned off
>development forever like you would be if you tried using the laser editor.
>
>
>--
>Stephen M. Webb ---- Doubleplus bellyfeel unfrink ----- stevew@teleride.on.ca

I am curious. Did the Laser C shell actually get worse since it was released. I seem to remember the magazines and Atari groups raving about how exellent it was (in 1988). Also the people mentioned have great it was that a programmer didn't have to use a bare minimum cruddy editor like thing called "vi" or "emacs". Also (and I think Ian Lapore will agree on this) it stayed totally within the GEM environment.

I bought it. I even use it sometimes when I need to debug code. I have yet to use a better debugger than the one that came with Laser C.

Now, I don't believe the things that people told me, but I do think it is funny how the same compiler went from praise to horrible slop in ratings when the compiler itself has hardly changed.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

1541. Re: Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 20:03:26 UTC
From: nox@jelal.north.de
Message-ID: <3514.03.93@jelal.north.de>
Source record: 39846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <stigj.35.732535603@dhhalden.no> stigj@dhhalden.no (STIG JORGENSEN) writes:

>> I have Serial Fix 2.0 installed in my Auto folder (and the accompanying
>>CPX) and haven't had any problems doing high-speed transfers on my MegaSTe.
>>To note, I've used a Qblazer 38400 baud modem (at 19200) on modem 2 and serial
>>2 and doing a null-modem transfer to my PC have gotten around 3000cps.
>>I use the Connect 1.92 term program for this (since it seems the friendliest
>>in terms of handling the extra ports, etc)...
>>
>> Anyways, summary: Serial Fix 2.0...

>I have tried it, and I still get "Bad table" and "CRC error" when I
>uncompress archives. I don't know if I can send something without getting
>errors, I've only tried receiving. When I read in the docs supplied with
>Serial Fix 2.0, it said that it only fixed the errors on the St compatible
>modem port. So I am really stuck now.

>I use Gem Zmodem from Michael Ziegler, Connect 1.95 and a ZyXEL 1496E 5.04
>modem, in case you should know of some troubles with that combination.

i hunted for that one for some time too (me: mega STe, uucp on modem2,
corrupted files and no protocol errors), and finally found out its a
hardware problem :-(seems whenever the SCC chip (controls modem2 and
serial2, $ffff8c8x) gets accessed during disk IO theres a chance that
this access trips over the disk DMA reading/writing memory and then you
get corrupted data sent either to/from the disk(!), or the port, or
both. and the chip is accessed in interrupt handlers whenever data goes
over the port or CTS changes...

i know of no real (hardware) fix for that (there is a patched GAL for
another bug concerning serial2, haven't tried that yet), the `solution'
i'm testing now ist to have the disk driver (actually cache program)
call a routine (cookie) that drops RTS and turns off SCC interrupts
before DMA and restart everything afterwards. that _seems_ to do it,
except the modem apparently ignores RTS until it has a connection
so uucico's dialer now sometimes misses modem messages and times out
when other processes use the disk...

hope it helps,
Juergen

PS: maybe it's not only mega STes... there was a report in one of the
maus. newsgroups about a falcon running a disk reorganize (chkdsk3)
that crashed horribly when the phone rang and the modem sent `RING'...
(falcons modem port is on SCC too.) poor guy had to clear out the disk

and reinstall everything...

PPS: crosspost and folloup-to .tech
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

1542. Instructions for compiling MiNT 99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 20:29:12 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1oij6oINNllt@tamsun.tamu.edu>
Source record: 39847

I have been attempting to compile MiNT 99. I worked through many of the problems that occur with the MiNT Distribution kit and compiling.

I have the instructions in a proto-type form. But I need to knwo where to get two programs to finished the compilation of mint version 99.

I need the programs:
strip
prgflags

If a person would kinding help me out with these files, I'll post my instructions.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

1543. Hard Drive Help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 22:13:11 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <21MAR93.22131163@meena.cc.uregina.ca>
Source record: 39861

A partition on my hard drive is screwed up. A double-click on the icon just gives a bunch of garbled shit. Is there some way of recovering the data? Hep!!!!

1544. Re: laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 22:34:16 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar21.223416.16209@mnemosyne.cs.du.edu>
Source record: 39848

>> Laser C shell
> I think Ian Lepore will agree with this: It stays totally within the
> GEM environment.

I have mixed feelings about it. While the idea of an integrated development environment using a GEM shell seems nice on the surface, programmers tend to be very religious about editors. So forcing a given editor on them isn't likely to work well. What the world needs is an IDE that allows you to specify your own favorite editor.

I've learned to live with (but not love) the Lattice C IDE and its editor. But when I have serious editing to do, I still move the source over to my MSDOS machine and use kedit (which uses rexx as its macro language). But for fixing typos and simple glitches during edit/compile/test cycles, the Lattice IDE editor is good enough.

I tried the Laser C IDE long long ago, using a borrowed copy. I didn't like it enough to go buy it, so I threw it away. Now I can't remember enough about it to comment on it. (Except I remember it had hooks in the GEMDOS vector to manage some fancy file caching, and a bug in those hooks would trash register D3!)

My solution has always been to use the GEM desktop as an IDE. My make utility can be installed as the application to handle double-clicks on files of type .MAK, so dclicking a makefile.mak runs the compiler. My favorite ST editor (Tempus) is installed as the catch-all application for file types that aren't specified otherwise, so dclicking on a .C, .S, .H, etc will fire up the editor. The Kuma-RCS is installed for .RSC files, dclicking on a .RSC takes me into that editor. The few folks who have sat and looked over my shoulder as I work have expressed surprise at how productive a programmer can be without resorting to a CLI at all.
--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1545. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 22:49:03 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC49Gpr.3q@netcom.com>
Source record: 39851

In article <1993Mar20.022143.12670@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> There is, as I see it, only one argument for continuing to use 'int' as
>a datatype in the GEM programming interface: A large mass of code exists
>already that uses it. That is a powerful argument, not to be trivialized.

That certainly is a powerful argument. There is another argument as well, though: namely that ANSI specifies that the prototype for the function:
int foo(x) short x; { ... }
is in fact
int foo(int x)
(because of the default parameter widening rules which have existed since the original K&R).

This effectively means that if you want to interface code which was written in Classic C with ANSI C code, then you'd better use ints. In fact, the compiler will force you to use ints. Whether or not this will matter will depend on the compiler and the specific details of the code. It certainly will matter if there are no prototypes in scope for functions (e.g. if the user has his/her own header files, or doesn't include header files at all).

You can avoid this problem by (a) requiring the user to always include the appropriate header files (not an unreasonable requirement), (b) providing prototypes everywhere, and (c) writing the libraries to use prototyped definitions when __STDC__ is in force, e.g.:

```
#ifdef __STDC__
int foo(short c)
#else
int foo(c) short c;
#endif
{ /* body of foo goes here */ }
```

The last requirement is a bit of a bother; but if you don't mind it, then I would say that going with "short" is probably a good idea.

One last caveat: some supposedly ANSI C compliant compilers get this "wrong". I think earlier drafts of the ANSI standard didn't require parameter widening.

--
Eric Smith ersmith@netcom.com
Standard disclaimer applies. If Atari shares the opinions expressed above, then it's purely by accident.

1546. Re: Weird Problem Upgrading to

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 22:53:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A26747@UN.maus.de>
Source record: 39849

>Yesterday I rang up Compo Software, manufacturers of the T_Board 64 TOS
>upgrade board, and found them pretty helpful. I was told that the noise
>results from TOS 2.06's more efficient method of reading disks,

Sorry, that's completely wrong (unless he meant the automatic high
density (HD) floppy support).

>and that no damage would result from repeated disk access.

That may or may not be true - anyway, the noise is quite annoying.

>The chap I spoke to said he
>only had suspicions as to the cause of the noise; he didn't know for sure
>why it happened, but that it varied between different ST's (mine is a Mega 1)
>and different disk drives. The step rate has nothing to do with it (as I
>and others had found),

It _has_ something to do with the step rate: due to a bug in the system
initialization, the BIOS "thinks" that a HD floppy is connected and
subsequently internally doubles the actual step rate!
(In high density mode, the floppy controller is clocked with twice its
normal speed, and that must be compensated for.)

>and there is no fix (other than getting used to it!).

Fortunately, that's wrong, too. :-)

Almost a year ago, Martin Osieka (author of GEMRAM and WINX) wrote a small
program that fixes this problem; try to find SEEKUP.LZH (or SEEKUP.*) at
atari.archive.
I don't know if it's already there; if nobody objects, I could post it to
this newsgroup as a uuencoded binary (is's quite small - under 2 KB,
including C source code).

Martin

| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |

1547. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 22:56:28 UTC
From: knarf@amsev.sta.sub.org
Message-ID: <1479@amsev.sta.sub.org>
Source record: 39850

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>Sorry to bother you again, forgot to ask in last post : What is the
>highest baud rate that is supported by the Falcons serial port?

The Control Panel allows you to switch up to 19.200 Baud but if you
use CoNnect >=1.90 you can use 153.600 Baud. RTS/CTS-Handshake seems
to work without any patch as Serialfix or so.

Knarf

1548. Re: Writing to the screen memory is as wrong as possible

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-21 23:09:57 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Mar21.230957.27226@ousrvr.oulu.fi>
Source record: 39852

> Writing to the screen memory is as wrong as possible

OK, you write your nice portable programs that use the VDI drivers, and I'll write straight to screen memory.. We'll see whose program sells best. People in the real world like fast programs. If someone else can write it faster, their program will sell.

Screen redraw is one of the most expensive parts of many programs, so if you're going to do any assembler this is one of the most effective place to do it.

And if you wanna make the code work on different machines, they just include the specific code for each machine. There's not much problem with that.

btw. you ought not to tell people "they are as wrong as possible"

Algo

1549. Initializing GEM dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 00:04:55 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C49K87.Exv@ccu.umanitoba.ca>
Source record: 39853

Is there an easier way to transfer values from variables in memory into their appropriate spots in a dialog box than by manually, individualy setting each and every object? I don't know if this came across understandably...basically I don't want to have to have COUNTLESS lines of:

```
nice_dialog[OK]^.ob_state:=NORMAL; {Oh, this is pascal, BTW}
nice_dialog[CANCEL]^.ob_state:=NORMAL;
.
. {a million other buttons}
.
nice_dialog[EDITFIEL]^.ob_spec^.te_ptext^:=' Default value ';
.
. {a zillion more editable fields}
.
...
```

Likewise, is there an easier way to read the changes that were made by the dialog and to update the proper variables?

Would I be better off trying to change all my dialog code into 'dialog in a window: doesn't-freeze-up-the-system' type deal? Do I manually call a wind_update(beg_update) when I use the afformentioned 'fake' dialog box? Is it the wind_update that freezes GEM (ie, not letting STalker do it's downloading in the background) or is it something that ONLY occurs with FORM_DO?

Thanks a million for any help!

1550. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 00:24:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12508@uqcspe.cs.uq.oz.au>
Source record: 39854

ddv@unix.brighton.ac.uk (Domenico De Vitto [Spider]) writes:

>Forget GCC !!

>Use Heat n' Serve Sozobon C 1.40 !!!!!

Huh! Forget the GNU C Compiler *AND* Heat n' Serve Sozobon C !!

Use the GNU C++ Compiler and GEM++ !!!!!

[
BTW, new version of GEM++ coming soon [ie. as soon as I upload it], with:

- Iconifiable windows.
- Any number of RSC files loaded and used.
- Extensible "hot" form handler.
]

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1551. Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 00:48:18 UTC
From: Nick.Hard@f777.n209.z1.fidonet.org
Message-ID: <733088488.AA01297@royaljok.fidonet.org>
Source record: 39855

In a message of 16 Mar 93 11:30:58, Trevor Kirby wrote:

TK> From: Trevor.Kirby@newcastle.ac.uk (Trevor Kirby)
TK> Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
TK>
TK>
TK>
TK> I recently upgraded my stfm (rev c board) with the compo tos 2.06 board.
TK> Since then I've encountered a few problems.
TK>
TK> 1) You have to hack chunks out of the shielding to get the keyboard back
TK> in.
TK> Before we hacked the chunk out there was no way to get the top back
on.
TK> We tried it without the top shielding and got a rather bizzare fault
TK> with write errors on the floppy when either of drive B or the hard
TK> drive
TK> were connected.

I left my shield off.. no problems here..

1552. Re: Instructions for compiling MiNT 99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 01:55:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar22.015508.27421@csi.uottawa.ca>
Source record: 39856

In article <1oij6oINNllt@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>I have been attempting to compile MiNT 99. I worked through many of the
>problems that occur with the MiNT Distribution kit and compiling.
>
>I have the instructions in a proto-type form. But I need to knwo where
>to get two programs to finished the compilation of mint version 99.
>
>I need the programs:
> strip
> prgflags
>
>If a person would kinding help me out with these files, I'll post my
>instructions.

Three comments:

a) Version 1.04 is now at atari.archive. You haven't got 0.99
running, yet, and 1.04 is already available :-(.

b) Concerning "strip";

This step of the processing is somewhat optional. I gather that "strip"
just moves stuff around in the object file, removing some extra
labels. Unless you're planning on running a debugger on MINT.PRG
(which I would speculate is a BAD IDEA in any case), it's not REALLY
necessary to "strip" it.

However, my copy is stripped, and you likely have the appropriate
program: --> xstrip.ttp

It's part of the GNU compiler utilities. The GNU edition is called
xstrip.

c) prgflags

Only necessary on a TT or a Falcon; this sets some sort of
68030-specific "fast-load" bit.

The argument of "7" looks to me very much like it's not much more than
the use of some equivalent to chmod.

You very probably don't need prgflags. Comment out/remove the line in
the makefile.

By the way, version 1.04 has been running here since about 1:30 pm,
and hasn't crashed so far (I haven't done much - it's mostly been
idling all afternoon/evening, but it's still a good indication!)

Thanks again, Eric!
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1553. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 03:26:55 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar22.032655.12804@mnemosyne.cs.du.edu>
Source record: 39858

> using typedef'd type WORD in GEM programming

I considered that as a solution, but the sad fact is, WORD means
different things to different folks. One PORTAB.H file I've seen
typedef's WORD as int, supposedly as a way of providing compiler
independence. Some independence! (Besides that, a word is actually
different sizes on different chips/machines, so it seems a marginal choice
for a size-independent typedef.)

If I had gone that way, I was thinking of using GWORD (GEM WORD) as the
type. But it struck me that this would require just as much mass
conversion of code as just using short as the type. And I've never heard
of any compiler on any system that had a size of other than 16 bits for
short. (I still prefer the old FORTRAN method of INTEGER*2, INTEGER*4,
etc. At least you know exactly what you're getting that way.)

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1554. MiNT source

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 03:36:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1266@usdtsg.DaytonOH.NCR.COM>
Source record: 39863

Folks, which "C" compiler would you recommend using to compile the
latest versions of MiNT? Would HSC 1.40 be satisfactory, or would
something like GCC be better?

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...looking for ease of compile, rather than necessarily the "tightest" code...

1555. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 03:45:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar22.034513.13528@mnemosyne.cs.du.edu>
Source record: 39859

```
> You can avoid this problem by (a) requiring the user to always include
> the appropriate header files (not an unreasonable requirement),
> (b) providing prototypes everywhere, and (c) writing the libraries
> to use prototyped definitions when __STDC__ is in force, e.g.:

I have no problem requiring the user to include the header file that
contains the prototypes. In fact, the nature of GemFast is already such
that they have to include GEMFAST.H or nothing works (because of some
macro magic). The header file contains prototypes for all public functions.

> #ifdef __STDC__
> int foo(short c)
> #else
> int foo(c) short c;
> #endif
> { /* body of foo goes here */ }

I'm already using that technique in the library internals, where needed.
I have found that

int foo(short c); // in a header file

int foo(c) short c; {} // implementation that includes the header file

Works just fine. At least on 6 compilers I use now it does. I wouldn't
be overly surprised if some fine-print in the ANSI spec was taken
overly-litterally by the GCC authors, making this technique fail; guess I'd
better investigate to be sure. (I've already found another situation like
this, involving structure tags in prototypes, where GNU takes a very
literal implementation of the ANSI spec, and the other 6 compilers I use
have choosen to implement it in a way that's usable as opposed to pedantic.)

I've got GemFast up and running under GCC now, with the limitation that
you have to use the -mshort option (because of the way the GCC GEM
bindings are written) and extensive (but not exhaustive) testing has been
successful so far.

I'm probably gonna have to do a custom version of the bindings to get it
to work without -mshort.

And then there's the question/problem of what to do about evnt_timer().
DRI defines it as taking two short parms, but the GCC GEM bindings have it
taking a single longword. I don't know what would lead someone to change
the parameters of a well-defined and documented function to something
other than what the rest of the world uses, but there it is, to be dealt
with. (I disagree with some of the DRI-defined bindings too, but when
I've defined new "more sensible" bindings, I've given them slightly-
```

different names, eg, evnt_multi() takes a zillion parms, but my
evnx_multi() takes just one.)

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1556. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 06:10:38 UTC
From: erlingh@storlind.idt.unit.no
Message-ID: <ERLINGH.93Mar22061038@storlind.idt.unit.no>
Source record: 39860

In article <1993Mar22.034513.13528@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

(some stuff deleted)

And then there's the question/problem of what to do about evnt_timer(). DRI defines it as taking two short parms, but the GCC GEM bindings have it taking a single longword. I don't know what would lead someone to change the parameters of a well-defined and documented function to something other than what the rest of the world uses, but there it is, to be dealt with. (I disagree with some of the DRI-defined bindings too, but when I've defined new "more sensible" bindings, I've given them slightly-different names, eg, evnt_multi() takes a zillion parms, but my evnx_multi() takes just one.)

Also if you #define __OLD_WAY__, the gcc-include file "aesbind.h" will use two ints for the timer in evnt_multi().

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1557. menu_popup() and gemlib

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 06:21:35 UTC
From: erlingh@storlind.idt.unit.no
Message-ID: <ERLINGH.93Mar22062135@storlind.idt.unit.no>
Source record: 39862

Hi.

Has anybody actually tried to use the new menu_popup() call from
the new gemlib (+gcc 2.3.3) ?
I have. With no success. And - oh I _am_ running multitos, which supports
the new calls.

At first, I made my own little library/include files,
aes4.h + aes4.olb, and everything was working just fine.
Then, as the new gemlib came along, I thought I'd might as well use
that. But no. As soon as the menu_popup call is performed, the machine
just hangs. And the really strange part is that the code for both the
call and the associated structures (MENU *), is identicall in my
version and the one in the new gemlib.
I couldn't see anything else in the diffs that could influnce this either.

Anybody got a clue ?

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1558. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 06:54:48 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC4A37C.G1@netcom.com>
Source record: 39864

In article <1993Mar22.034513.13528@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>I have found that
>
> int foo(short c); // in a header file
>
> int foo(c) short c; {} // implementation that includes the header file
>
> Works just fine. At least on 6 compilers I use now it does. I wouldn't
>be overly surprised if some fine-print in the ANSI spec was taken
>overly-litterally by the GCC authors, making this technique fail; guess I'd
>better investigate to be sure.

Do those 6 compilers claim to be ANSI compliant? If so, they're mistaken.
From the comp.lang.c FAQ file:

5.6: My ANSI compiler complains about a mismatch when it sees

```
extern int func(float);

int func(x)
float x;
{...
```

A: You have mixed the new-style prototype declaration
"extern int func(float);" with the old-style definition
"int func(x) float x;". Old C (and ANSI C, in the absence of
prototypes, and in variable-length argument lists) "widens"
certain arguments when they are passed to functions. floats
are promoted to double, and characters and short integers are
promoted to integers. (The values are automatically coerced
back to the corresponding narrower types within the body of the
called function, if they are declared that way there.)

The problem can be fixed either by using new-style syntax
consistently in the definition:

```
int func(float x) { ... }
```

or by changing the new-style prototype declaration to match the
old-style definition:

```
extern int func(double);
```

(In this case, it would be clearest to change the old-style
definition to use double as well, as long as the address of that
parameter is not taken.)

It may also be safer to avoid "narrow" (char, short int, and float) function arguments and return types.

References: ANSI Sec. 3.3.2.2

1559. Re: MiNT source

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 07:01:41 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC4A3It.uy@netcom.com>
Source record: 39865

In article <1266@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
> Folks, which "C" compiler would you recommend using to compile the
>latest versions of MiNT? Would HSC 1.40 be satisfactory, or would
>something like GCC be better?
>...looking for ease of compile, rather than necessarily the "tightest" code...

If you're looking for ease of compile, use gcc. It's the "canonical"
compiler for MiNT, i.e. the one I use. That's not to say that HSC 1.40
wouldn't work; but it may require some tweaking, since it's been a long
time since I've used any non-ANSI compiler to build MiNT (or is HSC
now ANSI compliant? I haven't looked at it for a while).

If you don't have gcc (and don't want to get it), Pure C and Lattice C have
also been used to build MiNT. Julian Reschke recently announced the
availability of his patches for MiNT 1.04 to make it build with Pure C.
Most likely those patches would also make Lattice C work fine, too. (They
fixed a few places where I let gcc'isms slip through.)

1560. Re: Need help with some EPROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 08:59:49 UTC
From: dba@jet.uk
Message-ID: <1993Mar22.085949.12832@jet.uk>
Source record: 39884
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1993Mar19.125004.403@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:

>I have a M4STE. In it was two D27C010's which made out the 256 kB of TOS 2.05.
>I then got a set of AM27C010's to burn TOS 2.06 on. Well, 27C010 should be
>27C010, I guess, but alas... no... When I inserted the newly burnt EPROMs,
>I got the normal startup, with the exception that instead of the Atari logo,
>I get the correctly size box, but a lot of crap in it... takes a while, and
>I then get three bombs before it resets and starts all over again.
> After having resetted 34 times, it manages to load the bootsector, on which I
>have put a TOS loader, which uses BIOS to load the file, as GEMDOS does not
>work... Now, if we divide the ROM in four 64 kB blocks, A, B, C and D, instead
>of having them in the sequence ABCD, I discover I have ABBB.
> Moving two of the straps gave me the combination ABAB, but C and D still is
>not to be found. Clues, anyone?

>Please answer by email, as I'm not on this group often enough to keep up with
>everything... Especially now...

Perhaps we should add this to the FAQ list?

TOS ROMS

ATARI STE (Tos 1.6, 1.62, 2.06)
These have 32 pin I/C holders.

My 1.6 and 2.06 tos versions were both the same type (32 pin type 27C010A)
Here follows the jumper settings for other ROM/EPROM types:
From the STE Computer Field Service Manual (C302481-001 REV A Aug 91)

ROM Jumper settings:

ROM/EPROM Part type W102 W103 W104
27256 Don't care 1 and 2 N/C
27512 2 and 3 2 and 3 N/C
571001/27C1000/531000 2 and 3 2 and 3 2 and 3 (the default setting)
27010/571000/27C1001 1 and 2 2 and 3 1 and 2

The jumpers are located next to the HI eprom

W104 W103
1-2-3 1-2-3

----------------. W102
1 | 1-2-3
|
-
HI |

-
|
|

Hope this helps
I would also like to point out that all versions of the operating
system are copyright ATARI Corp.!!!

dennis

--
_. .______________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1561. Re: MiNT Init in a NeXT Step Interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 09:03:18 UTC
From: mh1@irz405.inf.tu-dresden.de
Message-ID: <1ojvcm$g4o@irz401.inf.tu-dresden.de>
Source record: 39866

In article <1ofip7INNs3f@tamsun.tamu.edu>, lehmann@cs.tamu.edu (Mark A Lehmann) writes:

> [...]
> While I like INIT and it does seem to work well in a single session at
> a time mode, I really want it to do the following:
>
> - take me into GEM after loggining on

Simply invoke `bootgem' in your login shell's initialization file.

> - set global permission variables so that I can view files from
> my home directory but not my wife's protected file under the
> Minix file system.
> - pass all USER and HOME variables to the TOSWIN shells (BASH, TCSH, KSH, etc.)
> so that these program work correctly

This is what INIT already does for you, isn't it?

> - when I log out (I don't know how to do this in GEM) I go back to the
> command prompt.
>
> Can anyone give me some suggestions. Simon Gornall has already given me
> some hints, but his information was mainly that I will have some trouble
> with the exiting of GEM.

That's correct. As far as I know, it's impossible to exit cleanly from GEM
(once it's installed, it can't be unhooked any more, and attempts to
re-install it will crash the machine).

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1562. Re: bitplanes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 09:28:00 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13298@hardy.rl.ac.uk>
Source record: 39870

In article 1oddufINN69g@access.digex.com, ltduck@access.digex.com (Louis The Duck) writes:
>
>As to your condemation of bitplanes, I disagree. You say that it would be
>better to have (in the 256 color mode) 1 pixel per byte. This is fine and
>good unless you want to have sprites. With 8 bitplanes, you can have 8
>single color sprites moving about the screen without having to do ANY
>boring (and slow) bit logic. Sure, it would be nice to have 1 pix/byte
>for text and stuff, but FUN programs would really suffer.

Actually its the text and stuff that benefits from bitplanes since its easy
to write fast code that is independent of the number of bit planes. Its
3D apps/games that really suffer - here you compute the numerical value of
a pixel and have to write each bit to a seperate word.

Having eight layers of single colored sprites isn't much good any way;
and the bit logic for multicolored software sprites
can be done really fast, especially with a blitter. I don't think any ST games
waste precious colors for sprite layers and I doubt that Falcon games will either
(if anybody bothers to write any).

Steven

1563. Re: short versus int in GEM programming; det

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 10:05:45 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13299@hardy.rl.ac.uk>
Source record: 39874

It seems to me that either option is OK if you are going to compile with 16bit ints.
If you are going to compile with 32bit ints you are going to have inefficency any
how since shorts will be promoted to ints before being pushed on the stack.
Even on the Falcon 32bit ints will suck because of the 16bit data bus.

How about this: You design your bindings for 16bit values and declare such values
as being GEMINT in the header file. The user can then define GEMINT to be
either short or int depending his code. Of course this will break with 32bit ints
but no single set of bindings will work for both int sizes simply because
of the difference in the number of bytes pushed on the stack.

BTW If Atari are using Lattice C, presumably they are using 16bit mode???
Using 32bits with some kludgy asm to fix up the stack is to awful to contemplate.

Steven

1564. Re: WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 10:15:52 UTC
From: "Gerry O'Rourke"
Message-ID: <1993Mar22.101552.18910@bmers95.bnr.ca>
Source record: 39886

```
In article <1993Mar18.152957.16746@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu
writes:
>In article <1o3pn3INNjls@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve
Wells) writes:
>> ] Or even better, get 2.06 and forget about 1.02 - you will never want it
>> ] again, especially if you have a harddisk and love your data :-)
>>
>> Not everything that works on TOS 1.2 works on 2.6!
>>
>> TOS 1.4 and 2.6 would be a better combo' anyway! Best of both
>> worlds!
>>
>> (Then get 4meg of RAM, a large Hard-Drive, and run Multi-TOS as a 3rd
>> OS, which from what I've been able to work out, more or less gives
>> a disk-loaded TOS 4.? with multi-task. But, it'd be nice whatever
>> it looks like!)
>>
>>
>> I don't ask for much, a 19.2K modem, 500meg SCSI hard-Drive, 1.44meg
>> floppy, high res' mouse, 32meg of 32-bit RAM, Super-VGA type graphics,
>> DSP, 16-bit, 16-channel, 75Khz Recording/playback....
>
>I posted the ortiginal article to find out some others' experience with the
TOS
>1.2 to 1.4 upgrade. I've received nothing but alternatives whic includ the
TEC
>board (or equivalent) and TOS 2.6.
>
>There is not a feasible alternative including TOS 2.6. It's eith too much $$$
>or requires too much technical experience, or both. >$100 for a new OS?
Gimme
>a break! Do I look like I have a "cloner's" money-wad? :)
>
>TOS 2.06 is NOT an option for me.
>
>Has anyone upgraded their Mega ST from TOS 1.2 to 1.4?
>
>Does anyone have a TOS 1.4 2-chip set for sale?
>
> -Matt
>

I upgraded by STFM (1Meg) from tos 1.02 to 1.04 last year, & it was well
worth it. The speed increase in disk I/O is the best feature, along with
```

the MOVE option for files.

There are other enhancements that make it worth while, these become like second nature after a while, I've forgotten most of them.

I was concerned at first, about incompatability problems, but I have since found that programs which had problems under 1.02,were bug free under 1.04.

Basically, if you don't want tos 2.06, then get 1.04 ASAP.

Gerry O'Rourke
E-mail gigxr01@nt.com

1565. Re: ST Applications [was source level C debuggers]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 10:18:05 UTC
From: djs@jet.uk
Message-ID: <1993Mar22.101805.7086@jet.uk>
Source record: 39885

In <732454168.4339@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

MJL>.. [Re X-Debug]
After totally failing to get anything other than an engaged tone when ringing ST Club, I sent a letter. Their reply claimed that X-Debug will ship at the end of next week (which is this week now, if you see what I mean). They blamed it on the printers.

>I miss ST World as well :-)
>| Mathew Lodge | "What's your name, boy?" "Kate." "Isn't that |

Yes. Didn't they used to have a lot of contributions from some Mathew Lodge chappy? :-)
--
+---+
| David Stevenson djs@jet.uk +44 235 465028 Altrincham 1, Yeo 2 Ha! |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1566. Re: MiNT Init in a NeXT Step Interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 10:53:26 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Mar22.105326.8865@daimi.aau.dk>
Source record: 39875

lehmann@cs.tamu.edu (Mark A Lehmann) writes:

>I have been playing around with INIT to finish the UNIX-izing of my
>Atari ST.

>While I like INIT and it does seem to work well in a single session at
>a time mode, I really want it to do the following:

>- take me into GEM after loggining on
>- set global permission variables so that I can view files from
> my home directory but not my wife's protected file under the
> Minix file system.
>- pass all USER and HOME variables to the TOSWIN shells (BASH, TCSH, KSH, etc.)
> so that these program work correctly
>- when I log out (I don't know how to do this in GEM) I go back to the
> command prompt.

I think what is needed, is a more general, GEM-aware, init facility.
The current setup does (to my haven't-looked-at-source-yet knowledge)
only support either running with the init/login/logout scenario or
trapping into the gem-scenario. Part of the problem is that when init
runs and starts thing up, this happens *before* gem is started.

The problem is that starting gem is a pretty heavy thing to do,
because gem comes with its own `shell', the desktop. So, if GEM should
be started up, either you must accept to start init by hand (ie. by
double clicking on init.prg, or some equivalent), or you must make
some sort of accessory, which GEM loads automatically on startup. This
may have some subtle complications making it impossible, I don't much
about it, but at least that would be the general idea.

The present way of starting GEM (gem.prg/bootgem.prg) does not start
GEM as process that will later terminate, but sort of continues the
startup procedure.

There are, I think, several ways round this, or at least faking the
situation. The easiest would perhaps be to wait for multiTos. This may
(or may not) solve the problem.

One could perhaps also make some sort of geminit, that first starts gem, but
not the desktop (if that is possible), displaying a dialog box for
login, starting an apropriate shell, reclaiming control when the shell
exits in the usual manner. But then you would loose the desktop.

If you do not have you system running for long periods of time, giving
that usually only one user is active during a session, you could use
the standard init procedure, giving some of the users bootgem as

startup shell. Then you can have one account for UNIX hacking (using bootgem when you need GEM) and another account when doeing graphics. But you still can't get back to the login prompt later. The situation is somewhat remedied, if you has the su program. Then you can switch identity at any time, without the need for relogin.

Finally one could make an intelligent logout program, that would be able to reenable the init process, which still should be there, after GEM has been started, giving the best of all worlds. The bootgem program should then be protected against being run again, in some way, but that shouldn't be so hard.

The above are pretty basic ideas, and some require some guru insight to determine how (and whether) to do it. But it should be possible to go some of the way.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1567. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 11:01:02 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <C4AELr.K26@dscomsa.desy.de>
Source record: 39869

In article <1993Mar18.220102.26508@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>Sorry to bother you again, forgot to ask in last post : What is the
>highest baud rate that is supported by the Falcons serial port?

153600 baud. But you'll need special software supporting this speed.
So far I think only my terms program CoNnect is able to support higher
rates than 19200 baud (38400, 57600, ...) on the falcon.

Wolfgang

1568. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 11:07:48 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.48.732798468@dhhalden.no>
Source record: 39876

In article <1993Mar18.215756.26378@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau)
writes:
>From: paetau@mits.mdata.fi (Rasmus Paetau)
>Subject: Falcon & MultiTOS speed
>Date: Thu, 18 Mar 1993 21:57:56 GMT
>
>
are you sure that the quickindex works as it should ??? I know that it has
some problems with graphich-cards .....

try gem-test, from nvdi

I will get my falc soooooon, then I will test it myself.

1569. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 12:10:40 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.732802240@mi.el.utwente.nl>
Source record: 39880

In <1993Mar20.022143.12670@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> There is, as I see it, only one argument for continuing to use 'int' as
>a datatype in the GEM programming interface: A large mass of code exists
>already that uses it. That is a powerful argument, not to be trivialized.
>One person fed me a line about int being "the natural word size..." and
>thus the proper datatype to use. Frankly, I consider that to be dogmatic
>twaddle; doubly so because the person refused to cite any reasons or
>background for such a statement. If the use of the 'int' type carries
>any inherent advantages other than prior use, I'd love to hear about them.

There is another reason to use int instead of short: On pre-ANSI C
compilers (is there any pre-ANSI 32 bit ST C compiler?) all short
arguments to functions are cast to int's (by sign extending). This gives
an overhead on using short instead of int. (Testing this revealed that
gcc 1.40, on a sun 3, does this casting as well.)

>wastes memory and CPU cycles. It also imposes artificial limits on the
>number of xy coordinate points passed to a VDI function. You can't pass
>any more coordinates than there is room for in the pre-allocated arrays
>that are used during transcription. So you end up with either artificial
>limits, or ridiculously large intermediate arrays, most of which go unused
>in the average program.

The fact you chose to use pre-allocated arrays is an implementation detail.
You don't have to! (Using alloca coemes to mind.)

> A more subtle problem occurs with some of the aggregate data types used
>in AES programming. In the OBJECT structure, the x, y, width, and height
>fields combine to form a standard GEM aggregate type, the GRECT. This
>sort of embedded GRECT appears within other GEM structures, such as the
>PARMBLK and ICONBLK. It is not unusual to use (GRECT *) cast expressions
>to access these embedded xywh values as if they were in fact defined as
>GRECTs. (Some would argue that it is wrong to do so, but it is not
>unusual. And I don't think it's even wrong.)

This should not give problems, as both the GRECT, as the PARMBLK and
ICONBLK should have int values, instead on shorts.

> If the elements within a GRECT are defined as shorts, this doesn't create
>any problems. When the elements are defined as ints, problems arise when
>the compiler uses 32-bit ints.

I don't understand -- in the PARMBLK are int's as well?

Klamer
--

Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1570. GDB 3.5

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 12:22:08 UTC
From: grw@ukc.ac.uk
Message-ID: <7029@falcon.ukc.ac.uk>
Source record: 39878

Has anybody successfully patched GDB to version 3.5? The necessary diffs
were uploaded the other week to comp.sys.atari.sources but I managed to lose
my copy of them (stupid mistake when downloading them onto floppy!)

So if anyone has the diffs that they could mail me I would be eternally grateful
or maybe point me in the correct direction for the binaries (saved me waiting
hours for GCC to compile it on my lowly STe!)

(By the way, could you reply by mail, since I won't be reading the net for a
few weeks)

cheers,

--
"Given that God is infinite, and given that the Universe is also infinite
... Would you like a toasted tea cake" - Talkie Toaster

Gazza. University of Kent at Canterbury

1571. Re: Writing to the screen memory is as wrong as possible

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 12:29:35 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1okbff$go9@info2.rus.uni-stuttgart.de>
Source record: 39879

In <1993Mar21.230957.27226@ousrvr.oulu.fi> se15@claudius.nextlab.cs.qub.ac.uk writes:

> > Writing to the screen memory is as wrong as possible
>
> OK, you write your nice portable programs that use the VDI drivers, and
> I'll write straight to screen memory.. We'll see whose program sells best.
> People in the real world like fast programs. If someone else can write it
GEM programs with NVDI or WARP 9 are fast.

> faster, their program will sell.
Each program I bought uses (or replaces ;-) VDI.

>
> Screen redraw is one of the most expensive parts of many programs, so if
> you're going to do any assembler this is one of the most effective place
> to do it.
Whether you use VDI or direct screen access has nothing to do with your
programming language.

>
> And if you wanna make the code work on different machines, they just
> include the specific code for each machine. There's not much problem with
> that.
If you don't use VDI, you'll need specific code for each graphic card
(on the same Atari computer).
Most direct access programms I know throw bombs with graphic cards
(but VERY fast - you are right)

>
> btw. you ought not to tell people "they are as wrong as possible"
He ought. And I do.
>
> Algo

Gerd

###
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
###
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3
[D-70327 Stuttgart] #

1572. Help: GFA Basic queries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 12:40:44 UTC
From: keithb@hemel.bull.co.uk
Message-ID: <1993Mar22.124044.17441@uk03.bull.co.uk>
Source record: 39889

I wonder if a GFA expert could answer a few queries:

1) Is there a PD 'run-time interpreter available for GFA 3?
(ie like the GFABASRO.PRG that can run GFA 2 non-compiled programs)

2) If not is there a PD tutorial for GFA 2?, similar to GFAXPERT.LZH for GFA 3
from Han Kempen.

3) Is there an FTP site that specialises in GFA?

4) Lastly (sorry if this is a FAQ) - how do I read the joystick in GFA 2?

TIA
==========
Keith Bedford keith.bedford@uk03.bull.co.uk
England

1573. Re: Instructions for compiling MiNT 99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 12:47:19 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar22.124719.18594@sol.ctr.columbia.edu>
Source record: 39881

In article <1oij6oINNllt@tamsun.tamu.edu>, lehmann@cs.tamu.edu (Mark A Lehmann) writes:
} I have been attempting to compile MiNT 99. I worked through many of the
} problems that occur with the MiNT Distribution kit and compiling.
}

Mark, what problems when compiling ?

It ought to be a matter of typing 'make'

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1574. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 12:47:38 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C4AJJF.Dvz@newcastle.ac.uk>
Source record: 39888

TOS 4.01 is a dog. It's slow & unweildy. There are two ways to speed things up. One is to use ROMSPEED.PRG which copies the ROM into RAM & speeds things by approx 10%, or (as I have) get a bootable version of TOS 4.02, which is a fair bit faster. This is the OS which will be in the main release Falcons (RSN - honest).

Something has happened to MultiTOS between last Junes Developer release & the release which came with MiNT v1.0 (which by the way doesn't work as well or as fast as the freely available MiNT v0.99 - use that instead). The whole system has almost halved in speed in the intervening monthes. I don't know what they've done, but last Junes release wasn't as pretty but was much much more usable speed wise.

That said, the current release is very usable on a Falcon (I use it myself) where-as last Junes release won't run at all on the F030 ?????

The 256 Colour mode redraw isn't as bad as was made out, but True Colour mode update is a nightmare.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1575. Georg Acher, please read this

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 13:01:20 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Mar22.130120.24886@eng.cam.ac.uk>
Source record: 39887

Sorry for posting this, but two email attempts to Georg have failed.

==========

Hello Georg,

I am very interested in your post to comp.sys.atari.st.tech, concerning writing to the ROM port of the ST. I (and most others) have thought it impossible, due to the bus error you mention. I should be very grateful for some more details of your scheme to avoid this problem, since I wish to interface some DSP chips to my ST - I was contemplating having to pull the 68000 out of the board, and mount it on a daughter board, with my DSP's mapped immediately above the 4Meg top of RAM. This would require lots of glue logic, and a DTACK generator, and would also mean that the ST no longer fitted its case. If however, I could make the ROM port bi-directional, this would be a *very* neat solution, since the DSP's would be external to the machine.

As I understand it, if you detect an access to the ROM area, you effectively disconnect the CPU R/W* line from the glue chip (holding the glue input high).

Many thanks in advance for any information you can give me.

Christopher
--
==========
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==========

1576. AT-Once, 80286-emulator, FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 13:04:58 UTC
From: luyten@kub.nl
Message-ID: <1993Mar22.130458.21682@kub.nl>
Source record: 39883

FOR SALE

AT-Once 80286

for Atari-ST-series,.. in original package, with manual and software...

$70

contact: E-Mail: LUYTEN@KUB.NL
Mail: Hans Luyten
Hoflandt 36
4851 TC Ulvenhout
The Netherlands
--
-=-=-=

1577. Re: 17 inch monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 13:46:24 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2badc430@p12.f202.n281.z2.fidonet>
Source record: 39867

In a message of <Thu 18 Mar 93 20:40>, Algorhythm (2:281/202.0) writes:

A> Can anyone advise me on a decent 17 inch mointor for the falcon. I
A> want one that can cope with overscan, and hopefully custom modes..

Well, the problem with low-cost 17'' monitors is, that the position of the screen changes when you switch resolution, because the frequency changes. (you won't die from it, but it most certainly is annoying ;-) So you'll have to have a monitor which remembers where to put the screen when a certain frequency occurs. Eizo, Viewsonic, Nec, etc. have such monitors, but they are not cheap...

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: Wooden figures pagan Gods stare blindly cross the s (2:281/202.12)

1578. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 13:52:04 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2badc9cb@p12.f202.n281.z2.fidonet>
Source record: 39868

In a message of <Thu 18 Mar 93 22:57>, Rasmus Paetau (2:281/202.0) writes:

RP> speed of MultiTOS. A program called LINES.APP that made a nice
RP> pattern of coloured lines bouncing at the screen was fairly fast in
RP> TOS 4.01, but in MultiTOS it was sluggish even when it was the only
RP> application running. Executing it another time and adding mintshell

Well, Lines isn't a representative program if you look at real life
situations. It does a lot on the screen, spend most of it's time in VDI
code, which does take alot of time. Most programs don't do that much of
screen output. And btw. every program which does a lot of screen output
slows down a multitasking operating system considerably. Not only
MultiTos...

RP> resulted in such slow action that it would have required nerves of
RP> steel to work at the machine for more than 2 minutes. When you tried
RP> to select a window you had to press the mouse button several times
RP> befor the window was activated. This was in ST High resolution.

Because Lines spends alot of time in VDI code and messages can get lost...

RP> MultiTOS version was, I think, 1.0. If it really would be this bad,
RP> why hasn't anybody complained? Maybe it was something with the setup

Because normally, you don't get that much of a slowdown. I do all my
programming under MultiTos. I run Alert, XControl, MiNT Control, Pure C,
7Up (an editor which I use to read the MiNT documentation), TosWin, Console
and TCSH (a CLI). You could call this a `real life situation' and MultiTos
runs smoothly and I can program without haveing the feeling that the system
has slowed down. This is because all these applications are mostly waiting
for some input from the user. When compiling a program (eg MiNT ;-) usening
GNU, which does a lot of memory access and stuff, the slowdown is
noticeable, but bearable. I can still continue to work with other
applications. The only time it becomes nearly unbearable is when there's a
lot of disk access, but that's the case with almost all multitasking OS.

RP> or something, old versions of the OS perhaps? What factors influence
RP> the speed (besides multitasking)? There were about 30 fonts and

As I said, hard disk access and lots of screen output are the main causes
of slowdown. It also depends how programs were witten. Binkley (FidoNet
mailer) slows the system down tremendously, probably because it
continiously checks the modem port. If it would have been written
differently, the slowdown would have been much smaller.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: Wooden figures pagan Gods stare blindly cross the s (2:281/202.12)

1579. Re: Need help with some EPROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 14:07:26 UTC
From: ga@mrih.no
Message-ID: <1993Mar22.140726.2292@ugle.unit.no>
Source record: 39742
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dennis B Armstrong (dba@jet.uk) wrote:
> In <1993Mar19.125004.403@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:

[blah blah blah]

> Perhaps we should add this to the FAQ list?
> TOS ROMS
yea right...

> ATARI STE (Tos 1.6, 1.62, 2.06)
> These have 32 pin I/C holders.

> My 1.6 and 2.06 tos versions were both the same type (32 pin type 27C010A)
> Here follows the jumper settings for other ROM/EPROM types:
> From the STE Computer Field Service Manual (C302481-001 REV A Aug 91)

[list deleted]

> The jumpers are located next to the HI eprom

> W104 W103
> 1-2-3 1-2-3

> ----------------. W102
> 1 | 1-2-3
> |
> -
> HI |
> -
> |
> |
> ----------------

> Hope this helps

My motherboard looked like this:

W203 W201

```
-----------------
|
|
-
| LO
-
|
|
```

W202

and to get the "ABAB" combination as mentioned above, I had...

W203: pin 2&3
W201: pin 1&2
W202: pin 2&3

Try looking up under TOS 2.05 in the same book, as this was what I
originally had, and, according to HackBear, when he got his 2.06, he
got a new motherboard.

> I would also like to point out that all versions of the operating
> system are copyright ATARI Corp.!!!

Well, after someone (no, it wasn't me, but I'm protecting the individual
from public flaming, since he is a really nice guy) managed to bust my
old 2.05 chips, now I _HAVE_ to get the new chips working...

_____
/ o o \ <== I don't have my head where my feet are...
===OO=====OO==
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
==
I don't have my feet where my head is... ==> _/ _

1580. More MDK stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 14:11:39 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar22.141139.20660@sol.ctr.columbia.edu>
Source record: 39890

Hi people,

Ok - some more subsets have been added to the base distribution kit.
These (in no particular order) are:

bgcc233p2.zoo:
The latest version of gcc for mint - includes the -mbaserel,
-mpcrel options for creating shared-text programs.

Gawk.zoo:
This is GNU awk. Awk is a text processing language on Un*x
systems that allows the processing of any text file or
program output in a very flexible manner. This is required
for the find subset if you wish to use the 'locate' shell
script. (Note: the find subset is not yet available - RSN!)

Cat2.zoo:
cat.zoo contains a version of cat lifted from the bsd sources.
If you were to try something like:

cat > file
... with the cat command included in the original mdk,
you'll find it gives you a 'bad memory block' or somesuch
error. This one has been working fine for some time on my
system, so here it is :-)

G++233.zoo:
This is (for a change) the g++ cross compiler. Actually it is
the cc1+ back end, you'll need the gcc233 subset to make this
work. Note that g++233 cannot create shared-text versions of
programs.

Tar1111.zoo:
tar here is GNU tar 1.11.1. I intend to migrate the MDK to use
this and gzip rather than zoo because the program does not
reduce filenames to 8+3 and distinguishes between UPPER and
lower case.
(It is the latter point that is stopping the general
distribution of groff. All the font names are upper case -
which would work on a TOS fs, but not on minixfs. I hope to
rectify this soon)
With the above in mind it would be 'adviseable' (read:
probably compulsory :-) to install this subset. I will keep
INSTALL backwardly compatible, but the future subsets will
probably be in .tar.z format (or .tz on tosfs).

UUutil.zoo:
uu.zoo contains two programs uudecode and uuencode, which
convert 8-bit binary data into a textual form that can be
mailed to people. Useful to those who haven't got sz/rz on
their un*x systems at college/work but *need* that file
tonight...

That's more or less all. The find-3.7 subset turned out not to have
been zoo-ed properly, so I'll deal with that tonight/tomorrow.

As mentioned above, I've now got groff working, and I have both tcsh
and sh scripts that create a useful 'man' command. I'll create a
subset containing all this in the near future - I have to get INSTALL
to work with .tar.z files as well as .zoo files first.

Interestingly enough, it is tcsh which is by far the faster of the
two 'man' scripts. Possibly my inept sh programming, I suppose, but
I always thought sh was an efficient script language...

Simon.

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1581. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 14:16:04 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2badcc70@p12.f202.n281.z2.fidonet>
Source record: 39871

In a message of <Fri 19 Mar 93 00:41>, Ian Lepore (2:281/202.0) writes:

IL> posting them have never seen MultiTOS on a Falcon, and are defending
IL> it based on religious beliefs that it is something wonderful. As you
IL> point out, if those folks were to sit down and actually try to USE it,
IL> then after about 2 minutes they'd be singing a whole different
IL> tune.

Well, I have been useing it on a TT for almost half a year now and I love it. And I believe that the TT is a minimum where serious multitasking is concerned. Look at other systems. Windows needs at least 486SX25 or 386DX40 to make it useable. Useing X-Windows requires a 32 Mhz machine to do it pleasantly and idem where System 7 is concerned. Useable multitasking simply can't be done on slow machines. You need a minimum amount of power, because of all the overhead. This simply is a fact. I am convinced that the net's population, once MultiTos will be widely available, will complain that it can't used normally on STs, Mega STs and Falcons and blame it on MultiTos. MultiTos isn't a bad, slow, inefficient program in my opinion. But you just shouldn't expect of it what simply can not be done. The Falcon is a wonderful machine, but multitasking on it probably asks a bit too much of the system.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: Wooden figures pagan Gods stare blindly cross the s (2:281/202.12)

1582. Re: More MDK stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 14:17:26 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993Mar22.141726.20903@sol.ctr.columbia.edu>
Source record: 39741

Just a ps really,

Jeff is on vacation at a.a.u.e, so the place to get this stuff from is
probably phlim.ph.kcl.ac.uk until he gets back...

Simon.
--

```
_____________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1583. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 14:26:42 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2badce39@p12.f202.n281.z2.fidonet>
Source record: 39872

In a message of <Fri 19 Mar 93 05:20>, Christopher Browne (2:281/202.0) writes:

CB> Apparently, in the couple of weeks between 0.99 and the final
CB> version you received, new bugs must have been introduced that make it
CB> run slower on the 68030 than it does on a 68000 that sort of fakes 16
CB> Mhz.

To my feeling, the early releases ran faster than the newer ones. (that is up to MiNT 0.99) Now I have compiled MiNT 1.04 useing GNU to create 68030 code and it runs faster than ever before... :-)

CB> Either that, or GCC, which I used to compile MiNT, does FAR better
CB> optimization than Lattice C (which is what Atari is using to
CB> compile MultiTOS). In which case Atari probably ought to change
CB> compilers...

If I'm not mistaken, Eric Smith is useing GNU. The PD sources of MiNT 1.04 are prepared for GNU and with some adjustments you can compile them with Pure C and Lattice. What the rest of the TOS team are useing, I don't know, but I guess GNU generates very good code, it being constantly optimized on universities and such...

CB> If you use it to set up applications that hog CPU resources against
CB> one another to compete one another to death, then OF COURSE the
CB> performance will be lousy. The typical sort of graphics demo is
CB> certainly such an application.
CB> It's not how badly a demo can abuse the system that's important -
CB> it's whether you can do something real with the computer or not.

Indeed!!

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: Wooden figures pagan Gods stare blindly cross the s (2:281/202.12)

1584. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 14:36:32 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2badcf24@p12.f202.n281.z2.fidonet>
Source record: 39873

In a message of <Fri 19 Mar 93 11:27>, Harald Schoenfeld (2:281/202.0) writes:

HS> What is really bad is, that there is no Warp9 or NVDI to make the
HS> drawing much faster - like on every ST I know. That will make
HS> things much better in a few months.

Well, if I am not mistaken, NVDI for the Falcon has been released. (or it will be very shortly!)

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- Bermuda v1.20
* Origin: Wooden figures pagan Gods stare blindly cross the s (2:281/202.12)

1585. Re: ST Applications [was source level C debuggers]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 14:39:43 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <1993Mar22.143943.6408@cs.nott.ac.uk>
Source record: 39744

In article <1993Mar20.180408.29098@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>In article <732454168.4339@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>
>I'd like to check out ST Applications, but at $50-60 to get it in the
>US it would have to be awfully good. And I'm certainly not going to
>risk that kind of money just to find out if it is any good (for my
>purposes).
>

It's currently 31 pounds for 12 issues worldwide Air Mail, so about $45. Still pretty steep though, I agree. You could always order a couple of back issues to try it out first (about $3 each + P&P). The overseas distrubutors, "Worldwide Magazines" have a Canadian office too, which should be cheaper than direct air mail (tel; 519 539 0200 fax: 519 539 9725).

Incidentally, there's a claim that Dave Small is to launch his latest Apple emulator at the CeBit show on the News page of April's 'Applications: "It's designed for the Falcon and is rumoured to be able to emulate a Quadra, but at a higher speed than the Quadra can emulate itself". I seem to recall Dave himself denying any such speculation on this newgroup a while back tho'.

There's a nice anecdote that Apple's system software now has messages in it saying "Bet you can't get around this, Small" - time to move on to folklore.computers perhaps ?

Sam

P.S. Sorry to the purists if this is drifting too far from `tech'

1586. Use of PowerNet by PowerPoint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 14:52:05 UTC
From: morgado@vxdesy.desy.de
Message-ID: <C4ApAt.M85@dscomsa.desy.de>
Source record: 39882

```
--
I read in STReport that a company called PowerPoint marketed a
networking system
for Ataris called PowerNet. Does anyone have any experience with using
this system?
Does it use extra hardware or the MIDI/RS232 ports? What's the
performance like?
Price? Availabilty? I'd be grateful for any information, email or post
is fine with me.

Thanks in advance,

Carlos

-----------------------------------------------------------------
| Carlos Jose de Sousa e Morgado | " Three quarks for |
| | Muster Mark! " |
| morgado@vxdesy.desy.de | |
| MORGADO@DESYVAX.BITNET | James Joyce |
-----------------------------------------------------------------
```

1587. Re: Writing to the screen memory is as wrong as possible

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 15:26:20 UTC
From: djs@jet.uk
Message-ID: <1993Mar22.152620.8861@jet.uk>
Source record: 39746

In <1993Mar21.230957.27226@ousrvr.oulu.fi> se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) writes:

>> Writing to the screen memory is as wrong as possible

>OK, you write your nice portable programs that use the VDI drivers, and
>I'll write straight to screen memory.. We'll see whose program sells best.
>...
>And if you wanna make the code work on different machines, they just
>include the specific code for each machine. There's not much problem with
>that.
>...
Well, I just bought some second hand software. It does not run on my machine (STe, TOS 1.6) because the author used hacks to write to the screen instead of using the VDI. I have now had to write a patch program which fixes the software I just bought. I believe that the company who wrote the software are no longer in business, so how would I get them to fix it? What would I do if a simple patch was insufficient, or if I was not clued up enough to find the problem and patch it?

Well-behaved GEM programs should use the VDI for screen updates. Period.
With NVDI, TurboST etc, the VDI is usually almost as quick as you will get, if used carefully.

[Perhaps Atari should have hired the authors of NVDI to rewrite the low-level graphics in the new ROMs?]
--
+---+
| David Stevenson djs@jet.uk +44 235 465028 Altrincham 1, Yeo 2 Ha! |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1588. Re: Writing to the screen memory is as wrong as possible

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 15:49:27 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Mar22.154927.21243@rhrk.uni-kl.de>
Source record: 39745

se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) writes:

>I'll write straight to screen memory.. We'll see whose program sells best.
The clean ones of course. Why should I buy a program that only runs under
certain conditions and not with graphic cards or new resolutions?

>Screen redraw is one of the most expensive parts of many programs, so if
>you're going to do any assembler this is one of the most effective place
Programming in assembler doesn't automatically mean to write straight to
screen memory.

>And if you wanna make the code work on different machines, they just
>include the specific code for each machine. There's not much problem with
>that.
:-) Funny, this remark.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1589. Re: MiNT source

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 15:53:07 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <732815585@globe08.cs.duke.edu>
Source record: 39743

From the Holy Book of <ersmithC4A3It.uy@netcom.com>
as spake by ersmith@netcom.com (Eric R. Smith) :

>In article <1266@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:

>> Folks, which "C" compiler would you recommend using to compile the
>>latest versions of MiNT? Would HSC 1.40 be satisfactory, or would
>>something like GCC be better?

> [...] That's not to say that HSC 1.40
>wouldn't work; but it may require some tweaking [...]

A lot of tweaking, probably. I haven't had time to try building MiNT
with HSC yet (I can't wait till summer, when I get my free time back!),
but based on my experiences with the MiNTlibs, the main things you'll
likely have to watch for are implicit sizeof(int)==4 assumptions and
long symbol names (HSC 2.0, at least, will alleviate the latter
problem).

> [...] (or is HSC
>now ANSI compliant? I haven't looked at it for a while).

Alas, no, but we're still nudging Ian every so often. [Hey, Ian...
nudge nudge. ;)]

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

1590. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 16:27:56 UTC
From: dc@presto.ruhr.de
Message-ID: <8052221@presto.ruhr.de>
Source record: 39759

In article <1993Mar20.022143.12670@mnemosyne.cs.du.edu> (Ian Lepore) writes:
>
> One person fed me a line about int being "the natural word size..." and
> thus the proper datatype to use. Frankly, I consider that to be dogmatic
> twaddle; doubly so because the person refused to cite any reasons or
> background for such a statement. If the use of the 'int' type carries

In 'The C Programming Language' Kernighan & Ritchie state:
"The intent is that short and long should provide different lengths of
integers where practical; int will normally reflect the most "natural"
size for a particular machine. As you can see, each compiler is free to
interpret short and long as appropriate for its own hardware. About all
you should count on is that short is no longer than long."

--
dc@presto.ruhr.de
dc@presto.ruhr.sub.org

1591. Re: laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 16:41:47 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <90121@hydra.gatech.EDU>
Source record: 39747

In article <C45555.pF@teleride.on.ca> stevew@teleride.on.ca (Stephen M. Webb) writes:
>In article <1o2jstINNrlb@access.digex.com> ltduck@access.digex.com (Louis The Duck) writes:
>>
>>I have a terribly difficult time dealing with the editor that came with
>>laser C.
>
>Then, pick up a copy of gulam or similar, and stick with that for development.

Although the Laser compiler, linker, make, and other utilities will
run under a command shell, extended arguments will not be supported
because Megamax implemented their own standard. It is unfortunate
that Megamax stopped suporting Laser C before Atari sanctioned the
ARGV protocol for extended arguments.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

1592. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 16:42:46 UTC
From: lunnon@qut.edu.au
Message-ID: <1993Mar22.114247.64983@qut.edu.au>
Source record: 39857

In article <1993Mar20.021906.12560@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
A rather long piece on the relative worth of using the short and int keywords, so I thought I'd put my point of view :-)

I have for quite a long time used the HITECH C compiler for TOS which uses 32 bit ints. And the DOS GEM 3 deveolpers info, in addition to the TOS developers kit. Personally I think the inappropriate use of int should be "Purged from the midst of the assembly" The method of doing this should be portable to all C implementations even those future versions with 64 bit ints and 32 bit shorts !!!!!

The Hitech method for argument compatibility is to use a typedef for all gem short arguments (ie most of them :-)

typedef short WORD;

From memory the GEM 3 doco uses WORD size rather than int OR short. Existing programs, library sources and header files should be converted to use the new WORD type, thus now it is a matter of changing one line to make all gem codes compatible to all architectures and compilers. Personally to compile 16 bit int codes I have used the cc -Dint=short method of conversion which works most of the time.

To summarize using both the built in types int _OR_ short is unacceptable

Does this mean I am starting a NEW religion ???

BOB
R.Lunnon@qut.edu.au

ps: maybe WORD is bad and perhaps it should be gemint_t or something ...

> --
> ==
> - Ian Lepore | If David Koresh has taught us one thing, it's that
> ianl@bix.com | there is no such thing as safe sects in the 90s.
> ==

1593. Re: MiNT source

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 17:37:08 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar22.173708.12506@mnemosyne.cs.du.edu>
Source record: 39748

> compile MiNT with HSC 1.40

Although it pains me to have to say it, I would be quite amazed if HSC could compile MiNT. I've never seen the MiNT source, but surely it is full of advanced code constructs and techiques, and most of all, prototypes. HSC is still a K&R/Classic C compiler.

Although I continue to support HSC, I don't actually use it much myself anymore, I've moved on to Lattice C. HSC is still a good choice for folks who can't afford the $200+ Lattice package, and don't have the megabytes of hard disk and memory required to run GNU C.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1594. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 17:49:08 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar22.174908.13112@mnemosyne.cs.du.edu>
Source record: 39749

>> A more subtle problem occurs with some of the aggregate data types used
>>in AES programming. In the OBJECT structure, the x, y, width, and height
>>fields combine to form a standard GEM aggregate type, the GRECT. This
>>sort of embedded GRECT appears within other GEM structures, such as the
>>PARMBLK and ICONBLK. It is not unusual to use (GRECT *) cast expressions
>>to access these embedded xywh values as if they were in fact defined as
>>GRECTs. (Some would argue that it is wrong to do so, but it is not
>>unusual. And I don't think it's even wrong.)

>This should not give problems, as both the GRECT, as the PARMBLK and
>ICONBLK should have int values, instead on shorts.

In this case, you absolutely cannot define the elements of the PARMBLK
and ICONBLK structures as int types on a compiler that supports 32-bit
ints. In the case of the PARMBLK especially, that is a structure that the
AES is filling in and passing to your function, and you have no control
over the size of the elements. With the ICONBLK, it is a structure which
the AES reads, and it expects 16-bit values in it. These are not items
where cleverly-designed bindings can do translations for you.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1595. Re: laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 18:37:01 UTC
From: ken@isgtec.com
Message-ID: <4418@isgtec.isgtec.com>
Source record: 39877

In article <C45555.pF@teleride.on.ca> stevew@teleride.on.ca (Stephen M. Webb) writes:
> In article <1o2jstINNrlb@access.digex.com> ltduck@access.digex.com (Louis The Duck) writes:
> >I have a terribly difficult time dealing with the editor that came with
> >laser C. The fileselector makes me want to find a nice, quiet corner and
> >cry. Do you know if there are any other shells for it? Nice compiler,
> >okay debugger, editor is purgatory.
> First thing to do is delete the laser shell to save precious disk space.
> Then, pick up a copy of gulam or similar, and stick with that for development.
> You might have to learn to use a CLI, but at least you won't turned off
> development forever like you would be if you tried using the laser editor.

First complaints I've heard of this type about Laser's editor. Personally, I think you're both on drugs. 8^} The editor has its problems, like forcing you to constantly switch between the keyboard and mouse, but it's fast, clean, nicely implemented, and very bug free, something I would not claim about Gulam and its ue. And what's wrong with the file selector? Sheesh. So it's different than the gem one, so what. A lot of their UI stuff is based on Mac conventions, like lighting the scroll arrows when you click them, which I like a lot. Also, they had to write their own scroll lists in order to allow multiple selection, which is one huge drawback of the gem file selector. I dunno, for a GEM editor, I think the Laser shell is great. Would all the Laser shell environment variable stuff work under Gulam? Are their make files compatible with some other make (GNU make perhaps)?

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1596. Ringing SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 18:49:55 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar22.184955.4212@ultb.isc.rit.edu>
Source record: 39753

I have a problem with my SM124. Sometimes, at random, the monitor slowly makes a high pitched, sort of sinewave type sound that either is medium loud or slowly gets louder from an almost inaudble level. It sometimes happens often and then sometimes doesn't occur for long streaches.

To cure it, sometimes I can whack it on the back or the side and this will temporarily "cure" the probelm. (Needless to say, I don't like doing this!) Also, the ringing will stop completely if the monitor is turned 90 degrees to the right but when I turn it back, the ringing comes back.

At first I thought it was the monitor resonating with the fan in the computer's power supply but if I move the monitor or shut off the computer, it still rings.

The ringing seems to occur when the screen contains mostly white (on) pixels.

I'm using it with a MEGA/STe. I bought it used and it looks like it's really one of the FIRST SM124's ever built! Very old styling. Not like the SC1224 (which I bought around 86) that I have. The SM124 I have looks more like one of the '84-'85 models (remeber the JVC SC1224's? from LOOOOOONG ago?)

Somebody said that it was the Flyback transformer that was ringing but I would like to know if it's anything else. I've heard that early SM124's had some problems. Any suggestions?

Thanks!

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

1597. Writing MiNT XFS : Help needed with memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 19:08:24 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms.732827304@radon.sys.uea.ac.uk>
Source record: 39750

I'm trying to write a ramdisk as a MiNT XFS and keep having problems with memory allocation/deallocaton.

I have two versions: a static and a dynamic

The static version simply allocates one block of memory and manages that itself. The code for that works pretty much like the standard malloc from the MiNTlibs. However it never seems to recombine contiguous free blocks... this may be my code

The more serious problem (the one I really want sorting out) is with the dynamic version. I've got it all working fairly nicely now apart from deallocating memory. I make the necessary kfree calls via the kernel structure but no memory ever seems to be freed. I guess this is due to the internal memory management of the kernel with blocks being tied up by having parts of them used by other processes. However I wouldn't expect this to be as severe as it seems... if I copy lots of things onto RAMdisk, say 4MB, and then delete all the files, I do not recover a single byte of memory...

Anybody got any ideas... I'm really stumped by this.

-Steve Sowerby (sms@sys.uea.ac.uk)

1598. SLM Laser to PostScript(R)?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 19:22:30 UTC
From: wayne@bragg.bio.purdue.edu
Message-ID: <C4B1tJ.6r1@mentor.cc.purdue.edu>
Source record: 39751

Hi all,
Our group has two atari laser printers (slm605). We are switching over to
MACs and PC clones and I want to know if there is ANY practical way of
making these printers IBM or MAC compatable and where to find the materials
(software & hardware) to perform this little miricle. Additionally, is there
any PRACTICAL way to put an ST(tm) onto an apple talk network or even ethernet?
Mail me if you can since I'm not a regular on this group.
Thanks a Meg (in advance)
Wayne
Wayne Twitchell

wayne@bilbo.bio.purdue.edu | 22% and dont stop!
Purdue Univeristy | -Qwark
Department of |
Biological Sciences |

"Superman never made any money, saving the world from Solomn Grundy
And sometimes I dispare the world will never see another man like him."

Superman's Song
Crash Test Dummies
The Ghosts the Haunt Me
Arista Records

1599. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 21:22:28 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar22.212228.23490@mnemosyne.cs.du.edu>
Source record: 39755

> Old C (and ANSI C, in the absence of
> prototypes, and in variable-length argument lists) "widens"
> certain arguments when they are passed to functions. floats
> are promoted to double, and characters and short integers are
> promoted to integers. (The values are automatically coerced
> back to the corresponding narrower types within the body of the
> called function, if they are declared that way there.)

It seems to me that the sentence in parentheses is the functional one here. I'm not in a situation of mixing C and assembler code or anything like that here; I'm dealing with C only. I have prototypes in scope for each function which declare the parameters as short. I have Classic C definitions of those functions in the presence of the prototypes. I am not getting warnings about argument type mismatches, not even from GNU C. And that sentence above confirms that within the body of the functions, the parameters are being accessed as defined in the old-style function headers (which matches exactly with the prototypes). It doesn't matter to me what the compiler has actually put on the stack or in registers as part of it's call/return mechanism, as long as the functions behave consistantly with how I prototyped and defined them.

Perhaps if I used whatever "strict ANSI" compiler options each of my compilers provides, it would warn about these things. I never use such options, because what's the point of using a compiler replete with usability extensions if you just disable them all?

Anyway, all of this isn't really a part of the basic issue at hand: how to define the interface to GEM, with shorts or with ints? If I have to put #ifdef __STDC__ wrappers around every function definition within the library internals, that's just an implementation detail for me to worry about.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1600. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 21:50:28 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.sSs84ZO4UUM@fredrik.atari.no>
Source record: 39754

>
>TOS 4.01 is a dog. It's slow & unweildy. There are two ways to speed things up.
>One is to use ROMSPEED.PRG which copies the ROM into RAM & speeds things by approx
>10%, or (as I have) get a bootable version of TOS 4.02, which is a fair bit
>faster. This is the OS which will be in the main release Falcons (RSN - honest).

Thats why the 4.03 have been available for developers for a couple of weeks now?
Remember the TT? The 3.01 was wery soon replaced by the 3.03 which again were
quicly replaced by the......
PS. If you have a 'legaly' obtained 4.02 you should be able to obtain 4.03
from your source.

>Something has happened to MultiTOS between last Junes Developer release & the
>release which came with MiNT v1.0 (which by the way doesn't work as well or as
>fast as the freely available MiNT v0.99 - use that instead). The whole system
>has almost halved in speed in the intervening monthes. I don't know what
>they've done, but last Junes release wasn't as pretty but was much much more
>usable speed wise.

And V1.0 locked up a lot more definatly when a memory protection violation
occured. Anyway, they ARE (were) working on these problems. A lot of
betatesters are doing a good job finding bugs, so when the public finaly
gets MTOS, there shouldn't be much bugs in it (I hope)!
There have also recently been added som nice features to the GEM/AES that
makes the upgrade to MTOS (or F030) worth whatewer they decide to charge
for it.

(I do not have a falcon (due to lack of funds:) so I can't coment on the
performance of MTOS on the bird!)

(report from one of the lucky betatesters of MTOS & SPEEDO)
--
JFM (jornmoe@atari.no)
--

```
-----------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------------
```

1601. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 22:45:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12526@uqcspe.cs.uq.oz.au>
Source record: 39756

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] > I guess that'd be useful if one had TeX. Doesn't help me.
>]
>] You seem to have a bad attitude, though I can't understand any reason wh
>] A TeX document is a plain ASCII text file. If you don't want to run the
>] thing through TeX, that's fine, you can just read the thing into your

>Tex files are not plain ASCII, they are usually a real pain to read without
>stripping the control characters out!

There are no control characters in TeX files. Control characters are non-
printing ASCII characters. This is a typical section of TeX documentation:

```
------------------------------------------------------------------------------

\section{Introduction}
I am creating a new window-port of NetHack 3.1 using the new
window-port interface. As part of this process, I am documenting
my experiences with the interface.

\section{Positives}
I once before thought about porting NetHack to have a graphical
display (after successfully giving a GUI to GNU Chess and GNU Go).
However, the huge numbers of I/O functions quickly discouraged me.

However, as soon as I saw the window-port documentation,
I immediately proceeded. Excellent results followed. The most impressive
features of the window-port interface are:

....

------------------------------------------------------------------------------
```

TeX (Well, LaTeX actually) is great.

```
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
\_.-._/ University of Queensland, _// || \\_ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || \_| _________________________|
```

1602. Re: MiNT Init in a NeXT Step Inter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 23:10:00 UTC
From: Uwe_Ohse@pb2.maus.de
Message-ID: <A1416@PB2.maus.de>
Source record: 39788

Hi Mark,

>- take me into GEM after loggining on
bootgem.prg (or .ttp).

>- set global permission variables so that I can view files from
> my home directory but not my wife's protected file under the
> Minix file system.
Psetuid/Psetgid work fine.

>- pass all USER and HOME variables to the TOSWIN shells (BASH, TCSH, KSH,
etc.)
> so that these program work correctly
This is already done today.

>- when I log out (I don't know how to do this in GEM) I go back to the
> command prompt.
This will be hard work. GEM isn't what i call a 'clean' program. It hooks
in lots of vectors, and i'm not sure whether it uses Setexc or not.
A hypothetical /bin/logout would have to kill GEM and all GEM-programs,
and must restore all vectors (if they were not set with setexc).
Indeed the real problem is to kill the GEM-programs. You must kill them
before GEM is killed (or they'll crash), but you must not kill them 'cause
GEM doesn't like that. Perhaps entering supervisormode will help a little
since this blocks taskswitches (which could only cause trouble), but this
behaviour is undocumented and may vanish some day.
Ah - if you do it: Please don't put the code into /bin/logout. The program
which starts GEM (oder bootgem) would be the better place because this
could be usefull if GEM is killed one other ways. /bin/logout should only
send a signal to the program which will do the cleanup.

You should use Sysmon to find out which vectors are used by GEM and how
this is done. Then you should write the vector-cleanup. Only if this works
if no ACC or APP is running you should do the next step.

>Can anyone give me some suggestions. Simon Gornall has already given me
>some hints, but his information was mainly that I will have some trouble
>with the exiting of GEM.
"Some" trouble? Friends of mine tried to deinstall Ramtos and failed
(but they hadn't got the docs available today).

>How would I go about writing a "/bin/logout" program to exit GEM and go
>back to INIT?
/etc/gemgtty and /bin/logout?

Greetings, Uwe

Don't send me Mails with more than 48 KB.

1603. Re: MiNT Init in a NeXT Step Interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 23:54:30 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1oljjmINNi93@tamsun.tamu.edu>
Source record: 39757

To: lynbech@daimi.aau.dk
Subject: Re: MiNT Init in a NeXT Step Interface?
Newsgroups: comp.sys.atari.st.tech
In-Reply-To: <1993Mar22.105326.8865@daimi.aau.dk>
References: <1ofip7INNs3f@tamsun.tamu.edu>
Organization: Computer Science Department, Texas A&M University
Cc:
Bcc:

What if I wrote a gem program called logout. That program would
call up a program that disables the pull down menus and waits
for a person to enter their user id and password.

Logout would have to kill the forground processes with the kill
command. Then it would have to somehow kill the shells under
TOSWIN.

After the user id and password were entered, I could call up
su from my program and set the user ID. Then after the USER id
and shell variables were set to the values in "/etc/passwd", the
program would have to call upon some routine to start the toswin
program with the proper shell. I seem to recall that the toswin
distribution code has example code to do this.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

1604. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-22 23:58:30 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar22.235830.6027@mnemosyne.cs.du.edu>
Source record: 39758

```
>> TeX files contain control characters
> No they don't, they're plain ascii
> [example of some very simple TeX stuff]

Your example was, IMHO, a bit disingenuous. If instead of "control
characters" you subsitute "control sequences" the original statement is
perfectly accurate. Then if we take, instead of the simlest possible example,
a real-life example (in this case, a snippet from some GCC docs, the
subject in question in the original message), you see:

@example
gcc-ar @var{option} [@var{position}] @var{library} [@var{module}]
@end example

The @var{option} specifies the action to be taken on the @var{library}
or a @var{module} of that @var{library}. @var{option} also includes
modifiers for the action. The optional @var{position} argument is a
member of the @var{library}. It is used, to mark a specific position in
the @var{library}; an @samp{add} operation would than place a new module
before or after that @var{position}. The next argument specifies the
library. The recommended naming convention for the creation of a new
libraries is @file{@var{library}.olb}. If you don't use this convention,
the compiler driver @file{gcc.ttp} will have trouble finding them.
@var{module} is usually an object code file generated by the compiler.

I think it's clear that the original point is accurate: TeX docs,
unprocessed, can be very hard to read. (Luckily I was able to glean the
info I needed from this snipped a few days back, with some difficulty.
Probably because I have years of experience reading and writing DCF/SCRIPT
documents, which use a similar style of embedded control sequences.)

--
===============================================================================
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
===============================================================================
```

1605. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 01:57:51 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4BK4G.Cp2@netcom.com>
Source record: 39760

In article <C4AELr.K26@dscomsa.desy.de> wwc@dxhra2.cern.ch (Wolfgang Wander) writes:
>In article <1993Mar18.220102.26508@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>>
>>Sorry to bother you again, forgot to ask in last post : What is the
>>highest baud rate that is supported by the Falcons serial port?
>
>153600 baud. But you'll need special software supporting this speed.
>So far I think only my terms program CoNnect is able to support higher
>rates than 19200 baud (38400, 57600, ...) on the falcon.

STalker 3.0, too.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

1606. Re: WANTED: 2 chip TOS 1.4 and advice :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 05:49:40 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Mar23.054940.19880@a.cs.okstate.edu>
Source record: 39777

I will gladly go into the 1.2 to 1.4 upgrade for you.
I will also mention that for $65.00 you can have tos 2.06.

Anyhow... I spent $90 for tos 1.4, and would rather spend $60 for tos 2.06

I liked the improved disk access routines... and some other goodies now
forgotten. Ah... 32M HD partitions...
FatSpeed built in
Pinhed built in

Those were the biggies. The last two you can immitate by using PinHead and
FatSpeed in your HD's auto folder. The 32MB partitions can be done as BGM
partitions. But it's nice to kiss the HD handler patches goodbye.

That's about it... There ARE other features.... but since I prefer UIS to
even tos 1.4's improved fileselector... I'll skip that one. And a rainbow
colored fuji doesn't look like much in monochrome (which I prefer) so I won't
mention that either.

Hummm... OK. Here's a good one! You can now use the Install Application
w/o resorting to editing your desktop.inf file!!! YES!!! Install application
really works!!!

Okay... I quit. I hope someone will mention more features!

jc

1607. looking for GCC accesory startup stub.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 07:27:29 UTC
From: wilsont@rahul.net
Message-ID: <C4BzDt.DBo@rahul.net>
Source record: 39762

the title says it all, looking for a accstart.o or wahtever that I can
link into code so it can be laucnhed as an accessory.

tanks!

--
Timothy Wilson <wilsont@rahul.net>

1608. Re: short versus int in GEM pr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 08:18:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A59475@MS.maus.de>
Source record: 39752

In article <1993Mar22.032655.12804@mnemosyne.cs.du.edu>, Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
> If I had gone that way, I was thinking of using GWORD (GEM WORD) as the >type. But it struck me that this would require just as much mass >conversion of code as just using short as the type. And I've never heard >of any compiler on any system that had a size of other than 16 bits for >short. (I still prefer the old FORTRAN method of INTEGER*2, INTEGER*4, >etc. At least you know exactly what you're getting that way.)

Then wait for the next generation of RISC chips (or perhaps the Mips R4000?)...

1609. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 08:18:00 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.732874680@mi.el.utwente.nl>
Source record: 39763

In <1993Mar22.032655.12804@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>conversion of code as just using short as the type. And I've never heard
>of any compiler on any system that had a size of other than 16 bits for
>short. (I still prefer the old FORTRAN method of INTEGER*2, INTEGER*4,

On (some ?) transputer C compilers short is 32 bit (as is int, and long).
And i believe there exist cray compilers with char, short, int and long
all 64 bit. (These machines must have severe difficulty accessing smaller
entities as the 'natural wordsize'.)

>etc. At least you know exactly what you're getting that way.)

Why not typedef to int16 and int32?

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1610. Shared Files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 08:42:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1omihpINNmn5@golem.wcc.govt.nz>
Source record: 39764

HELP WITH SHAR

Well I had some one mail me some shared files, but I am unable to unshar them, the standard shar program that came from the net will not touch them, it come up with a error..

These files were not done with the bourne shell or what ever..

NOTE: I am not a Unix freak or a CLI one, so Please don't ask me to use any thing like that...

Roger..... sheppard_r@kosmos.wcc.govt.nz

1611. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 09:28:02 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993Mar23.092802.13928@fwi.uva.nl>
Source record: 39765

klamer@mi.el.utwente.nl (Klamer Schutte) writes:

>>conversion of code as just using short as the type. And I've never heard
>>of any compiler on any system that had a size of other than 16 bits for
>>short. (I still prefer the old FORTRAN method of INTEGER*2, INTEGER*4,

>On (some ?) transputer C compilers short is 32 bit (as is int, and long).
>And i believe there exist cray compilers with char, short, int and long
>all 64 bit. (These machines must have severe difficulty accessing smaller
>entities as the 'natural wordsize'.)

That sounds kinda silly to me. Of course it's logical to make a long 64-bit if
the CPU can handle such numbers efficiently but what's the use of making
ALL types 64-bit? Why not make char 8-bit, short 16-bit and int 32-bit?
That way you have it all...

>>etc. At least you know exactly what you're getting that way.)
>Why not typedef to int16 and int32?

That helps but it still isn't the way it should be. You'll stil have to change
the typedefs whenever you port something. The best solution would be to extend
C with something like they have in Pascal: ranges.
For example "int:16" would declare an integer of _at least_ 16 bits.
This is not my idea, I read it in some Dr. Dobbs Journal last year and I
think it's a good idea.

Ta! Vince
--
Usenet : partingt@fwi.uva.nl (Internet)
vincent@nextjk.wlink.nl (UUCP)
FidoNet : 2:281/202.15
NeST : 90:500/202.15

1612. Re: Use of PowerNet by PowerPoint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 09:43:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1omm34E569@uni-erlangen.de>
Source record: 39766

I would like to know someting about PowerNet, too. All I have heard
until now did sound very good.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1613. Re: How to read system variabl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 10:34:58 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Mar23.103458.9927@cee.hw.ac.uk>
Source record: 39767

In article <2ba2dffe@p15.f202.n281.z2.fidonet> p15.f202.n281.z2.fidonet!
Vincent_Partington@nextjk.wlink.nl writes:
>In a message of <Fri 5 Mar 93 11:49>, Ulrich Kuehn (2:281/202.0) writes:
> UK> (description of XBRA usage deleted but still _very_ valid)
>
>I understand; it's a lot of hassle, especially if appl.B doesn't follow the
>XBRA protocol. I think I'll just do it the simple way and call a routine
>with Supexec periodically, that's a lot simpler and it will always work.

I have rapidly been coming to the conclusion that in addition to XBRA, TSR
programs should uses Cookies too for vector dechaining. The Cookie could
point to say an array of three longwords (current, active, bypassed).
The 'current' vector would be the one called by the TSR and 'active' and
'bypassed' would be the two alternatives for switching the TSR on and off.
It would probably be wise to insist that the switch be done in supervisor
mode at IPL #7.
I think the use of vectors rather than flags would be more general and
allow some hooking too (preferably for patching and enhancment and not by
some virus!).

Perhaps a standard cookie name convention could be created for this usage.
As a first attempt I suggest the first three letters of the normal cookie
with the fourth a '*'.

Whadaya think?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

1614. Re: Writing MiNT XFS : Help needed with memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 11:49:02 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993Mar23.114902.28947@email.tuwien.ac.at>
Source record: 39768

In <sms.732827304@radon.sys.uea.ac.uk> sms@sys.uea.ac.uk (Steve Sowerby) writes:

> I'm trying to write a ramdisk as a MiNT XFS and keep having problems with
> memory allocation/deallocaton.

Welcome to the club... You're the 3rd as far as I know! :-)

[...]
> I've got it all working fairly nicely now apart from deallocating memory.
[...]

What version of MiNT do you have? I don't have that kind of problems with
0.99, perhaps the problem is also the way you check for the amount of free
memory! GEMDOS Malloc(-1L) is quite useless...

-MY

1615. Winrec & Fortune

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 12:07:04 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Mar23.120704.7020@unix.brighton.ac.uk>
Source record: 39771

I am having trouble interfacing these two programs. I can record stuff in winrec, but when I import the sample into Fortune it has a time of 0.00!

Can anyone tell me what I am doing wrong...please!

Thanks

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

1616. Re: MiNT Init in a NeXT Step I

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 12:09:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A14216@K.maus.de>
Source record: 39761

Kommentar zu A56406@HB in der Gruppe CS.ST.TECH

hohmuth@freia.inf.tu-dresden.de writes:

h>> - when I log out (I don't know how to do this in GEM) I go back to the
h>> command prompt.
h>>
h>> Can anyone give me some suggestions. Simon Gornall has already given me
h>> some hints, but his information was mainly that I will have some trouble
h>> with the exiting of GEM.
h>
h>That's correct. As far as I know, it's impossible to exit cleanly from GEM
h>(once it's installed, it can't be unhooked any more, and attempts to
h>re-install it will crash the machine).

I had a similar problem the other day. I had created two different working environments, one using GEM sitting on MiNT (works fine), and another one using MiNT/INIT without GEM (works fine too, including an external terminal via RS232). In a second step, I tried to marry these two environments, booting MiNT/GEM and running INIT in a TOSWIN window.

Sad to say, this caused a rather confusing behaviour of the whole system:

1. The INIT login/password promts appeared somewhere on the desktop, happily ignoring the TOSWIN window I had offered them. In contrast, the messages about 'skipping disk checks', 'quick reboot' and 'starting daemons' were displayed correctly in that window.

2. I wasn't able to log in. I got one of two messages: either 'login incorrect' or 'timeout after 60 seconds', although I did certainly _not_ wait so long. (But then, the terminal did. These answers came only very slow, however, they were correctly displayed in the INIT window.)

3. Since I use GEMINI as my desktop replacement, I thought it would be a good idea to play around with its console window. Well, I found even more confusion here: MUPFEL wasn't able to run any program, probably because it didn't get all the characters I typed in. Trying to run ps e.g. I got messages like 'p not found' or 'psp not found'. (Maybe this is because the whole system slows down heavily, I couldn't find out. The same maybe true for the delay mentioned under 2.)

All this was mixed with
some INIT/LOGIN prompts and messages, i.e. 'Login:', 'Password:' or 'Login incorrect', however there seemed to be no logical connection between what I typed and what I got.

4. I could start programs like ps or top in a second TOSWIN window, no problem. But any GEM program I tried to run from the desktop refused to work. Those programs seemed to start correctly at first, showing there name in the top line of a grey GEM screen (i.e. quite normal), but were terminated immediately after that. But no bombs, no locking up the computer.

5. Surprisingly, during all those annoying things the external terminal worked fine, except for one thing: when I logged in as root, the cwd was '/dev/d/' (which is a workaround for D:\ in MiNT, as far as I remember) (D:\ is the partition where all my UN*X-like stuff is located) instead of '/'. Executing a cd command caused the next pwd command to claim it was in '/', which should be U:\, but that was wrong. I still was in D:\, as I saw with a simple ls command. On the other hand, when I logged in as ahf (which I defined as my user name in passwd, everything seemed to work all right, although I didn't test this very much in my confusion...

Finally, I must admit that I haven't the faintest idea of what went wrong :-(Any suggestions? Has anybody tried before to run INIT in a TOSWIN window? Any help welcome!!! (If there isn't much general interest in this problem, you can send me email instead of follwups, I can post a short summary here or send the answers via email to whoever is interested. Just send me a short note.)

Regards,
Andreas

MAUS-->: Andreas Hoffmann @ K
INET-->: Andreas_Hoffmann@k.maus.de

1617. Re: Writing to the screen memory is as wrong as possible

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 12:22:36 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.732889356@echo>
Source record: 39769

se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) writes:

>> Writing to the screen memory is as wrong as possible

>OK, you write your nice portable programs that use the VDI drivers, and
>I'll write straight to screen memory.. We'll see whose program sells best.
I would not buy your program. Period.

Bye Wolfgang

1618. Re: looking for GCC accesory startup stub.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 12:30:16 UTC
From: mfg@gmd.de
Message-ID: <mfg.732889816@gmd.de>
Source record: 39770

In <C4BzDt.DBo@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
> ... looking for a accstart.o or wahtever that I can
>link into code so it can be laucnhed as an accessory.

Add this to your code and start it either as ACC or as PRG. As far as I know
the rest of the work will be done by crt0.o:

```
/* Gcc convention for accessories */
char _stack_heap[0x8000]; /* enter your max. heap + stack size here */
void *_heapbase = (void *)_stack_heap;
long _stksize = sizeof(_stack_heap);
```

The static data _stack_heap will be your stack and heap (aahhh!). Library
"malloc()" will take its heap from here, while TOS "Malloc()" will get memory
from the heap of the current (GEM-)process. The latter method is dangerous,
as this memory is freed when the process terminates.

Greetings,
Martin <mfg@gmd.de>

1619. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 13:12:56 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.732892376@mi.el.utwente.nl>
Source record: 39773

In <1993Mar22.174908.13112@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

] In this case, you absolutely cannot define the elements of the PARMBLK
]and ICONBLK structures as int types on a compiler that supports 32-bit
]ints. In the case of the PARMBLK especially, that is a structure that the
]AES is filling in and passing to your function, and you have no control
]over the size of the elements. With the ICONBLK, it is a structure which
]the AES reads, and it expects 16-bit values in it. These are not items
]where cleverly-designed bindings can do translations for you.

It is not clear to me why the bindings can translate GRECT's, but cannot
translate ICONBLK. By doing something like that you really create problems!

--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1620. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 13:24:50 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Mar23.132450.9407@cs.ruu.nl>
Source record: 39772

In <1993Mar22.235830.6027@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>>> TeX files contain control characters
> > No they don't, they're plain ascii
> > [example of some very simple TeX stuff]
>
> Your example was, IMHO, a bit disingenuous. If instead of "control
>characters" you subsitute "control sequences" the original statement is
>perfectly accurate. Then if we take, instead of the simlest possible example,
>a real-life example (in this case, a snippet from some GCC docs, the
>subject in question in the original message), you see:
>
>@example
>gcc-ar @var{option} [@var{position}] @var{library} [@var{module}]
>@end example

A more common name for the 'very simple TeX stuff' is LaTeX. The example Ian
gives is not.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1621. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 13:56:01 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Mar23.135601.22701@daimi.aau.dk>
Source record: 39774

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>>> TeX files contain control characters
> > No they don't, they're plain ascii
> > [example of some very simple TeX stuff]

> Your example was, IMHO, a bit disingenuous. If instead of "control
>characters" you subsitute "control sequences" the original statement is
>perfectly accurate. Then if we take, instead of the simlest possible example,
>a real-life example (in this case, a snippet from some GCC docs, the
>subject in question in the original message), you see:

>@example
>gcc-ar @var{option} [@var{position}] @var{library} [@var{module}]
>@end example

[...stuff deleted...]

Actually, the above codes are not plain TeX, but texinfo. When it comes to reading raw documents, this may not make the world of difference, but it so happens that texinfo is (sort of) a subset of TeX, that enjoys a texinfo->info translation. The info format is not entirely `clear text', but it comes very close. It is actually a hypertext format, used intensively by GNU emacs, as the basis of its help system.

Apart for special formatting of various entities (such as keyboard sequences, file names, code fragments, variables), it also offers intelligent navigating, using cross references, menus and index'es.

If one got GNU emacs one already has the ability to not only format the document, but also to read it using all the fancy stuff with menus and cross references and indexes. But you wouldn't even need emacs as there is a texinfo suite (available from your favourite GNU site, but I hear it has been ported to the atari) containg stand alone C programs for formatting and reading texinfo/info files.

Let's not argue about the readability of TeX/LaTeX/texinfo. Its not great, with texinfo being the hardest (due to the nature of texinfo and program documentation). But I suspect that the original (TeX) example was also meant to demonstrate the difference between control codes (as in wordplus documents) and control sequences.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1622. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 14:10:24 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Mar23.141024.23276@daimi.aau.dk>
Source record: 39775

ilepore@nyx.cs.du.edu (Ian Lepore) writes:
[...lots of stuff deleted...]

> Anyway, all of this isn't really a part of the basic issue at hand: how
>to define the interface to GEM, with shorts or with ints? If I have to
>put #ifdef __STDC__ wrappers around every function definition within the
>library internals, that's just an implementation detail for me to worry
>about.

If i understand the discussion so far, the issue involves GCC using 32
bit ints by default, GEM using 16 bits ints in lots of cases, and a
vast number of programs developed expecting 16 bits ints.

One way to maintain both the compability of using ints and the
functionality of using 16 bits, would be to restrict the use of the
lib to 16 bits ints. This can be done by adding the -mshort option to
gcc when compiling. It is off course mans triumph over the compiler to
ompse that restiction, but it seems as an immediate compromise. I'll
bet there will even be some #defines one could test on to see if the
user remembered the restriction. Something in the style of

gem.h:

```
#ifndef MSHORT
# error You must use the -mshort option
#endif
```

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1623. Re: MiNT Init in a NeXT Step Interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 14:26:27 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Mar23.142627.23917@daimi.aau.dk>
Source record: 39776

lehmann@cs.tamu.edu (Mark A Lehmann) writes:

>What if I wrote a gem program called logout. That program would
>call up a program that disables the pull down menus and waits
>for a person to enter their user id and password.

>Logout would have to kill the forground processes with the kill
>command. Then it would have to somehow kill the shells under
>TOSWIN.

>After the user id and password were entered, I could call up
>su from my program and set the user ID. Then after the USER id
>and shell variables were set to the values in "/etc/passwd", the
>program would have to call upon some routine to start the toswin
>program with the proper shell. I seem to recall that the toswin
>distribution code has example code to do this.

That would definitely be the easiest way around. You may even consider
implementing your logout program as an accessory.

You should however be prepared for some uid considerations, as only
root processes can kill an arbitrary process. This involves that either
your login program must be setuid root (needs minixfs), or it must be
something started up by init (which is a root process), and then using
pipes or signals for communication between the `antiinit' process
(running all the time) and the (user) logout program/accessory/process
started when the user wants to exit.

You probably also want to make sure that the bootgem program does not
try to start GEM more than once (using semaphores or lock files or
some such), so that you can use it for login shell for those users
preferring the desktop as their primary shell (if you want to go with
the basic init scheme).

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1624. A Hitchhiker's Guide to the BIOS (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 14:34:54 UTC
From: mcsbc4sg@dct.ac.uk
Message-ID: <1993Mar23.143454.4760@dct.ac.uk>
Source record: 39778

Hello!

I wonder if anyone can help me?

I am looking for `A Hitchhiker's Guide to the BIOS' in any format (ascii, TeX, PostScript). I noticed that a PD place was supplying it for $2.50 so I assume that it is part of the public domain and so I do not have to buy it and that I am not breaking any `law' asking for a copy (well I hope not).

I am also interested in any other Atari technical information and would be grateful for details of sources.

advTHANXance

Stephen.

1625. Re: Instructions for compiling MiNT 99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 15:31:36 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Mar23083136@hpbeo82.bbn.hp.com>
Source record: 39704

> This step of the processing is somewhat optional. I gather that "strip"
> just moves stuff around in the object file, removing some extra
> labels. Unless you're planning on running a debugger on MINT.PRG
> (which I would speculate is a BAD IDEA in any case), it's not REALLY
> necessary to "strip" it.

The other way round. If you want to debug, *don't* strip. Stripping removes
the symbol table, making the program file smaller.

> c) prgflags
>
> Only necessary on a TT or a Falcon; this sets some sort of
> 68030-specific "fast-load" bit.
>
> The argument of "7" looks to me very much like it's not much more than
> the use of some equivalent to chmod.

The "fast load" bit works on all CPUs. The other two bits control memory
allocation behavior. I don't know the details since I don't own a TT ...

Greetings,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1626. Re: DidYouKnow...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 15:32:37 UTC
From: fmlin@netcom.com
Message-ID: <fmlinC4CLuD.KI5@netcom.com>
Source record: 39779
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

>Sounds like you might have a point/case. However, this subject has
>been beaten to death in every corner of this nation sometime or other
>during last couple of decades. Nothing new, no big revelation, no
>need to discuss this in places meant for other types of discussion.

Keep in mind that the gentleman mentioned the latest being v031993, that's only
4 days ago. So you might pick some good information in it.

I've always thought business is business; if you have a buyer and a seller,
why not? Japan can buy anything if someone wants to sell to them. But I'll
be picking up a copy just to see what Japan might be trying to do.

--
frank m. lin
fmlin@netcom.com

1627. Re: DidYouKnow...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 16:01:30 UTC
From: irsman@iastate.edu
Message-ID: <C4Cn6K.C86@news.iastate.edu>
Source record: 39782
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

(I've always wanted to do this :)

Get this crap out of comp.sys.apple2 (I assume most of the other groups up
there won't like it either :)

--
Ian Schmidt - Two Meg Software: irsman@{iastate.edu | aol.com}
"I will choose a path that's | Author of AudioZap, MODZap, and more.
clear: I will choose free will" | Co-author of SoundConvert and DeskTracker.
- N. Peart, 1980 | Arranger of Freewill and Unbelievable for SS

1628. Re: DidYouKnow...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 16:42:26 UTC
From: jimlynch@netcom.com
Message-ID: <jimlynchC4Cp2q.17p@netcom.com>
Source record: 39780
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

buzy@midway.uchicago.edu has crossposted a message regarding Japanese bus. practices to many (mostly inappropriate) newsgroups. At the moment, he/she cannot recieve mail, but when he can, I provide the following hack to send to buzy@midway.uchicago.edu.

This program automatically counts the number of commas in your newsgroups: line, adds one and uses this number as the number of messages to send to you. Before you huff in anger, consider two things: 1) the number of messages sent to you is roughly* equal to the number of inappropriate crosspostings you have made, and 2) the files sent to you could easily have been several megs apiece. In the future, please determine whether the newsgroup you target is (much more than) remotely connected topic-wise. You might also read the news-group in question in order to rule out sending due to either a) having no connection whatsoever with the topic you want to discuss (I repeat: discuss) or b) having already run the topic into the ground. Note that it may take extensive searching to determine how long ago a topic has been run into the ground, and apparently eons for you to decide if that topic is connected. I strongly suggest you take this time, and more if necessary.

* algorithm for determining whether message has already been sent to you has not yet been implemented. (oops...)

1629. Falcon Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 16:55:06 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <C4Cpnv.F1L@brunel.ac.uk>
Source record: 39699

Has anybody any info on the Falcon LAN Port??

What I'm After is what Standard it supports?
What Software is being developed for it, and will it be able to link to PC's etc??
How do I program it if no-one else is?

When I was talking to the Guys at Atari U.K. thy told me it was compatible with the Mac Appletalk, but this tells me nothing as I don't know about the Mac either.

Many thanks in advance.

Paul 'Sarge' Sargent : ee92pms@brunel.ac.uk (Only till the 3rd of April)

P.S. Probably best to E-mail me on this as I don't catch the Net often enough.

1630. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 17:12:00 UTC
From: and@thor.mim.uni-hannover.de
Message-ID: <and.12.0@thor.mim.uni-hannover.de>
Source record: 39784

In article <1993Mar18.215756.26378@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>From: paetau@mits.mdata.fi (Rasmus Paetau)
>Subject: Falcon & MultiTOS speed
>Date: Thu, 18 Mar 1993 21:57:56 GMT

>What bugged me even more was the speed of MultiTOS. A program called
>LINES.APP that made a nice pattern of coloured lines bouncing at the
>screen was fairly fast in TOS 4.01, but in MultiTOS it was sluggish
>even when it was the only application running. Executing it another

This was exactly my experience!
My TT (Mag!X + NVDI) has over 500% dialog box output speed, compared to TOS. Without NVDI and with MultiTOS it's about 80%.

>time and adding mintshell resulted in such slow action that it would
>have required nerves of steel to work at the machine for more than 2
>minutes. When you tried to select a window you had to press the mouse

I tried LINES, GEMVIEW (calculating GIFs) and a GEM based Editor. It was nearly impossible to type. The machine needed seconds for every character.

>button several times befor the window was activated. This was in ST

MultiTOS seems to "forget" clicks. I saw that, too.

>High resolution. MultiTOS version was, I think, 1.0.
>If it really would be this bad, why hasn't anybody complained? Maybe

Nobody ever used MultiTOS, except a few developers with 16 MB 32MHz TTs.

>it was something with the setup or something, old versions of the OS

I tried 4 (!) different machines:
ST
Mega STE
TT
Falcon
It was all the same.

>perhaps? What factors influence the speed (besides multitasking)?

I think MultiTOS is usable on a 32 MHz TT with a lot of TT-RAM. It's not very fast on a Falcon or TT without TT-RAM. It's impossible to use on a 8 MHz ST. But on all machines Qindex is about 70%-90% of TOS speed, but it feels much slower.

>There were about 30 fonts and SpeedoGDOS loaded, at least they took a

I did not use GDOS or fonts, I used NVDI (on a TT). It's not the time for
low level graphics output that makes it. It's the long long long reaction
time when the user uses keyboard or mouse, and it ist the CPU time itself.

>long time to load from the HD. So please folks, tell me something is
>odd here? It can't be normal that a Falcon scrolls with 16% of the
>speed that an ST scrolls, can it?

It's not odd, the Falcon with TOS 4.01 or 4.02 is quite fast, I think. It's
nice to work with it, but that's with (Single)TOS.

>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
>---

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

1631. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 17:21:17 UTC
From: and@thor.mim.uni-hannover.de
Message-ID: <and.13.0@thor.mim.uni-hannover.de>
Source record: 39785

In article <1993Mar19.042012.17492@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>From: cbbrowne@csi.uottawa.ca (Christopher Browne)
>Subject: Re: Falcon & MultiTOS speed
>Date: Fri, 19 Mar 93 04:20:12 GMT

>In article <1993Mar18.234105.12335@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> > MultiTOS speed...why hasn't anybody complained?

>There's "smart" ways of using multitasking, and there's "dumb" ways of
>using multitasking. It seems to be highly common for the demos that
>people try to be "dumb" ways of using multitasking.

I think it's a sign of quality of an os when the CPU time is given to those applications that need it (editor, interactive programs).

>If you use it to set up applications that hog CPU resources against
>one another to compete one another to death, then OF COURSE the
>performance will be lousy. The typical sort of graphics demo is
>certainly such an application.

It's not necessary. There are better ways. You can give more CPU time to the foreground process.

>When I was playing with some Windows demos a while back, I did my best
>to "abuse" the system. I got about 30 windows on the screen, each
>trying simultaneously to redraw some kaleidoscope. It started
>swapping processes off to disk, and eventually crashed quite gorily.
>But I never expected any better than that - I was doing about the most
>resource-hungry sort of "test" that I possibly could. It wasn't a
>question of whether the system would crash - it was merely a question
>of how soon.

Windows is not very intelligent or well designed. That's well known. You cannot compare windows to a real ("protected" B-)) and modern operating system.

>The way that multitasking is REALLY useful, in ways that will be
>OBVIOUS to the average user is when it allows you to run (say)
>Calligrapher and LDW Power simultaneously. They won't kill one
>another off performance-wise (there could be some memory contention
>problems, in that the applications may be written to assume that they
>can take all of the memory for their own use, but that should be
>solvable via one or the other of the utilities), and you'll be able to
>cut and paste back and forth. Oops, I left some data on the
>mainframe. No problem, just load up CoNNect or Flash, and download

>it.

But why, why, why use "preemptive" multitasking then??? Why not only use cooperative multitasking ? Why use MultiTOS ?

>It's not how badly a demo can abuse the system that's important - it's >whether you can do something real with the computer or not.

I can't with MultiTOS. If I saw MultiTOS on a Falcon, I would go and buy a 50 MHz 486 and use OS/2 2.1. That's the reality.

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

1632. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 17:52:46 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar23.175246.24036@mnemosyne.cs.du.edu>
Source record: 39781

>If i understand the discussion so far, the issue involves GCC using 32
>bit ints by default, GEM using 16 bits ints in lots of cases, and a
>vast number of programs developed expecting 16 bits ints.

Well, there are really two issues. The one you mention involves the
less-important of the two (IMO), that of efficiency in implementing the
bindings. I used this efficiciency issue to bolster my case for declaring
things as short where appropriate, and now I'm wondering if that was a
mistake, since everyone seems to be getting hung up on it.

The real issue, the one that strikes me as really important, is
portability. It isn't the size of an int that causes the portability
problem, it's the type. If the bindings are prototyped as requiring a
pointer to a short for a given data item or array of items, then you can't
pass a pointer to int. If the bindings are prototyped as requiring
pointers to int, then you can't pass pointers to short items.

Lattice C's GEM interface requires pointers to short. GCC's and
Turbo/PureC's interface requires pointers to int. (Sozobon/HSC don't care
right now because they don't support prototypes.) In a world where we
have two competing interfaces that are not compatible with each other, it
becomes more difficult to share code between programmers using different
compilers. This is an important issue to me, as a library writer, because
my libraries need to support everyone, no matter what compiler they choose.

If I write some code for Lattice C, it might contain something like this:

```
short mx, my, mb, key;

graf_mkstate(&mx, &my, &mb, &key);
```

That code won't compiler under GCC, with the -mshort option or not,
because the graf_mkstate() function under GCC's bindings expects four
pointers to int, not pointers to short.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1633. Re: A Hitchhiker's Guide to the BIOS (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 18:04:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar23.180402.24349@mnemosyne.cs.du.edu>
Source record: 39783

The Hitchhiker's Guide to the BIOS is a copyrighted Atari document, available only to registered developers. At least, I've never heard anything to indicate that Atari released their rights to it to allow free public distribution (someone correct me if I'm wrong on this).

The right way to get it would be to call Gail Baccani at Atari Developer Support, but I'm pretty sure you can't get just the HHG, you have to buy the whole documentation package. Or, buy a 3rd-party book that covers the same information.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1634. Overscan with MiNT .99 or MiNT 1.04?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 18:11:53 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.732910313@vincent1.iastate.edu>
Source record: 39787

A few weeks ago I installed the PD overscan available on a.a and quickly became very fond of the large screen. Currently I'm using MiNT .96 with overscan and I'd like to move up to .99 or 1.04, but so far I haven't been able to get either to work with overscan. If I don't switch on overscan both versions work, but, when I try to boot with overscan, both versions cause the system to reset. Has anyone been able to get a similar setup to work?

Also, the 'changes' document included with MiNT 1.04 says that anything appearing after mint.prg in the auto folder will be run, but when I resorted my auto folder, nothing after mint was installed. Do I need to do something different?

Thanks,

Aaron
aburgh@iastate.edu

1635. Re: Keyboard equivalents

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 20:14:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A12258@HH.maus.de>
Source record: 39786

Ian Lepore ilepore@nyx.cs.du.edu on Thu 03/18/93 23:09:

> They also recommend that the ALT key *not* be used for keyboard command
>shortcuts, since it is used as a character modifier in some countries.

I really doubt, that the letters A to Z are used with the ALT key as a
character modifier in any country.

Hayo Schmidt, Hamburg/Germany Hayo_Schmidt@hh.maus.de

1636. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 21:38:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1oo00elNNr5c@elroy.jpl.nasa.gov>
Source record: 39789

In article <1993Mar22.235830.6027@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>> TeX files contain control characters
> > No they don't, they're plain ascii
> > [example of some very simple TeX stuff]
>
> Your example was, IMHO, a bit disingenuous. If instead of "control
>characters" you subsitute "control sequences" the original statement is
>perfectly accurate. Then if we take, instead of the simlest possible example,
>a real-life example (in this case, a snippet from some GCC docs, the
>subject in question in the original message), you see:

Your original argument was that TeX documents do not contain plain ASCII, which is obviously false.

A while back you made a comment about GNU being a way of life - that's pretty much true. Kind of like Unix being a way of life - if we were talking about a typical Unix system of 5 years ago or so, everything would have been done in roff. Roff source files are plain ASCII, with embedded control sequences, which are then processed by either troff for typeset proportional spaced output, or nroff for dumb printer output. If we were taking a set of Unix utilities and using them on the Atari, it would be natural to expect that only roff-format documentation would be provided, and you would probably be complaining that the Unix way of life forces you to get nroff or groff running on your system just to be able to read the docs.

The GNU project definitely has some far-reaching goals; trying to duplicate all of the features and programming tools of a Unix system but doing it better and for free involves quite a lot of activity. The Free Software Foundation has chosen TeX for their document typesetter because it is freely available. The texinfo formatting language is pretty much equivalent to roff, you can process the texinfo source to get typesetter output or to get online readable documentation, but there are no strange ASCII control characters in the source. As another post points out, the online-readable stuff is generally intended to be read in emacs, and using emacs is undeniably going to force you to adopt a certain computing lifestyle.

However, there is also a standalone info reader that provides all the benefits of the texinfo document system. In my opinion, the texinfo format is quite superior to the Unix man-page system, because it is a hypertext system, allowing easy access to cross-references, related topics, etc...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1637. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 22:05:25 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1oo1j5INNsus@elroy.jpl.nasa.gov>
Source record: 39790

In article <1993Mar23.175246.24036@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> Well, there are really two issues. The one you mention involves the
>less-important of the two (IMO), that of efficiency in implementing the
>bindings. I used this efficiciency issue to bolster my case for declaring
>things as short where appropriate, and now I'm wondering if that was a
>mistake, since everyone seems to be getting hung up on it.

Personally, I feel that efficiency is a good enough reason to do things a certain way. I agree with you on most of the points you've raised. I was tripped up the first time I tried to use the GCC GEM library because some declarations used there didn't match what I'd expected based on the documentation I had on hand.
>
> Lattice C's GEM interface requires pointers to short. GCC's and
>Turbo/PureC's interface requires pointers to int. (Sozobon/HSC don't care
>right now because they don't support prototypes.) In a world where we
>have two competing interfaces that are not compatible with each other, it
>becomes more difficult to share code between programmers using different
>compilers. This is an important issue to me, as a library writer, because
>my libraries need to support everyone, no matter what compiler they choose.

I don't think this issue is as important as you make it out to be. If you simply use shorts for everything in your library code, then all you have to do is provide your library and your header file. People who use GCC who also need to use a portable GEM library can simply replace the GCC-provided header files and library with yours. There's nothing special about the code that accompanies GCC, and no reason to think that it's cast in brass just because it's accompanying the compiler.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1638. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 22:43:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1oo3qaINN1mg@elroy.jpl.nasa.gov>
Source record: 39691

In article <8052221@presto.ruhr.de> dc@presto.ruhr.de (David Channing) writes:
>In article <1993Mar20.022143.12670@mnemosyne.cs.du.edu> (Ian Lepore) writes:
>> One person fed me a line about int being "the natural word size..." and
>> thus the proper datatype to use. Frankly, I consider that to be dogmatic

That person was missing part of the argument - the natural word size should only be used when the actual word is not required to be of any particular size. I.e., if you want a simple integer variable but you don't care what size it is (maybe you're only counting from 1 to 4 or something) then you use "int". But when you're trying to deal with items that already have a defined size, then you should use the data type that has the matching size. If GEM data types are always going to be 16 bit integers, then you should always use the type that always represents 16 bit integers in your compiler.

(Btw, as a footnote, the Mark Williams C manual *does* reference a machine that uses 8 bits for its type "short". Check out the lexicon entry on data types and sizes...)

>> twaddle; doubly so because the person refused to cite any reasons or
>> background for such a statement. If the use of the 'int' type carries

>In 'The C Programming Language' Kernighan & Ritchie state:
>"The intent is that short and long should provide different lengths of
>integers where practical; int will normally reflect the most "natural"
>size for a particular machine. As you can see, each compiler is free to
>interpret short and long as appropriate for its own hardware. About all
>you should count on is that short is no longer than long."

Given this background, I think it might be best to define a type of our own (like GWORD which was already suggested), and not use int or short anywhere at all for GEM calls. The usage should really be guided by this - are you writing to adhere to some already-defined system specification, or are you writing completely standalone code? If the code is completely standalone then you can of course use whatever types/sizes you want. But if you have to deal with a low-level system interface, then you have to conform exactly.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1639. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 22:51:11 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar23.225111.6371@mnemosyne.cs.du.edu>
Source record: 39692

>Your original argument was that TeX documents do not contain plain ASCII,
>which is obviously false.

Ummm, well, no. It was never my statement that TeX docs contained non-ascii characters. In fact, since ascii is all characters between 0-127 inclusive no statement like that was made by anyone. Someone else made the statement that the docs contained "control characters". If that person meant characters for which isprint() would be false, I guess that was a wrong statement. If (as seems more likely) that person meant that the docs contain control sequences that make it difficult to read the docs without processing them, I'd have to agree.

My original statement was that TeX-format docs weren't very helpful to someone who doesn't have the facilities for processing them. I stand by that statement, in that you can (with practice) learn to read around the control information, but it isn't easy or convenient.

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1640. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 23:11:06 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar23.231106.7179@mnemosyne.cs.du.edu>
Source record: 39693

>I don't think this issue is as important as you make it out to be. If you
>simply use shorts for everything in your library code, then all you have to
>do is provide your library and your header file. People who use GCC who also
>need to use a portable GEM library can simply replace the GCC-provided
>header files and library with yours. There's nothing special about the
>code that accompanies GCC, and no reason to think that it's cast in brass
>just because it's accompanying the compiler.

I think this is another possible area of confusion. GemFast started its life as a set of GEM bindings for a single compiler, Sozobon. As it aged, I began adding higher-level utilities to the library, and supporting other compilers such as MWC, Laser C, and Turbo C. In the v1.8 release a few months ago, the high-level part of the library blossomed into nearly a hundred functions.

So now GemFast is really two things: Under Sozobon/HSC it includes a set of low-level GEM bindings. Under other compilers it is just a library of high-level functions to simplify GEM programming. For non-HSC compilers, the library doesn't include bindings, it rides on top of whatever bindings system is supplied by the compiler vendor.

When I bought Lattice C a few months ago, I spent some time making a very clean split in GemFast between the low and high level parts of the library, to enhance this concept that it rides on top of the existing bindings. My thoughts at that time were that this would make support under GNU C a breeze when I got around to it, since I (erroniously) assumed the GCC bindings would be implemented the same as the Lattice C bindings. (GCC and Lattice are both ANSI compilers. They both support either 16 or 32 bit ints. So I assumed they'd take the same route in GEM binding support.)

What you are saying, I guess, is that it is up to me to rewrite the GCC GEM bindings, and make them a part of GemFast as implemented for GNU C. This I can certainly do, although it will take a while. (I think I've cooked up an interim solution that will allow folks to use GemFast with the existing bindings as long as they use -mshort. This will let folks start using GemFast right away while I work over the bindings for 32-bit mode.)

The real question I'm asking is: Do y'all WANT me to do this? If I spend time working everything over to use an interface built around the short datatype, it'll be a vast waste of time if everyone decides that's the wrong solution and they really want an interface built around the int datatype. (If folks decide the latter, we're gonna have to send a blitz of email to HiSoft and Atari lobbying for a change in the Lattice interface. Or, we just write off Lattice users altogether. Since I'm a Lattice user, I don't think much of that idea, to tell the truth. :-)

```
--
================================================================================
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
================================================================================
```

1641. Re: MiNT Init in a NeXT Step Interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-23 23:31:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1oo6joINN4fv@elroy.jpl.nasa.gov>
Source record: 39694

The login and logout programs should be pretty simple, you don't need to kill GEM after logging out. All that's required is a small GEM application that uses wind_update to lock the screen, thus disabling access to the menu bar and preventing it from being bypassed. In the new AES there is an AP_TERM message you can send to request that an application terminate itself. You can get the list of AES processes with an appl_search call.
You can also ask the AES to do a "shutdown" and it'll send the AP_TERM message to all the active applications and accessories.

So, you set this gemlogin program as the startup application, it simply does a wind_update(BEG_UPDATE) to lock the screen and sits around waiting for someone to try to log in. After a successful login it exits to the desktop.

Your gemlogout program will just need to use appl_search or maybe the shutdown facility, kill off any stragglers, and then invoke gemlogin.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1642. Re: MiNT Init in a NeXT Step Interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 00:23:53 UTC
From: climpach@avalon.physik.unizh.ch
Message-ID: <1993Mar24.002353.20334@ifi.unizh.ch>
Source record: 39695

In article <1993Mar22.105326.8865@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:
>lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>
>The present way of starting GEM (gem.prg/bootgem.prg) does not start
>GEM as process that will later terminate, but sort of continues the
>startup procedure.

no it doesn't continue the startup process. bootgem just runs the GEM
which is in the roms or rather the program that sits in the exec_os
vector... it's possible to hit ctrl-z on the desktop and get back to the
shell which was used to start gem... GEM is started like any other process
except that GEM never ends...

>There are, I think, several ways round this, or at least faking the
>situation. The easiest would perhaps be to wait for multiTos. This may
>(or may not) solve the problem.

it doesn't. you can stop the desktop in multitos, but then you get to a
thing called screen, where you can run any program or restart the desktop...
With multitos you don't need bootgem anymore. You can run gem.sys from
your shell.

christian

1643. Re: Overscan with MiNT .99 or MiNT 1.04?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 00:46:21 UTC
From: climpach@avalon.physik.unizh.ch
Message-ID: <1993Mar24.004621.20792@ifi.unizh.ch>
Source record: 39696

In article <aburgh.732910313@vincent1.iastate.edu> aburgh@iastate.edu (Aaron J Burghardt) writes:
>A few weeks ago I installed the PD overscan available on a.a and quickly
>became very fond of the large screen. Currently I'm using MiNT .96
>with overscan and I'd like to move up to .99 or 1.04, but so far I haven't
>been able to get either to work with overscan. If I don't switch on
>overscan both versions work, but, when I try to boot with overscan, both
>versions cause the system to reset. Has anyone been able to get a similar
>setup to work?

yes, I have. you will have to fool mint to think that it is running on a graphics board which doesn't allow setscreen. this can easily be done by changing mem.c where it checks for the screensize (if I remember right... look in the sourcecode for 'scrnsize'...) mint1.04 should have solved the problem, but as the overscan software has a so called physbase emulator, there is no way for mint to find out if setscreen is possible or not...

christian

1644. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 02:33:02 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12558@uqcspe.cs.uq.oz.au>
Source record: 39697

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>in itself MiNT is quite nice. If only it didn't open the way for
>all those university types to turn their computers into the
>research/Galactic Bloodshed machines they have at their university.

Let Chris H. do what he wants with his machine. YOU don't HAVE to
run NetHack.ttp in a miniwindow if you don't want to!

Or wait for my GEM++ NetHack port (PLUG PLUG PLUG!)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1645. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 05:08:13 UTC
From: eas3714@ultb.isc.rit.edu
Message-ID: <1993Mar24.050813.29760@ultb.isc.rit.edu>
Source record: 39700

In article <2badcc70@p12.f202.n281.z2.fidonet>
p12.f202.n281.z2.fidonet!Jan_Willekens@nextjk.wlink.nl writes:
>In a message of <Fri 19 Mar 93 00:41>, Ian Lepore (2:281/202.0) writes:
> IL> posting them have never seen MultiTOS on a Falcon, and are defending
> IL> it based on religious beliefs that it is something wonderful. As you
> IL> point out, if those folks were to sit down and actually try to USE it,
> IL> then after about 2 minutes they'd be singing a whole different
> IL> tune.
>Well, I have been useing it on a TT for almost half a year now and I love
>it. And I believe that the TT is a minimum where serious multitasking is
>concerned.
:-)

>Look at other systems. Windows needs at least 486SX25 or 386DX40
>to make it useable. Useing X-Windows requires a 32 Mhz machine to do it
>pleasantly and idem where System 7 is concerned. Useable multitasking
>simply can't be done on slow machines. You need a minimum amount of power,
>because of all the overhead. This simply is a fact.

Bahahaha.. Try AmigaDOS or OS/9 sometime. And system 7, BTW, is not a
preemptive multitasker. X-Windows has nothing to do with multitasking,
other than typically running on a multitasking system.

> I am convinced that the
>net's population, once MultiTos will be widely available, will complain
>that it can't used normally on STs, Mega STs and Falcons and blame it on
>MultiTos. MultiTos isn't a bad, slow, inefficient program in my opinion.

It certainly is if it can't run on a base Falcon. AmigaDOS and OS/9 can
run on a 68000 machine with no problems.. MultiDOS should be able to do
the same if it is to be considered "efficient".

>But you just shouldn't expect of it what simply can not be done. The Falcon
>is a wonderful machine, but multitasking on it probably asks a bit too much
>of the system.

HA! THe falcon can do it.. perhaps multidos can't.

--
"THAT is a DRY turtle. That turtle is NOT moist!"
Ezra Story, a student at RIT, and
eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

1646. Re: A Hitchhiker's Guide to the BIOS (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 06:09:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <78097@cup.portal.com>
Source record: 39717

Actually, Atari has finally started selling their developers' documentation separately from developer program registration.

They have several different packages available, one of which included the "HitchHikers Guide to the BIOS"... their developers' software is available this way too.

Probably the best way to get the current package descriptions and prices would be to call Atari directly. (I don't know if Atari U.K. has a similar program, but it might be worth a call to them...)

I don't have a current number for Gail, but the main Atari phone number is: (408) 745-2000

They should be able to connect you to Developers' Support...

BobR

1647. C integral values sizes Was: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 07:46:46 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.732959206@mi.el.utwente.nl>
Source record: 39701

Sorry everybody -- this should belong in comp.lang.c

In <1993Mar23.092802.13928@fwi.uva.nl> partingt@fwi.uva.nl (Vincent Partington) writes:

>klamer@mi.el.utwente.nl (Klamer Schutte) writes:

>>On (some ?) transputer C compilers short is 32 bit (as is int, and long).
>>And i believe there exist cray compilers with char, short, int and long
>>all 64 bit. (These machines must have severe difficulty accessing smaller
>>entities as the 'natural wordsize'.)

>That sounds kinda silly to me. Of course it's logical to make a long 64-bit if
>the CPU can handle such numbers efficiently but what's the use of making
>ALL types 64-bit? Why not make char 8-bit, short 16-bit and int 32-bit?
>That way you have it all...

The reason to use 64 bit for an int is obvious: an int should represent
the "natural word size" on the machine. For a 64 bit machine (which has
difficulty accessing 32 bit units) an 32 bit int seems natural.

A reason to use short and char types in a program is to save memory
when the program is run. When accessing different sizes as the `natural
machine word` is very difficult on a certain machine, it may be a wise
decision to use only the natural machine word.
This is not very logic if programs are written specifically for that
machine! (as is the case with most GEM atari programs). But it is
logic if you want to run programs written for a general architecture to
run on your machine without alteration in a efficeint fashion. And that
was what the cray people had in mind.

Klamer

--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1648. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 09:59:25 UTC
From: hanscs@dhhalden.no
Message-ID: <hanscs.122.732967164@dhhalden.no>
Source record: 39698

ROGER ALLAN WAHLGREN writes:
>
>I will get my falc soooooon, then I will test it myself.
"""""""""

This is the SAME dude that could deliver you a Falcon
reeeeaaaal fast if you paid USD $2000 in advance !!!!!
What was that ? Over a week ago ? You're losing credibility
here, twit.

Hans C. Sander Not only is there no God, but try getting
hanscs@sofus.dhhalden.no a plumber on sundays.

1649. ST Memory Write Cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 12:26:25 UTC
From: "Gerry O'Rourke"
Message-ID: <1993Mar24.122625.23338@bmers95.bnr.ca>
Source record: 39702

I am working on upgrading the memory in my STFM (IMbyte) & I want to use some memory devices (because I have some handy) that are of a different configuration to the 256Kbit devices on the motherboard.

I need some information on the memory write cycle, like does the ST use an early write cycle (assert WE before CAS) or delayed. I have looked at some of the old texts on memory upgrades, but I don't see the information I need. Maybe someone has done this already or knows of a detailled description of the ST memory cycle.

Please E-mail replies, as this subject is probably not very topical.

Regards

Gerry O'Rourke
E-mail gigxr01@nt.com

1650. u: is my tos dying?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 13:11:41 UTC
From: david schreiber <david.schreiber@canrem.com>
Message-ID: <1993Mar24.4019.10779@dosgate>
Source record: 39703

Can anyone help me understand what is happening with my ST?

It began when Universal Item Selector suddenly stopped working. I couldn't re-install it, no matter what. I tried new copies, everything, but during the boot process it showed bombs and refused to install. Even running UIS from the desktop gave bombs.

I thenstarted using Selectric, a German file selector. It loaded from the Auto Folder, and generally worked OK. But when it tries to copy multiple files, it corrupts the target floppy.

Another peculiar thing is that copying a file from the desktop often results in no copy. It takes several tries to make the copy. Also, when I read a text file from the desktop, I have to scroll through the whole text; the escape or undo key do not abort the process.

I can't take the machine into the shop at the moment. I'll have to use it in the crippled state it's in at the moment. But I would like to understand what is going on a little better to see if I can find ways to work around the problem.
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

1651. Re: DidYouKnow...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 15:16:54 UTC
From: pjh@mccc.edu
Message-ID: <C4EFs8.604@mccc.edu>
Source record: 39722
Cross-posted to:
comp.sys.cdc,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

In article <22MAR199323432587@zeus.tamu.edu> dln4300@zeus.tamu.edu (NORTHCLIFFE, DAVID LEE) writes:
=In article <1993Mar23.050803.7111@midway.uchicago.edu>, buzy@midway.uchicago.edu writes...
=>Today Japanese companies own the 7/11 store chain, Dunlop, Universal Pictures,
=
=Sounds like you might have a point/case. However, this subject has been beaten
=to death in every corner of this nation sometime or other during last couple of
=decades. Nothing new, no big revelation, no need to discuss this in places
=meant for other types of discussion.

Oh, you mean that we've found a way to stop them? What is it? Is
everyone complying?

1652. Problems with MiNT 1.04 / TOSWIN 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 15:35:57 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Mar24083557@hpbeo82.bbn.hp.com>
Source record: 39705

I managed to compile MiNT 1.04 yesterday, but I have some problems with it.
I'm running it on a 4MB ST.

Problem 1: If I start a tcsh in TOSWIN, the system crashes after less than
1 minute, even if I just sit there looking at the blinking cursor.
The crash is caused by an address error; the PC displayed in the
error message is corrupt (seems to contain instructions instead
of an address), but I don't know how accurate that message is.

Problem 2: Pressing ESC on the desktop sometimes, but not always, produces
a crash that causes MiNT to halt. I haven't yet found a way
to consistently reproduce this one.

Has anybody else seen these? Does anybody have a fix?

Thanks in advance,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1653. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 15:36:55 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <732987415.21145@minster.york.ac.uk>
Source record: 39706

In article <1993Mar23.092802.13928@fwi.uva.nl> partingt@fwi.uva.nl (Vincent Partington) writes:
>klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>>>conversion of code as just using short as the type. And I've never heard
>>>of any compiler on any system that had a size of other than 16 bits for
>>>short. (I still prefer the old FORTRAN method of INTEGER*2, INTEGER*4,
>
>>>etc. At least you know exactly what you're getting that way.)
>>Why not typedef to int16 and int32?
>
>That helps but it still isn't the way it should be. You'll stil have to change
>the typedefs whenever you port something. The best solution would be to extend
>C with something like they have in Pascal: ranges.
>For example "int:16" would declare an integer of _at least_ 16 bits.
>This is not my idea, I read it in some Dr. Dobbs Journal last year and I
>think it's a good idea.

Something of a diversion which has little to do with the argument:

It's been interesting for me to follow the discussion on this topic, which basically comes about from C's poor type model. Your Pascal ranges are nearly right, but they're a bit of a hack too. The best type model I've seen for modelling exactly this sort of problem is Ada's.

You can create new types explicitly by giving a range:

```
type BYTE is range 0..255;
```

No need to rely on any predefined type. You can make sure that a BYTE is implemented as 8 bits by telling the compiler:

```
for BYTE'SIZE use 8;
```

This sort of thing is extended to floating point, too:

```
type SOME_FLOAT is digits 8; -- 8 significant figures
```

And fixed point as well:

```
type SOME_FIXED_TYPE is range 0.0..100.0 delta 0.1;
```

It is precisely the sort of problem that has been quite eloquently described in this thread that these constructs remove. Perhaps it's about time the world learned that there's more to portability than everyone using the same C library interface.

[steps down from soap box]

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

1654. Ethernet and the St

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 17:41:05 UTC
From: Karll the Ghoul <AKH104@psuvm.psu.edu>
Message-ID: <93083.124105AKH104@psuvm.psu.edu>
Source record: 39709

Is there any Ethernet cards available for say a 1040st?
I need one that supports 10base-T as well as the FTP systems
telnet and ftp systems. IS there a program that supports IBM3270?
How much would I expect to pay for one.

Also, how much is used 1040st worth with all manuals, boxes, color monitor,
and stereo upgrade?
Thanks

+---+
| "The story comes up different every time and has no ending |
| but always begins with you." - Louise Erdrich |
| |
| Andrew K. Heller: aka "Cap'n Karl", "Karll the Ghoul" |
| |
| akh@ecl.psu.edu akh104@psuvm.psu.edu |
| akh@eclx.psu.edu ghoul@akh104.rh.psu.edu |
| akh@eclu.psu.edu ghoul@dev-null.phys.psu.edu |
| heller@crayola.cs.psu.edu ghoul@mtf108.rh.psu.edu |
| heller@genie.com aa790@cleveland.freenet.edu |
| 71020.3451@compuserve.com bs003@cleveland.freenet.edu |
| |
| o Atari 8-bit Programming SigOp on the Cleveland Freenet |
| o Owner and abuser of an IBM System-34 |
| o Ibm hater the world over |
| o Living his life once again!!! |
+---+

1655. TOS 2.06 Window Slider Messages

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 20:24:15 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480016@hpfcso.FC.HP.COM>
Source record: 39719

Anyone know what the deal is with the window scroll bar messages sent under TOS 2.06. Code I wrote under TOS 1.0 would send one message when the up arrow was clicked. Now, with TOS 2.06 my code receives two messages for every single click. Another person posed this question because they noticed that Opus was doing the same thing. The bottom line is that there is no way to use the up arrow to advance one line. The only responses were to get a kludge that copies all of TOS to RAM. This is bull shit in my opinion because other commercial programs work just fine.

What is the secret to ignoring the second message.
How do you know which message to ignore (say you held the mouse button down and auto repeat keeps sending messages).

Is the answer to just ignor every other slider message?

Ted.

1656. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 20:48:12 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar24.204812.10893@mnemosyne.cs.du.edu>
Source record: 39707

> [flamage against C's type handling]
> [verbiage extolling ADA's virtues, including its ability to solve the
> Hoffa mystery, bring back the 5-cent cigar, and cure the common cold.]

That's very nice. Why don't you go off and start porting an ADA compiler
to the ST? In the meantime, the rest of us will continue to hammer out
the details of an interface in the language that is responsible for the
bulk of the serious work that gets done on this machine.

(What's that? You say you can't do a compiler yet, because committees
are still quibling about the basic nature of the ADA language? What a shame.)

--
==
- Ian Lepore | If David Koresh has taught us one thing, it's that
ianl@bix.com | there is no such thing as safe sects in the 90s.
==

1657. Re: Falcon Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-24 21:48:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1oqkv6INNeab@elroy.jpl.nasa.gov>
Source record: 39708

In article <C4Cpnv.F1L@brunel.ac.uk> ee92pms@brunel.ac.uk (Paul M Sargent) writes:
>Has anybody any info on the Falcon LAN Port??
>
>What I'm After is what Standard it supports?
>What Software is being developed for it, and will it be able to link to PC's
>etc??
>How do I program it if no-one else is?
>
>When I was talking to the Guys at Atari U.K. thy told me it was compatible
>with the Mac Appletalk, but this tells me nothing as I don't know about
>the Mac either.
>
>Many thanks in advance.
>
>Paul 'Sarge' Sargent : ee92pms@brunel.ac.uk (Only till the 3rd of April)
>
>P.S. Probably best to E-mail me on this as I don't catch the Net often
> enough.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1658. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 01:09:36 UTC
From: dc@presto.ruhr.de
Message-ID: <3802311@presto.ruhr.de>
Source record: 39723

In article <1993Mar22.032655.12804@mnemosyne.cs.du.edu> Ian Lepore writes:
>
> conversion of code as just using short as the type. And I've never heard
> of any compiler on any system that had a size of other than 16 bits for
> short. (I still prefer the old FORTRAN method of INTEGER*2, INTEGER*4,

The Megamax C compiler for the ST had 8-bit shorts.
In a few years we might be seeing 64-bit longs and 32-bit shorts.
--
dc@presto.ruhr.de
dc@presto.ruhr.sub.org

1659. Iconizing (Iconifying)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 02:48:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12595@uqcspe.cs.uq.oz.au>
Source record: 39710

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>No doubt [Atari] will also tell us what key should make the
>window/program iconize. Icons are made big again by double clicking
>on the icons. Programs get an event for this double click. Multi-TOS
>programs that support iconizing listen for this double-click and for
>dragging to move the icon or make it big again...

I'd like to see a new window part (ICONIFIER) added to the current
list (CLOSER, FULLER, MOVER, ...), used for iconification (or "iconization")
(or "iconifying").

Currently, I just use the "FULLER". Okay, it's confusing, but I don't
think the "FULLER" is a very useful widget anyway, and many window types
don't have any use for it (eg. any that cannot be resized).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1660. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 03:09:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12602@uqcspe.cs.uq.oz.au>
Source record: 39711

It's time.

In my opinion, GEM bindings should either:

1. Use int for scalar parameters. Use short for everything else.

OR

2. Use short for everything, and let the casting occur on the
call to the function rather than in the function's call
to the OS.

I tend to think (2) may be better, but I'm not absolutely convinced.
I *am* convinced that we cannot continue to use int for everything.

We originally used int (even with 32-bit-int compilers) to make our
code compatible with other libraries, and hence other code written
for those libraries. But now those other libraries are changing,
so if we stick to int, the only code that will be compatible will be
that written for the old libraries.

BESIDES, you can always use a 16-bit-int compiler (-mshort) to compile
code that you can't be bothered porting to use shorts for GEM bindings.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1661. short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 03:27:30 UTC
From: Bryan.Hall@f2703.n206.z1.fidonet.org
Message-ID: <733088488.AA01298@royaljok.fidonet.org>
Source record: 39712

```
In a message of 20 Mar 93 02:21:43, Ian Lepore wrote:
IL> programming relies on. I can't escape a gut-level feeling that short is
IL> the right way to go on this issue. But I also can't single-handedly
IL> impose that prejudice on the rest of the world. So I need to hear from
IL> all of you who are out there writing GEM code.

Short is the way to go (for most things), IMHO. For my own sanity, I
defined a couple other formats and put them in portab.h:

/* PORTAB.H - An attempt at a more portable C */

#if !defined( __PORTAB__ )
#define __PORTAB__

typedef char 8B; /* 8 bit, signed */
typedef int 16B; /* 16 bit, signed */
typedef long 32B; /* 32 bit, signed */
typedef unsigned char 8BU; /* 8 bit, unsigned */
typedef unsigned int 16BU; /* 16 bit, unsigned */
typedef unsigned long 32BU; /* 32 bit, unsigned */
typedef float 32BF; /* 32 bit, float */
typedef double 64BF; /* 64 bit, float */
typedef long double 80BF; /* 80 bit, float */

/* Older defs, in Portab.h */
typedef void VOID;
typedef char BYTE;
typedef int WORD;
typedef int SHORT;
typedef long LONG;
typedef unsigned char UBYTE;
typedef unsigned int UWORD;
typedef unsigned long ULONG;

#endif

"MICRO"
```

1662. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 03:29:58 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.buuy@equinox.gen.nz>
Source record: 39713

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:

: What you are saying, I guess, is that it is up to me to rewrite the GCC
: GEM bindings, and make them a part of GemFast as implemented for GNU C.
: This I can certainly do, although it will take a while. (I think I've
: cooked up an interim solution that will allow folks to use GemFast with
: the existing bindings as long as they use -mshort. This will let folks
: start using GemFast right away while I work over the bindings for 32-bit
: mode.)

: The real question I'm asking is: Do y'all WANT me to do this? If I
: spend time working everything over to use an interface built around the
: short datatype, it'll be a vast waste of time if everyone decides that's
: the wrong solution and they really want an interface built around the int
: datatype. (If folks decide the latter, we're gonna have to send a blitz
: of email to HiSoft and Atari lobbying for a change in the Lattice
: interface. Or, we just write off Lattice users altogether. Since I'm a
: Lattice user, I don't think much of that idea, to tell the truth. :-)

Personally I think we should use short as the type used. (i.e. use the
Lattice solution). We need to stick with the priciple of using a type to
match the OS implied data type. The fact that DRI/Atari originally used int
to be compatible (my guess) with older style C which didn't have a short
type when Alcyon C was released; should not stop us now. If you want to
compile existing code using int as the defined type I'm sure there are
perfectly good ways of hacking it as neccessary. Let's change things now
instead of later.

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

1663. Re: GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 04:25:07 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.733033507@vega>
Source record: 39715

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> Your example was, IMHO, a bit disingenuous. If instead of "control
>characters" you subsitute "control sequences" the original statement is
.....
>@example
>gcc-ar @var{option} [@var{position}] @var{library} [@var{module}]
>@end example

>The @var{option} specifies the action to be taken on the @var{library}
>or a @var{module} of that @var{library}. @var{option} also includes
>modifiers for the action. The optional @var{position} argument is a
>member of the @var{library}. It is used, to mark a specific position in
....
and so on.

I wonder how many more time this will have to be repeated.
It seems to me that this information also found its way into FAQ.

We see above a "classical" sample of a text written in Texinfo.
Texinfo was created with a dual purpose in life.
One - to provide a way to have nicely typeset documentation
Two - to allow for easy browsing in complicated, structured,
documents using simple character based terminals. As a side
effect this allows to print also reasonably formatted
documentation on 'fixed pitch' printers.
Both goals are supported from the same source files - with obvious
advantages.

To typeset your Texinfo documents you need TeX and texinfo.tex
set of macros (oh, and texindex program).

To format and browse your documents 'on line' you need programs
makeinfo and info (there is also a set of GNU emacs functions which
can handle - more or less - these tasks).

Atari ST port of makeinfo/info is available on atari.archive for
a looooong time. Look for archives with garbled 'texinfo' in title.
Also current version of Index should have a correct entry, I believe.
texindex.ttp is also in the same archive.

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

1664. Simulator

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 04:36:29 UTC
From: pauld@umbc.edu
Message-ID: <1orcsdINNsru@umbc7.umbc.edu>
Source record: 39714

Hey all.. I'm looking for a cicuit simulator.. less a component circuit
than a logic circuit. Gates, flip flops, mux's, and the like. If
anyone has an idea of where I could find a program for this, I could
really use it! Please mail.. thanks!

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
---If only lemmings could fly..--------

1665. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 04:44:02 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.733034642@vega>
Source record: 39716

lynbech@daimi.aau.dk (Christian Lynbech) writes:

>If i understand the discussion so far, the issue involves GCC using 32
>bit ints by default, GEM using 16 bits ints in lots of cases, and a
>vast number of programs developed expecting 16 bits ints.

>One way to maintain both the compability of using ints and the
>functionality of using 16 bits, would be to restrict the use of the
>lib to 16 bits ints. This can be done by adding the -mshort option to
>gcc when compiling. It is off course mans triumph over the compiler to
>ompse that restiction, but it seems as an immediate compromise. I'll
>bet there will even be some #defines one could test on to see if the
>user remembered the restriction. Something in the style of

>gem.h:

>#ifndef MSHORT
># error You must use the -mshort option
>#endif

The above is totally bogus. This discussion does not affect
current gcc libraries at all. Atari DOCUMENTED various GEM parameters
to be of int type and gcc libraries follow that specification. It does
not matter if -mshort option is used or not. These libraries are written
in a manner which insulates user from internal details and always
present an interface as specified without second guessing what people
from Atari meant when they were writing 'int'.

I agree that this was not the best way to specify things, but whoever
wrote the original documentation obviously spent too much time with
MS-DOS. Well, that is life.

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

1666. Re: Ethernet and the St

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 05:37:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1orge6INNc7f@golem.wcc.govt.nz>
Source record: 39718

] Also, how much is used 1040st worth with all manuals, boxes, color mon
] and stereo upgrade?

Not much. No more than $400US! Maximum! (Which is in very good condition)

Would you mind cutting down that rather huge .sig file!? (18 lines is
over doing it a bit....)

1667. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 08:02:29 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.733046549@mi.el.utwente.nl>
Source record: 39720

There is one thing I am missing in this whole discussion: what to do
with K&R C compilers which support 32 bits. I know they are not to
frequent, but i happen to have one installed (which is PD code --
if anyone is interested.) The only major problem with using this
compiler is that i am not sure that correct OS bindings exist for this
compiler! (currently using dlibs bindings for TOS).

A K&R C compiler w/ 32 bit integers cannot do funky stuff with prototypes
which ANSI compilers can. This means that short functions arguments ALWAYS
are cast -- a very time- and (program) memory inefficient process. And thus
an int seems logical overhere.

For the rest do i favour the use of GWORD -- and the use of short's, as
it will save you from problems with GRECT/PARMBLK etc.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1668. Re: Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 10:09:30 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.40.733054170@dhhalden.no>
Source record: 39721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3514.03.93@jelal.north.de> nox@jelal.north.de (Juergen Lock) writes:
>From: nox@jelal.north.de (Juergen Lock)
>Subject: Re: Fix for the Modem2 port on TT & Mega STE
>Date: 21 Mar 93 20:03:26 GMT
>In <stigj.35.732535603@dhhalden.no> stigj@dhhalden.no (STIG JORGENSEN) writes:
>
>>> I have Serial Fix 2.0 installed in my Auto folder (and the accompanying
>>>CPX) and haven't had any problems doing high-speed transfers on my MegaSTe.
>>>To note, I've used a Qblazer 38400 baud modem (at 19200) on modem 2 and serial
>>>2 and doing a null-modem transfer to my PC have gotten around 3000cps.
>>>I use the Connect 1.92 term program for this (since it seems the friendliest
>>>in terms of handling the extra ports, etc)...
>>>
>>> Anyways, summary: Serial Fix 2.0...
>
>>I have tried it, and I still get "Bad table" and "CRC error" when I
>>uncompress archives. I don't know if I can send something without getting
>>errors, I've only tried receiving. When I read in the docs supplied with
>>Serial Fix 2.0, it said that it only fixed the errors on the St compatible
>>modem port. So I am really stuck now.
>
>>I use Gem Zmodem from Michael Ziegler, Connect 1.95 and a ZyXEL 1496E 5.04
>>modem, in case you should know of some troubles with that combination.
>
> i hunted for that one for some time too (me: mega STe, uucp on modem2,
>corrupted files and no protocol errors), and finally found out its a
>hardware problem :-(seems whenever the SCC chip (controls modem2 and
>serial2, $ffff8c8x) gets accessed during disk IO theres a chance that
>this access trips over the disk DMA reading/writing memory and then you
>get corrupted data sent either to/from the disk(!), or the port, or
>both. and the chip is accessed in interrupt handlers whenever data goes
>over the port or CTS changes...
>
> i know of no real (hardware) fix for that (there is a patched GAL for
>another bug concerning serial2, haven't tried that yet), the `solution'
>i'm testing now ist to have the disk driver (actually cache program)
>call a routine (cookie) that drops RTS and turns off SCC interrupts
>before DMA and restart everything afterwards. that _seems_ to do it,
>except the modem apparently ignores RTS until it has a connection
>so uucico's dialer now sometimes misses modem messages and times out
>when other processes use the disk...

I've got it to work now (at least, I think). I uses XYZ202B instead of
GemZmodem and everything has worked OK since then...

> hope it helps,
> Juergen

Stig

_/_/ _/_/ A _/_/ _/_/ | E-mail: stigj@dhhalden.no
_/ _/ _/ _/ S _/ _/ _/ _/ | Snail-mail: Stig J�rgensen
_/ _/ _/ T _/ _/ _/ I | Hovslagerveien 7C
_/ _/ E _/ _/ N | N-1712 Gr�lum
_/ _/ R _/ _/ D | Norway

1669. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 13:59:42 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02ps@tndb.UUCP>
Source record: 39724

In article <2badcc70@p12.f202.n281.z2.fidonet> Jan_Willekens@p12.f202.n281.z2.fidonet writes:
>In a message of <Fri 19 Mar 93 00:41>, Ian Lepore (2:281/202.0) writes:
>
> IL> posting them have never seen MultiTOS on a Falcon, and are defending
> IL> it based on religious beliefs that it is something wonderful. As you
> IL> point out, if those folks were to sit down and actually try to USE it,
> IL> then after about 2 minutes they'd be singing a whole different
> IL> tune.
>
>Well, I have been useing it on a TT for almost half a year now and I love
>it. And I believe that the TT is a minimum where serious multitasking is
>concerned.

... I am convinced that the
>net's population, once MultiTos will be widely available, will complain
>that it can't used normally on STs, Mega STs and Falcons and blame it on
>MultiTos. MultiTos isn't a bad, slow, inefficient program in my opinion.
>But you just shouldn't expect of it what simply can not be done. The Falcon
>is a wonderful machine, but multitasking on it probably asks a bit too much
>of the system.

I don't want to make a career of point out that people should
read postings more carefully before they post useless responses, but
this is getting rediculous. Jan, you've just said EXACTLY what Ian
said. It *was* the Falcon that Ian said was slow.

As for multi-tasking on systems as "slow" as 8 mhz 68000's, I've
been doing it for years (OS-9 on old Atari ST and Amiga 500). It depends
on what you're doing more than anything else. For text work it's fine.
I certainly wouldn't want to do 3D animation renders in the background
and 3D CAD modelling in the foreground though. :-)

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

1670. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 16:51:40 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar25.165140.26578@prime.mdata.fi>
Source record: 39725

In article <1479@amsev.sta.sub.org> knarf@cubenet.sub.org writes:
>paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>
>>Sorry to bother you again, forgot to ask in last post : What is the
>>highest baud rate that is supported by the Falcons serial port?
>
>The Control Panel allows you to switch up to 19.200 Baud but if you
>use CoNnect >=1.90 you can use 153.600 Baud. RTS/CTS-Handshake seems
>to work without any patch as Serialfix or so.

Sounds nice, have you actually used speeds higher than 19200
succesfully, without getting garbage on the screen? Does a Falcon
really have enough power to get 153600 through the serial port?

>Knarf

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1671. Re: TOS 2.06 Window Slider Messages

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 17:35:28 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar25.173528.11358@mnemosyne.cs.du.edu>
Source record: 39726

> window scrolls twice on single-click of window control

This is a TOS bug that apparently affects all TOSes since 1.06. It still happens in TOS 4.02, so it ain't fixed yet.

There are a couple fixes available. Somebody (Charles Johnson?) wrote a DA called BUTTONFIX that mostly fixes the problem. Sometimes though, you have to open/close the DA once you've started an application to make the double-scroll problem go away. I wrote a DA called SCROLLFIX that doesn't require you do open/close the DA each time you start a new program. Both DAs take about 600-800 bytes at runtime.

To fix your own applications, I found that as long as you have done a wait for a double-click at least once in your application, the problem goes away for the duration of the application. So I started using the following little code block in the program init routine of all windowed programs:

```
XMULTI xm;

xm.mflags = MU_BUTTON | MU_TIMER;
xm.mbclicks = 2;
xm.mbmask = 1;
xm.mbstate = 1;
xm.mtcount = 50; // 50 millisec timer
evnx_multi(&xm);
```

Just doing that wait for a double-click once seems to fix everything up. Even though a double-click won't (probably) actually happen, it'll be the timer event that returns, your windows will behave for the rest of the run of your program.

This seems to be related to the graf_mkstate() bug, wherein the AES tends to 'latch' a button-down event and will repeatedly report the button as being down even when it's not, until some sort of button-related event wait call is made. But exactly how it's related, I can't say for sure.

--
==========
- Ian Lepore | Buster: But what would you be without your props & costumes?
ianl@bix.com | Babs: Naked.
==========

1672. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 17:36:28 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC4GGws.2M7@netcom.com>
Source record: 39727

In article <ntomczak.733034642@vega> ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:
>The above is totally bogus. This discussion does not affect
>current gcc libraries at all. Atari DOCUMENTED various GEM parameters
>to be of int type and gcc libraries follow that specification.

There seems to be considerable confusion about "what Atari documented". As far as I know, all of our documentation (and DRI's documentation referring to GEM on the 68000) uses the symbolic name WORD to refer to the parameters to AES and VDI functions. Maybe very early documentation didn't, but everything I've ever seen does (and indeed, any source code that I've seen here does the same). Personally, I think that using some such symbolic constant (maybe "gem_t" or "word_t" would be more appropriate, given the ANSI name space rules) would be a good idea.

That's my opinion, anyway. "Official Atari doctrine" may be different; I'm only speaking for myself here.

Eric
ersmith@netcom.com ersmith@atari.uucp

1673. Re: laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 17:57:13 UTC
From: ljp@cch.coventry.ac.uk
Message-ID: <C4GHvF.BLA@cck.coventry.ac.uk>
Source record: 39728

In article <1oiccnINNbpm@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>In article <C45555.pF@teleride.on.ca> stevew@teleride.on.ca (Stephen M. Webb) writes:
>>In article <1o2jstINNrlb@access.digex.com> ltduck@access.digex.com (Louis The Duck) writes:

>>First thing to do is delete the laser shell to save precious disk space.
>>Then, pick up a copy of gulam or similar, and stick with that for development.
>>You might have to learn to use a CLI, but at least you won't turned off
>>development forever like you would be if you tried using the laser editor.
>>

>I bought it. I even use it sometimes when I need to debug code. I have yet
>to use a better debugger than the one that came with Laser C.
>
>Now, I don't believe the things that people told me, but I do think it
>is funny how the same compiler went from praise to horrible slop in ratings
>when the compiler itself has hardly changed.

Yeah well I quite like the LaserC shell. Compile/debug cycle are very
quick and the editor adequate.

For those that want a command line its there in the shell window as well.

The trouble with it was that most programs not compiled by LaserC would
not run from the shell. In particular any thing that came out of Lattice
or any of the HiSoft compilers etc. This was because they MEGAMAX did
not fill in the basepage parameters the top-of-memory pointer is always
zero. This causes other startup routines to consider that the machine has
no memory!

The only reason I don't use it much today is because I need an ANSI
compiler. Although it came in handy last Sunday when I wrote a 400
byte file over my 20K report file. Had the file back in under 10mins.

--
"You poor blind earth moles!" | ljp@uk.ac.cov.cch
Winstanley

1674. FPU benchmarks

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 18:12:58 UTC
From: dba@jet.uk
Message-ID: <1993Mar25.181258.21094@jet.uk>
Source record: 39729

Hi netters.

I recently completed some tests on the FPU in the TT.
The interesting results are as follows:

The compiler used was LATTICE C V5.51
The first set of tests was run on an ATARI TT030 32MHz. TOS 3.06
and the programs were loaded into the 2MB ST RAM.

FFT benchmark - Double Precision - V1.0 - 05 Jan 1993
code by: Dave Edelblute, edelblut@cod.nosc.mil

A) executable size 20134 bytes
Compile and Link Options 68000 + Software IEEE
FFT size Time(sec) max error
256 1.1550 8.5e-14
512 2.4400 1.1e-13
1024 5.1050 3.4e-13
2048 10.6450 8e-13

B) executable size 21506 bytes
Compile and Link Options 68000 + Auto detect 81/82
FFT size Time(sec) max error
256 0.2700 7.9e-06
512 0.5950 7.9e-06
1024 1.3100 1.3e-05
2048 2.8550 8.7e-05

C) executable size 16234 bytes
Compile and Link Options 68000 + Line F 68882
FFT size Time(sec) max error
256 0.1050 5.7e-14
512 0.2300 1.1e-13
1024 0.5000 1.8e-06
2048 1.0800 4.6e-06

D) executable size 20114 bytes
Compile and Link Options 68030 + Software IEEE
FFT size Time(sec) max error
256 1.1550 8.5e-14
512 2.4350 1.1e-13
1024 5.0900 3.4e-13
2048 10.6150 8e-13

E) executable size 21486 bytes
Compile and Link Options 68030 + Auto detect 81/82
FFT size Time(sec) max error

256 0.2700 7.9e-06
512 0.5900 7.9e-06
1024 1.3000 1.8e-05
2048 2.8400 0.00

F) executable size 16242 bytes
Compile and Link Options 68030 + Line F 68882
FFT size Time(sec) max error
256 0.1050 5.7e-14
512 0.2300 1.1e-13
1024 0.4950 1.8e-06
2048 1.0700 4.6e-06

The second set of tests was run on an ATARI TT030 and the programs
were loaded into the 8MB TT RAM.

G) Compile and Link Options 68000 + Software IEEE
FFT size Time(sec) max error
256 0.7700 8.5e-14
512 1.6200 1.1e-13
1024 3.3900 3.4e-13
2048 7.0700 8e-13

H) Compile and Link Options 68000 + Auto detect 81/82
FFT size Time(sec) max error
256 0.1800 7.9e-06
512 0.4000 7.9e-06
1024 0.8750 5.8e-05
2048 1.9100 0.00

I) Compile and Link Options 68000 + Line F 68882
FFT size Time(sec) max error
256 0.0800 5.7e-14
512 0.1700 1.1e-13
1024 0.3750 1.8e-06
2048 0.8150 2e-05

J) Compile and Link Options 68030 + Software IEEE
FFT size Time(sec) max error
256 0.7650 8.5e-14
512 1.6200 1.1e-13
1024 3.3850 3.4e-13
2048 7.0600 8e-13

K) Compile and Link Options 68030 + Auto detect 81/82
FFT size Time(sec) max error
256 0.1800 7.9e-06
512 0.4000 7.9e-06
1024 0.8750 0.00
2048 1.9000 0.00

L) Compile and Link Options 68030 + Line F 68882
FFT size Time(sec) max error

256 0.0800 5.7e-14
512 0.1700 1.1e-13
1024 0.3750 1.8e-06
2048 0.8050 4.6e-06

Conclusions:
The *SAME* code can run faster by a factor of 10 on the TT, so
do software vendors *TRY* to achieve a faster result or do they
compile for the safest option (68000 + Software IEEE) and hope
that TT owners run it in TT RAM.

It would be interesting to compile the code to use the DSP
chip on the falcon to see what results are achieved.

Just trying to add some light to all the heat being generated!

dennis

--

_. .______________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
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- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1675. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 18:25:24 UTC
From: ken@isgtec.com
Message-ID: <4442@isgtec.isgtec.com>
Source record: 39730

In article <1993Mar23.092802.13928@fwi.uva.nl> partingt@fwi.uva.nl (Vincent Partington) writes:
> >On (some ?) transputer C compilers short is 32 bit (as is int, and long).
> >And i believe there exist cray compilers with char, short, int and long
> >all 64 bit. (These machines must have severe difficulty accessing smaller
> >entities as the 'natural wordsize'.)
>
> That sounds kinda silly to me. Of course it's logical to make a long 64-bit if
> the CPU can handle such numbers efficiently but what's the use of making
> ALL types 64-bit? Why not make char 8-bit, short 16-bit and int 32-bit?
> That way you have it all...

This is sorta missing the point - the hardware on certain chips really can't access small data types like 8-bit chars. For example, the TI C compiler for the TMS320C30 DSP has char = short = int = long = pointer = 32 bits. You have to do some fooling around to pack multiple chars in one 32-bit word, otherwise you get one char per 32-bits! Some RISC chips do weird things like this in order to give simple instructions and very high speed.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1676. Help! Weird Floppy Happenings

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 20:07:10 UTC
From: malay@sae.com
Message-ID: <1993Mar25.200710.18688@sae.com>
Source record: 39731

I have a 1040STe and an external floppy drive. I recently sold my Spectre GCR which was always connected to the STe, but ever since I sold the GCR my internal floppy drive has been doing some pretty strange things.

I had several floppies each contained one file - all the files were the same size. So I insert a disk into the internal drive and click on Drive Icon A, so far so good, the disk contents pop up - I drag the file icon to the hard disk, the file copies fine. I close the disk contents window and eject the floppy. Now the weird part, I insert a second disk, open up Drive Icon A and the disk contents show the file that was just copied from the first floppy. So I say, hmmmmm, lets see what happens in Drive B - I eject drive A and insert this disk into drive B and open the contents - looks correct, every thing is hunky dory, but I still wonder about this drive A weirdness so I insert a third disk into drive A, open the contents, the correct file name is there so I copy the file to the hard disk from drive A - I then inspected the file - the tail of the file contained data from the very first disk. I looked at this 3rd disk from Drive B - it was correct and copied correctly.

Another thing, Gemini gives "media change error" every so often from drive A.

What is going on? Do I have:

(a) a defective internal drive
(b) a virus
(c) a defective STe
(d) other

Any help or clues would be appreciated.

Bob Malay

1677. The Right Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 20:45:27 UTC
From: rm03@ic.ac.uk
Message-ID: <1993Mar25.204528.23044@cc.ic.ac.uk>
Source record: 39732

Yes, its that old problem again...
Is there any way to read the left and right mouse buttons independently
from an evnt_multi call?
What I mean is, such that evnt_multi will return if either the left *or*
right buttons are pressed. Normally, this is not possible, you can either
wait for the left, the right, or both buttons, but not all of these at the
same time.
I know there was a solution to this in an old ST World, but that uses a rather
dodgy looking assembler patch. There is also a solution in the Lattice C
documentation. I think this would not work well under MTOS, since it steals
the AES workstation handle.
I remember reading that these is a simple solution that involves passing some
undocumented value as the 'button mask' parameter to the evnt_multi call.
Unfortunatly, I cannot remember what this is or where I read it... can anyone
help? Will it work on all versions of TOS (including MTOS) ?

Thanks for any help...

--
------ Robert Mellish, FOG, IC, UK ------
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk IRC: HobNob
------ and also the mrs joyful prize for rafia work. ------

1678. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 21:54:36 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar25.215436.21012@mnemosyne.cs.du.edu>
Source record: 39733

>There seems to be considerable confusion about "what Atari documented".
>As far as I know, all of our documentation (and DRI's documentation
>referring to GEM on the 68000) uses the symbolic name WORD to refer to
>the parameters to AES and VDI functions.

Yeah, the VDI manual, when showing examples of calling the bindings in C, consitantly uses WORD as the type. However, in the section VIRTUAL DEVICE INTERFACE, pages 1-5 and 1-6, it states, "All array elements are of type INTEGER (2 bytes)." That's about the closest I can find to a definition of what the WORD type might be.

The AES manual doesn't mention datatypes at all in the example C calls, but in the chapter describing various arrays, they do use the type WORD (without defining it anywhere that I can see).

I might at this point go into a flame about how lackadasical DRI was by not defining these things, or designing a nice compiler-independent standard for the bindings. But, when I think of the fact that DRI did this work back around 1984-1985, using an 8086 processor without anything like 32-bit integers even on the horizon for that platform, I can't blame them too much. There was nothing like ANSI C back then either, prototypes were just a gleam in the eye of Bjarne Stroustrup and a few other radicals on the leading edge of language development.

--
==
- Ian Lepore | Buster: But what would you be without your props & costumes?
ianl@bix.com | Babs: Naked.
==

1679. GCC register usage

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 21:56:47 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar25.215647.21121@mnemosyne.cs.du.edu>
Source record: 39734

When calling an assembler routine from GCC, can the assembler code safely
trash registers d0-d2 and a0-a1, or must any of these be preserved?

--
==
- Ian Lepore | Buster: But what would you be without your props & costumes?
ianl@bix.com | Babs: Naked.
==

1680. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 21:58:19 UTC
From: healy@nosc.mil
Message-ID: <1993Mar25.215819.16600@nosc.mil>
Source record: 39735

Are there any ADA compilers for Atari machines?

Mike Healy

healy@nosc.mil

1681. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 22:03:29 UTC
From: healy@nosc.mil
Message-ID: <1993Mar25.220329.17364@nosc.mil>
Source record: 39736

Having to move code between VME cards, Suns and SGIs a lot, I always use INT8, INT16, INT32,... nowadays, with a machine-specific mdep.h defining them. It makes life a little easier.

Mike Healy

healy@nosc.mil

1682. Falcon Multimedia on VHS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 22:04:18 UTC
From: likos@clinet.fi
Message-ID: <1ota92INNmnr@clinet.fi>
Source record: 39737

Falcon Multimedia & Animation on 30 min. VHS (PAL) cassette with

stereo sound, true colour graphics, text and technical specs.

VHS = F030 + VCR + TV + Coax; /* very simple */

Payment of US$ 50.00/GBP 50.00/DM 50,- (for material and shippment)

mailed to me only in advance prior cassette delivery.

Interested individuals should contact me either through my post address

or by email address.

Johannis Likos

Rusthollarintie 13 F 46

FIN-00910 Helsinki

Finland

Internet: likos@clinet.fi

1683. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 22:09:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A14405@K.maus.de>
Source record: 39738

e>>Look at other systems. Windows needs at least 486SX25 or 386DX40
e>>to make it useable. Useing X-Windows requires a 32 Mhz machine to do it
e>>pleasantly and idem where System 7 is concerned. Useable multitasking
e>>simply can't be done on slow machines. You need a minimum amount of power,
e>>because of all the overhead. This simply is a fact.
e>
e>Bahahaha.. Try AmigaDOS or OS/9 sometime. And system 7, BTW, is not a
e>preemptive multitasker. X-Windows has nothing to do with multitasking,
e>other than typically running on a multitasking system.

OS-9 isn't using any Graphics Device at default installation! If you want to use OS-9 Window or X-Windows then you've to upgrade to a faster processor else you get a very slow machine.

e>It certainly is if it can't run on a base Falcon. AmigaDOS and OS/9 can
e>run on a 68000 machine with no problems.. MultiDOS should be able to do
e>the same if it is to be considered "efficient".

OS-9 is a Realtime Multitasking Operating System therefore it has to be very fast while multitasking. But the visualisation is done using the graphical extensions named before. This does not mean that a normal 68000 system would be fast but it would run, tough.

Regards,
Robert

1684. Re: short versus int in GEM pr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 22:18:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A27058@UN.maus.de>
Source record: 39739

In Msg 1993Mar23.233805.7945@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu wrote:

>My feeling on this is that if we pick a typename such as GWORD, then all
>existing code (to become portable) will have to be modified to replace
>current occurances of 'int' with GWORD as needed next time that code needs
>to be recompiled.

What's wrong with using WORD/UWORD/LONG/ULONG?

These data types were *always* well-defined on the Atari:
WORD 16 bit signed
UWORD 16 bit unsigned
LONG 32 bit signed
ULONG 32 bis unsigned

As far as I know, these are the types used by GEM internally, and many GEM
docs use them in their example code (e.g. Professional GEM).

My proposal: use the above data types in all GEM data structures (GRECT,
OBJECT,...); but use int when passing parameters to functions (since a
short is expanded to int anyway when passed as a parameter).

Martin

| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |

1685. short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 22:22:44 UTC
From: Bryan.Hall@f2703.n206.z1.fidonet.org
Message-ID: <733169502.AA01310@royaljok.fidonet.org>
Source record: 39740

```
In a message of 24 Mar 93 22:27:30, Bryan Hall wrote:

Hmm, where did all the _'s go.. Better version v

BH> /* PORTAB.H - An attempt at a more portable C */
BH>
BH> #if !defined( __PORTAB__ )
BH> #define __PORTAB__
BH>
BH> typedef char _8B; /* 8 bit, signed */
BH> typedef int _16B; /* 16 bit, signed */
BH> typedef long _32B; /* 32 bit, signed */
BH> typedef unsigned char _8BU; /* 8 bit, unsigned */
BH> typedef unsigned int _16BU; /* 16 bit, unsigned */
BH> typedef unsigned long _32BU; /* 32 bit, unsigned */
BH> typedef float _32BF; /* 32 bit, float */
BH> typedef double _64BF; /* 64 bit, float */
BH> typedef long double _80BF; /* 80 bit, float */
BH>
BH> /* Older defs, in Portab.h */
BH> typedef void VOID;
BH> typedef char BYTE;
BH> typedef int WORD;
BH> typedef int SHORT;
BH> typedef long LONG;
BH> typedef unsigned char UBYTE;
BH> typedef unsigned int UWORD;
BH> typedef unsigned long ULONG;
BH>
BH> #endif
```

1686. GCC questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 22:26:26 UTC
From: Bryan.Hall@f2703.n206.z1.fidonet.org
Message-ID: <733169502.AA01311@royaljok.fidonet.org>
Source record: 39641

In a message of 22 Mar 93 00:24:54, Warwick Allison wrote:

WA> BTW, new version of GEM++ coming soon [ie. as soon as I upload it],
with:
WA>
WA> - Iconifiable windows.
WA> - Any number of RSC files loaded and used.
WA> - Extensible "hot" form handler.

Sounds great.. Less work for the programmer is always welcome, so long
as it doesn't bog the system down with sloppy code (CASE).

"MICRO"

1687. short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 22:34:26 UTC
From: Bryan.Hall@f2703.n206.z1.fidonet.org
Message-ID: <733169502.AA01312@royaljok.fidonet.org>
Source record: 39642

In a message of 22 Mar 93 11:42:46, Lunnon wrote:

L> typedef short WORD;

Word size changes from machine to machine. I looked up a "formal" definition of short/int/long in my second edition K&R book (ANSI-pending version - I'll look at the 3rd edition tommorow). Simply (and non-commitial):

"The intent is that short and long should provide different lengths of integers where practical; int will normally be the natural size for a particular machine. Short is often 16 bits, long 32 bits, and int either 16 or 32 bits. Each compiler is free to choose appropriate sizes for its own hardware, subject only to the restriction that shorts and ints are at least 16 bits, longs are at least 32 bits, and short is not longer than int, which is no longer than long."

How is that for iffy? In short (no pun intended), I like the _8B, _16B, and _32B definitions in portab.h. You define what they are in the .h file for your machine and compiler, and then always use those _nB types in your code. This way, you always know what you are dealing with.

"MICRO"

1688. Re: short versus int in GEM programming

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 22:36:00 UTC
From: staylor@cix.compulink.co.uk
Message-ID: <memo.72968@cix.compulink.co.uk>
Source record: 39643

In a message <23 Mar 93> Ian Lepore writes:

>>> One person fed me a line about int being "the natural word size..."
>>> and thus the proper datatype to use. Frankly, I consider that to
>>> be dogmatic

And completely wrong IMO.

>> That person was missing part of the argument - the natural word size
>> should only be used when the actual word is not required to be of any
>> particular size. I.e., if you want a simple integer variable but you
>> don't care what size it is (maybe you're only counting from 1 to 4 or
>> something) then you use "int". But when you're trying to deal with
>> items that already have a defined size, then you should use the data
>> type that has the matching size. If GEM data types are always going to
>> be 16 bit integers, then you should always use the type that always
>> represents 16 bit integers in your compiler.
>
> As a famous late-night talk show host would say, You have crystallized
> my thoughts most eloquently.

Yep, spot on I would say...

...but unfortunately there is no standard integral data type that is
guaranteed to be a fixed size, the ANSI X3J11 definition only states
minimum sizes AFAICS. Even the Old Testament states that the precision of
integral data types depends on the type of machine you're using, a
statement probably based on the fact that every unix has cc so you always
use the same compiler, the implementation being very dependent on the
hardware it runs on. eg. (from the example in the book)

DEC PDP-11 Honeywell 6000 IBM 370
char 8 9 8
int 16 36 32
short 16 36 16
long 32 36 32
float 32 36 32
double 64 72 64

I wonder why you don't see many Honeywell 6000's any more ;->

The IBM 370 also uses EBCDIC (an alleged character set) rather than ASCII.

>> Given this background, I think it might be best to define a type of
>> our own (like GWORD which was already suggested), and not use int or
>> short anywhere at all for GEM calls.
>

> My feeling on this is that if we pick a typename such as GWORD, then
> all existing code (to become portable) will have to be modified to
> replace current occurances of 'int' with GWORD as needed next time that
> code needs to be recompiled. This is neither more nor less work than
> replacing those occurances with 'short'. That being the case, what
> advantages do we get from using a special type such as GWORD? If a
> compiler for Atari machines ever becomes available where the size of
> short isn't 16 bits, we'll be patting ourselves on the back for not
> using short, but instead using a word that can be redefined by changing
> a single header file. Somehow I have this feeling that we don't have to
> worry much about ever seeing a compiler where the size of short is
> other than 16 bits. Not for the line of TOS-compatible machines,
> anyway.

The way Digital Research originally coped with this AFAICT is to use WORD as a typedef to 16 bit items and LONG as a typedef to 32 bit items. Since replacing int with short is no more or less difficult than replacing int with WORD (or GWORD, I missed the posting proposing that so I don't know the basis for the choice) why not go the route where you do get the advantage of being able to cope with a future compiler where short isn't 16 bits, you don't get any advantage from using short, it's just another iteration of an assumption for a word size where the assumption is based only on tradition and current practice rather than any standard that you can rely on (as the current discussion illustrates).

> The other thing GWORD might buy us is that if used consistantly, it
> could be typedef'd as short for use with Lattice C, and as int for use
> with GCC. This should then allow the same code to work under any
> compiler, and work regardless of the size of an int, since we assume in
> this case that the bindings will perform int->short and short->int
> translations for us at the interface to the OS. The problem I see here
> is the one where some types of structures are embedded within others.
> If the elements of a GRECT structure are declared as GWORDs, then you
> can't define a PARMBLK as containing two GRECTs, as GemFast currently
> does. (Because the OS will load short values into those locations of
> the PARMBLK, but if GWORD is typedef'd as an int, and ints are 32 bits,
> then you won't be accessing the data in the PARMBLK correctly.)

But you _wouldn't_ define GWORD to be an int if ints were 32 bits.
The whole point of GWORD (or DR's WORD) is that it would be typedef'd so that it always was a 16 bit type. The bindings would ideally reflect the programming interface so they would accept 16 bit words and pass 16 bit words to GEM for example. Any int->short or short->int conversion is just a unnecessary distraction in compiler implementations IMHO, good bindings would prototype the bindings as requiring WORD/LONG as appropriate. In the case of Gemfast an XPARMBLK would be correctly defined as using two GRECTS if the GWORD was _correctly_ typedef'd.

That reminds me, ANSI prototypes would be very welcome in my favourite C compiler for the ST, high up the wishlist for me ;-)

> If, on the other hand, you define the elements of a GRECT as short,
> but the bindings use int as the interface, you won't be able to do
> things such
> as:
> GRECT windrect;
> wind_get(handle, WF_WORKXYWH, &windrect.g_x, &windrect.g_y, etc, etc)
>
> Because now you are passing pointers to shorts to a function that is
> prototyped as expecting pointers to ints.

My view of that is that the bindings would be wrong. The elements of a GRECT are 16 bit items so the problem is avoided if a GRECT is correctly defined as having 16 bit items (WORD) and the bindings are written to accept these correct structure definitions. The confusion you describe only occurs if the structures are defined incorrectly by making assumptions about int/short sizes or the bindings are defined incorrectly using similar assumptions. I believe the bindings should reflect the underlying implementation so they should do whatever they have to to make a 16 bit internal parameter be passed as a 16 bit parameter.

> It is largely because the OS itself reads and writes short values that
> are embedded within structures, and application programs have to deal
> in pointers to those items within the structures, that I feel it is
> important to have a single size-independant type used in the interface
> to GEM. This means that GWORD could not be typedef'd as int on any
> compiler where the size of an int could be other than 16 bits.

Exactly. GWORD would be typedef'd as (probably) short on a compiler where an int wasn't 16 bits. Another popular convention is to use the typedefs INT16 and INT32 respectively to avoid any ambiguity in the meaning. Obviously it would then be ridiculous for an INT16 to be typedef'd as an int where that was actually 32 bits wide. The whole point of these indirect typedef's is that they always represent a fixed word size by using an appropriate standard data type, they don't vary their word size by using the same data type, regardless of implementation.

BTW, I don't suffer this problem at all at work even though I prototype on a PC using a 32 bit int for a target DSP based embedded system with a 16 bit int. I've used int if I don't care about any specific word size, WORD if I need 16 bits (I often do to access ports, interact with assembler) and LONG if I need 32 bits. It all works fine. The compat.h header I use has conditional compilation to provide the appropriate size for each environment.

My vote has to go for an indirect typedef, whether it's WORD, GWORD or INT16 for a 16 bit size is relatively unimportant, DR use WORD, INT16 is wonderfully explicit. The choice between int and short can never be correct, C is my favourite language but it intentionally makes no attempt to provide standard integral data types of any particular size. The only hope is that there always will be sensible sized standard integral values which can be used via a typedef.

If you do decide to choose between int and short (bad idea IMHO) int is already incorrect if it is 32 bits because the GEM data structures often use 16 bit words, bindings that hide this to cope with a poor implementation are just solving the wrong problem. Since some compilers already use 32 bit ints they have to use short for now but it isn't correct either, it just delays the correct decision for another few years.

Oh, if I haven't said so already, thank you very much for HSC, I searched high and low before I tracked 1.33i down in the UK. I obtained Usenet access just so I could monitor your postings and I'm now a happy 1.40 user. I really don't think I need warning that static void functions don't return a value though ;-)

Cheers, Steve.

1689. Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 22:38:36 UTC
From: Bryan.Hall@f2703.n206.z1.fidonet.org
Message-ID: <733169502.AA01313@royaljok.fidonet.org>
Source record: 39644

In a message of 22 Mar 93 11:01:02, Wolfgang Wander wrote:

WW> 153600 baud. But you'll need special software supporting this speed.
WW> So far I think only my terms program CoNnect is able to support higher
WW> rates than 19200 baud (38400, 57600, ...) on the falcon.

Would you be willing to share any info on how to (legaly if possible -
Rsconfig) set the port up?

"MICRO"

1690. Re: More MDK stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-25 23:09:06 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <733100945@globe08.cs.duke.edu>
Source record: 39645

From the Holy Book of <1993Mar22.141139.20660@sol.ctr.columbia.edu>
as spake by sjg@phlim.ph.kcl.ac.uk (Simon Gornall) :
> I intend to migrate the MDK to use
> [tar] and gzip rather than zoo because the program does not
> reduce filenames to 8+3 and distinguishes between UPPER and
> lower case.

Zoo does exactly the same -- if it's compiled with the MiNTlibs. None
of the binaries I've seen seem to have been so compiled, which strikes
me as odd. My recompiled version appears to be working fine, name
preservation and all.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@romeo.cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

1691. Re: GCC register usage

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 00:04:33 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1othahINN8vv@elroy.jpl.nasa.gov>
Source record: 39648

In article <1993Mar25.215647.21121@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> When calling an assembler routine from GCC, can the assembler code safely
>trash registers d0-d2 and a0-a1, or must any of these be preserved?

GCC defines d0-d1/a0-a1 as the call-used registers, so you'll have to save d2.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1692. Re: The Right Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 00:33:55 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC4H08K.GoE@netcom.com>
Source record: 39649

In article <1993Mar25.204528.23044@cc.ic.ac.uk> rm03@ic.ac.uk (Mr R. Mellish) writes:
>Is there any way to read the left and right mouse buttons independently
>from an evnt_multi call?
>I remember reading that these is a simple solution that involves passing some
>undocumented value as the 'button mask' parameter to the evnt_multi call.

Use 0x101 as the button mask. That should work on all versions of TOS
(including MultiTOS).

Disclaimer: I don't work for developer support (who are the ones who
really should answer this question). So don't think that the above is
any kind of official Atari statement :-).

Eric Smith
ersmith@netcom.com ersmith@atari.uucp

1693. Re: MiNT 1.04 for PureC 1.1

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 02:17:46 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea._s6kXI7oUuM@semprini.tdkcs.waterloo.on.ca>
Source record: 39646

In <A59050@MS.maus.de>, Julian Reschke writes:
> I just made the necessary changes for PureC 1.1. I'll upload the diffs
> to ftp.uni-muenster.de, pub/atari/Mint/mnt104pc.zoo.

This could be a dumb question (my news is spooled on an EVIL Seagate
disk), but has the MiNT 1.04 source code been released to the general
public, or just a lucky few?

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1694. Carter Graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 04:07:57 UTC
From: wbdst+@pitt.edu
Message-ID: <6850@blue.cis.pitt.edu>
Source record: 39650

Has anyone had experience with CPU-switched hard drives from Carter Graphics? How about any experience with drives from Carter Graphics? I have found their serivexxx service and quality to be pretty bad...

1695. ST Hard drive wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 06:02:57 UTC
From: storm@NETSYS.COM
Message-ID: <storm.733125777@netsys.com>
Source record: 39651

I am in the need of a good ST hard drive. Used is fine, or if anyone knows of any good new deals. I would like at least a 20 meg, but anything will do. Hell, even a cheap used floppy will help...

email storm@netsys1.netsys.com

1696. Re: Overscan with MiNT .99 or MiNT 1.04?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 08:41:06 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.733135266@vincent2.iastate.edu>
Source record: 39652

In <1993Mar24.004621.20792@ifi.unizh.ch> climpach@avalon.physik.unizh.ch (Christian Limpach) writes:

>In article <aburgh.732910313@vincent1.iastate.edu> aburgh@iastate.edu (Aaron J Burghardt) writes:
>>A few weeks ago I installed the PD overscan available on a.a and quickly
>>became very fond of the large screen. Currently I'm using MiNT .96
>>with overscan and I'd like to move up to .99 or 1.04, but so far I haven't
>>been able to get either to work with overscan. If I don't switch on
>>overscan both versions work, but, when I try to boot with overscan, both
>>versions cause the system to reset. Has anyone been able to get a similar
>>setup to work?

>yes, I have. you will have to fool mint to think that it is running on a
>graphics board which doesn't allow setscreen. this can easily be done by
>changing mem.c where it checks for the screensize (if I remember right...
>look in the sourcecode for 'scrnsize'...) mint1.04 should have solved the
>problem, but as the overscan software has a so called physbase emulator,
>there is no way for mint to find out if setscreen is possible or not...

I tried this once, but what I did was re-assign 'scrnsize' after the check was done. Instead, if I understand you correctly, I need to completely remove the code that performs the check. Is that correct?

Cheers,

Aaron
aburgh@iastate.edu

1697. Re: Winrec & Fortune

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 09:38:54 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1ouiveEk1s@uni-erlangen.de>
Source record: 39653

mm68@unix.brighton.ac.uk (Lost Boy) writes:

>I am having trouble interfacing these two programs. I can record stuff in
>winrec, but when I import the sample into Fortune it has a time of 0.00!

>Can anyone tell me what I am doing wrong...please!

Which version do you have? Is it 1.0? If so, it shouldn't go wrong.

Did you have checked the file length? Is it really longer than a few
bytes? If not, you have probably hit the record button in winrec again...

In which format did you record the file?

Send me the sample in UUENCODED format, if you really have the versions
1.0 of both programs. If not, get the new versions from a.a.u.e for
example.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1698. Re: Problems with MiNT 1.04 / TOSWIN 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 10:00:33 UTC
From: donaldp@sco.COM
Message-ID: <1993Mar26.100033.27202@sco.COM>
Source record: 39654

Jens Kilian said in article #1310 of comp.sys.atari.st.tech:
>
> I managed to compile MiNT 1.04 yesterday, but I have some problems with it.
> I'm running it on a 4MB ST.

I have had problems too. I can no longer run the init package and
start gem using the bootgem.prg. This causes a bus error. It worked
fine on 0.99 so I don't know what has changed. For the moment, I am
just autobooting straight into gem which is working fine.
I am using GCC 2.3.3 and version 30 of the libraries.

Donald

1699. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 10:14:58 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.733140898@rw8.urc.tue.nl>
Source record: 39655

My opinion on the short vs int debacle:

use short. At least that way I am sure that short = 16 bit and int is
something possibly larger.
And another reason that I would like to see short used (so does this
mean that we will get prototyping in HSC sometime?) is that the Hisoft C
interpreter is on this months Atari ST User coverdisk. It seems to me
that this is the ideal tool to use with HSC. First test-run debug etc.
using the interpreter and then when I am satisfied with the program,
create a stand-alone program with HSC.

Erlend.

1700. Detecting MONO monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 10:17:41 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Mar26.101741.13852@lut.ac.uk>
Source record: 39656

Could someone please suggest me a simple method to detect whether or not a mono monitor is attached to the ST(M,FM,E) ? I'll be using Sozobon (H&S) C.

Many thanks in advance.

- Rahin (rahin@scs.leeds.ac.uk)

1701. Re: MiNT Init in a NeXT Step Interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 12:16:14 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Mar26.121614@earth.ox.ac.uk>
Source record: 39658

/home/sollocal/In article <1993Mar22.105326.8865@daimi.aau.dk>, lynbech@daimi.aau.dk
(Christian Lynbech) writes:
|> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
|>
|> >I have been playing around with INIT to finish the UNIX-izing of my
|> >Atari ST.
|>
|> >While I like INIT and it does seem to work well in a single session at
|> >a time mode, I really want it to do the following:
|>
|> >- take me into GEM after loggining on
|> >- set global permission variables so that I can view files from
|> > my home directory but not my wife's protected file under the
|> > Minix file system.
|> >- pass all USER and HOME variables to the TOSWIN shells (BASH, TCSH, KSH, etc.)
|> > so that these program work correctly
|> >- when I log out (I don't know how to do this in GEM) I go back to the
|> > command prompt.
|>
|> I think what is needed, is a more general, GEM-aware, init facility.
|> The current setup does (to my haven't-looked-at-source-yet knowledge)
|> only support either running with the init/login/logout scenario or
|> trapping into the gem-scenario. Part of the problem is that when init
|> runs and starts thing up, this happens *before* gem is started.
|>
|> The problem is that starting gem is a pretty heavy thing to do,
|> because gem comes with its own `shell', the desktop. So, if GEM should
|> be started up, either you must accept to start init by hand (ie. by
|> double clicking on init.prg, or some equivalent), or you must make
|> some sort of accessory, which GEM loads automatically on startup. This
|> may have some subtle complications making it impossible, I don't much
|> about it, but at least that would be the general idea.
|>
|> The present way of starting GEM (gem.prg/bootgem.prg) does not start
|> GEM as process that will later terminate, but sort of continues the
|> startup procedure.
|>
|> There are, I think, several ways round this, or at least faking the
|> situation. The easiest would perhaps be to wait for multiTos. This may
|> (or may not) solve the problem.
|>
|> One could perhaps also make some sort of geminit, that first starts gem, but
|> not the desktop (if that is possible), displaying a dialog box for
|> login, starting an apropriate shell, reclaiming control when the shell

|> exits in the usual manner. But then you would loose the desktop.

The alternative would be to use gemstart or whatever instead of a getty on the console. This would mean that on the console you would be running GEM and the desktop as root, the other getty's would be totally unaffected so people could log in via the serial ports. You then just have to have TOSWIN running as a desk accessory.

Note: I've not tried this myself, though in theory it should work.

|>
|> If you do not have you system running for long periods of time, giving
|> that usually only one user is active during a session, you could use
|> the standard init procedure, giving some of the users bootgem as
|> startup shell. Then you can have one account for UNIX hacking (using
|> bootgem when you need GEM) and another account when doeing graphics.
|> But you still can't get back to the login prompt later. The situation
|> is somewhat remedied, if you has the su program. Then you can switch
|> identity at any time, without the need for relogin.
|>
|> Finally one could make an intelligent logout program, that would be
|> able to reenable the init process, which still should be there, after
|> GEM has been started, giving the best of all worlds. The bootgem
|> program should then be protected against being run again, in some way,
|> but that shouldn't be so hard.
|>
|>
|> The above are pretty basic ideas, and some require some guru insight to
|> determine how (and whether) to do it. But it should be possible to go
|> some of the way.
|>
|>
|> --
|> Christian Lynbech | Hit the philistines three times over the
|> office: R0.32 phone: 5034 | head with the Elisp reference manual.
|> email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)
|> --

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1702. Re: MiNT Init in a NeXT Step Interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 12:22:29 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Mar26.122229@earth.ox.ac.uk>
Source record: 39659

In article <1oljjmINNi93@tamsun.tamu.edu>, lehmann@cs.tamu.edu (Mark A Lehmann) writes:
|> To: lynbech@daimi.aau.dk
|> Subject: Re: MiNT Init in a NeXT Step Interface?
|> Newsgroups: comp.sys.atari.st.tech
|> In-Reply-To: <1993Mar22.105326.8865@daimi.aau.dk>
|> References: <1ofip7INNs3f@tamsun.tamu.edu>
|> Organization: Computer Science Department, Texas A&M University
|> Cc:
|> Bcc:
|>
|> What if I wrote a gem program called logout. That program would
|> call up a program that disables the pull down menus and waits
|> for a person to enter their user id and password.

You'd better make sure you also updated the utmp and wtmp files as well! :-)
And how do you change the user ownership of GEM? If GEM is running as root (pid
0, group 0) how are you going to stop people accessing all the files whoever owns
them?

|>
|> Logout would have to kill the forground processes with the kill
|> command. Then it would have to somehow kill the shells under
|> TOSWIN.
|>
|> After the user id and password were entered, I could call up
|> su from my program and set the user ID. Then after the USER id
|> and shell variables were set to the values in "/etc/passwd", the
|> program would have to call upon some routine to start the toswin
|> program with the proper shell. I seem to recall that the toswin
|> distribution code has example code to do this.
|> --
|> Mark Lehmann Senior Texas A&M University
|> lehmann@cs.tamu.edu

What you need to do is to have a program which does the same sort of thing as xdm
for X-Windows, ie it starts the server (the VDI and AES) then puts a login window
on the screen. When someone logs in on this you can then run the desktop, if the
user so desires, you could run any other GEM program if you wanted. The VDI and
AES aren't processes as such, so there would be no problems with access
priviledge, though I haven't a clue what would happen with desk accessories, as
they are pseudoprocesses.

When the GEM runtime process (the program run) finishes, the login daemon would
log out the person and put the login window up.

Simple, but is it possible with GEM?

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1703. PC Hard Drive controller for 1040Ste?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 12:26:02 UTC
From: mcsdc1ph@dct.ac.uk
Message-ID: <1993Mar26.122602.4872@dct.ac.uk>
Source record: 39657

Hi! I posted this to the other newsgroup as well, just to get this spread around!

Does anyone know of a U.K address that I could get one of those controller thingys for using PC Hard Drives?

How much do they cost?

Thanks for any help given,

Feekzoid

1704. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 13:15:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A59667@MS.maus.de>
Source record: 39647

In article <and.12.0@thor.mim.uni-hannover.de>, Andreas Kromke
(and@thor.mim.uni-hannover.de) wrote:
>Nobody ever used MultiTOS, except a few developers with 16 MB 32MHz TTs.

Wrong. I use MultiTOS (right now) and I 'only' have 8 MB.

You are right that even a TT is too slow to do serious background jobs
(especially when they require a lot of disk I/O). But as long as you
only run *some* GEM applications (all idle as long as they don't get
input), MultiTOS works fine even on a MegaSTE.

Finally, when complaining about MultiTOS, you should *also* tell the people
that you are one of the authors of a competiting product (Mag!X, which is
indeed very fast, but which doesn't have MiNT's similarity to Unix,
which a lot of people like).

1705. Atari DOS to MS DOS file conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 15:08:42 UTC
From: edjac@tweety.lerc.nasa.gov
Message-ID: <1993Mar26.150842.27105@eagle.lerc.nasa.gov>
Source record: 39660

I've got a neighbor that has a whole library of old ATARI games that he'd like to run on his 286 machine. These run under the ancient and now defunct ATARI DOS 3.0 O/S, 8-bit graphics (I think). I told him that I had never heard of a file conversion utility for ATARI DOS to MS DOS, but assured him that I'd post and see if anyone out in netland may know of such a utility.

Thanks.

1706. 2nd CFV and VOTE ACK: comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 16:04:32 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1ov9igINNafn@rodan.UU.NET>
Source record: 39661
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

```
SECOND CALL FOR VOTES and MASS VOTE ACKNOWLEDGE
===============================================

This vote has been running for two weeks.

This is a Call for votes on the creation of a newsgroup for
debates about the Atari range of personal computers.

Group Name
==========
comp.sys.atari.advocacy

Status
======
Unmoderated

Charter
=======
This group is a forum for discussion of topics in connection with the Atari
range of computers - marketing, capabilities, comparisons and other
arguments... It will move discussions of this nature from the existing
comp.sys.atari.st (and atari.8-bit) newsgroups, which will exist for a more
advice orientated discussions.

Users will be requested to not post the above discussions in the existing
newsgroups if advocacy is formed.

Users will be requested not to cross post disscussions in other advocacy groups
to this one.

Rationale
=========
This group will separate a section of discussion, mainly from the current
newsgroup comp.sys.atari.st but also relatted topics including the Atari 8-bit
range of computers (atari.8bit) and the new Atari Falcon computers.

The discussion of advocacy currently takes up over 50% of the items
in the atari.st newsgroup and so it is felt that the original
purpose of the newsgroup is being left behind.

New users and people who need information about the Atari ST/8-bit computers
can continue to use the original group and would hopefully get more
attention if there is less advocacy mail present.

Voting
======
VOTING PERIOD IS:
```

appearance of this message
to 1st April at 9:00 GMT.

HOW TO VOTE:
1. REPLY to THIS message.

2. send your votes to:

dxo@cs.bham.ac.uk

3. if that doesn't work, try:

dxo%cs.bham.ac.uk@nsf.ac.uk

WHAT YOUR MAIL MESSAGE SHOULD CONTAIN:

For a yes vote:

I vote "Yes" for the creation of "comp.sys.atari.advocacy"
VOTE: lastname, firstname [email address] : YES

For a no vote:

I vote "No" for the creation of "comp.sys.atari.advocacy"
VOTE: lastname, firstname [email address] : NO

Your message must be of THIS form, especially the second line since
my vote counting software needs bothe the 'VOTE:' and the ': YES/NO'.
Remember to replace the lastname forename and email address with YOUR
name etc!!!

Rules on voting
==========

Voting Rules:
-Only one vote per user (Two different people cannot vote under the
same user name).
-Any votes which are received before or after the voting period
will be discarded.
-Any vote which does follow the above examples specifically,
will not be valid.
-Anyone who wants to change their previous vote may do so by voting
again. They must indicate that they have previously voted and are
changing their mind in a footnote. A changed vote will discard your
previous vote.

Ambiguous Votes:
Ambiguous votes -- those who do not follow the specified format, or
do not make clear the voter's intent, will, where possible, be
returned to their senders for clarification. Ambiguous votes which
cannot be returned to their senders or for which no clarification is
provided will be identified in vote mass acknowledgements and in the
final vote tally.

******* ANY PROBLEMS, MAIL THE ADDRESSES ABOVE! *********

Thanks to Danny Richman for the basis of this CFV!!!!!

Proposers
=========
David Oakley dxo@cs.bham.ac.uk
Ian M Rae imr@cs.bham.ac.uk
Annius V. Groenink avgroeni@cs.ruu.nl
Jan Kim kim@vax.mpiz-koeln.mpg.dbp.de

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | "I was in love, once. A ZX81. People said, || || |
Bignall End | 'No, Holly, she's not for you.' She was cheap, || || /_
Stoke On Trent | stupid and wouldn't load - at least not for _/|| ||_/ |
ST7 8QQ England.| me, anyway." Red Dwarf |_/ |_| _|/

THIS IS A LIST OF ALL PEOPLE REGISTERED AS VOTING UP TILL 11:30 GMT
MARCH 17TH. IF YOU HAVE VOTED AND DO NOT APPEAR ON THIS LIST, SEND
ANOTHER VOTE TO THE ABOVE ADDRESS, AND STATE THAT THIS IS A REPOST.
THE NAMES ARE IN ALPHABETICAL ORDER AND DO NOT SHOW WHICH WAY THE
USER VOTED.
---

1 Al-Rashid Shahir alrashi@ecf.toronto.edu
2 Allison, Warwick [warwick@cs.uq.oz.au]
3 Baljeu, R.J. v892307@si.hhs.nl
4 Benningfield Jr., Robert F. [benningf%aurfs1%aurgate@mcnc.org]
5 Bernardo, Marcelino [mbernar@erenj.com]
6 Booth, Wayne [trek\@ihlpb!att!com]
7 Brian, Cooper [bcc@eyring.com]
8 Brink, Ate [ate@cs.ruu.nl]
9 Brod, Claus [clausb@hpbeo79.bbn.hp.com]
10 Brown, Alan [dogbowl@dogbox.acme.gen.nz]
11 Bunch, John [sixhub!myst!jbunch@crdgw1.ge.com]
12 Buschhaus, Karl karlb@csd4.csd.uwm.edu
13 Caple, Steve [spook@cyberhm.royle.org]
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15 Chapman, Ian [essex.ac.uk]
16 Churchill, Dave [ac255@freenet.carleton.ca]
17 Clack, Eric [eec@dcs.warwick.ac.uk]
18 Coile, Steve [scoile@gmuvax.gmu.edu]
19 Cole, Marlon [cczcole@unicorn.nott.ac.uk]
20 Collis, John [john@albemuth.equinox.gen.nz]
21 Cotsell, Bruce b.cotsell@ucl.ac.uk
22 Cummins, John [cummins@a.cs.okstate.edu]
23 Current, Michael [currentm@carleton.edu]
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88 McNicol, David [cabp09@cc.strath.ac.uk]
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113 ptucker@elli.une.ed.au
114 Quinn, Michael mjquinn@pucc.princeton.edu
115 Rae, Ian [imr@uk.ac.bham.cs]
116 Rauch, Felix [rauch@avalon.physik.unizh.ch]
117 Reed,Dan [ma0dmr@ss1.bath.ac.uk]
118 Rice, Rob [rrice@mail.sas.upenn.edu]
119 Ridd, Chris C.J.Ridd@cs.bham.ac.uk
120 Rogers, Steve [srogers@tad.eds.com]
121 Ryan, Sean [fsspr@aurora.alaska.edu]
122 Sanchez, Eugenio, al198723@academ01.mty.itesm.mx
123 Schaaf, Richard (rscha@ctp.com)
124 Schr"oder, Martin [L15D@ALF.ZFN.UNI-BREMEN.DE]
125 Schulze, Thomas [ts@uni-paderborn.de]
126 Schuster, Bernd [schuster@edag.ptdg.sharp.co.jp]
127 Schwingen, Michael [rincewind@discworld.oche.de]

sheldon, steve sheldon@iastate.edu
Skar, Anders [anderss@edb.tih.no]
Spear, Geoffrey [gspear+@CMU.EDU]
Spiker, Robert W. [rws3n@Virginia.EDU]
Steve Jr, Michael [msteve@magnus.acs.ohio-state.edu]
Stevenson, David [djs@jet.uk]
Stoks, Sander [sanders@sci.kun.nl]
Syratt,Richard [richard@op.ph.ic.ac.uk]
Thomas, David [spx2djt@cardiff.ac.uk]
Tomlinson, Howard Karnov u1j64@keele.ac.uk.has.better.chips
Trier, Stephen trier@ins.cwru.edu
TVEITO, ODDVAR [oddvar.tveito@tf.tele.no]
Vance, Joachim [jvance@einstein.oac.uci.edu]
vasileff, david [dvasilef@indiana.edu]
Veenstra, Hendrik Jan [hjv@phil.ruu.nl]
Venable, Rick [rvenable@helix.nih.gov]
Verhoeven, marco Marco_Verhoeven@nextjk.wlink.nl
Vizor, Nick [csi080@uk.ac.coventry.cch]
von Gunten, Ralf [VONGUNTENR@ezinfo.vmsmail.ethz.ch]
Vries, Robert de [robert@and.nl]
Wagner, Gary [grw@ukc.ac.uk]
Weber-Fahr, Christoph, wefa@kit.uni-kl.de
white, stephen [sfwhite@sciborg.uwaterloo.ca]
Winter, Matthew [email : wintermi@cs.aston.ac.uk]
wood, Victor {rm4y@vm.op.dlr.de}
Woodbury, Gregory [ggw@wolves.durham.nc.us]
Yannikos, Marinos [nino@vmars.tuwien.ac.at]

1707. Re: Atari DOS to MS DOS file conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 16:38:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1270@usdtsg.DaytonOH.NCR.COM>
Source record: 39666

In article <1993Mar26.150842.27105@eagle.lerc.nasa.gov> edjac@tweety.lerc.nasa.gov writes:
>I've got a neighbor that has a whole library of old ATARI games that he'd
>like to run on his 286 machine. These run under the ancient and now defunct
>ATARI DOS 3.0 O/S, 8-bit graphics (I think). I told him that I had never heard
>of a file conversion utility for ATARI DOS to MS DOS, but assured him that
>I'd post and see if anyone out in netland may know of such a utility.
>
>Thanks.

I don't think what your friend wants is possible (read on for exception).
You can COPY files from an Atari 8-bit system to a DOS-based system
(using a null modem, or ATARIO if the disk format is handled).

However, you cannot (to my knowledge) simply covert an executable
file of one system to an executable file for use on another type
of system. DOS-based systems and Atari 8-bits are totally different
entities, internally and externally. It would be like trying to
play a cassette tape on a CD-player - things aren't compatible.

The *only* way that he could run Atari 8-bit stuff on a DOS-system
is *if* there is an Atari 8-bit emulator for the IBM (Darek?). If not,
then ya'd probably need an 8-bit system to run the games (check out
comp.sys.atari.8bit I think). Even if an emulator existed, to handle
most games it would have to be *very* complete...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

1708. Re: simulator

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 16:57:34 UTC
From: ATWARECKI@1302.watstar.uwaterloo.ca
Message-ID: <ATWARECKI.17.733165054@1302.watstar.uwaterloo.ca>
Source record: 39662

In article <1orcsdINNsru@umbc7.umbc.edu> pauld@umbc.edu (Mr. Paul Danckaert) writes:
>Hey all.. I'm looking for a cicuit simulator.. less a component circuit
>than a logic circuit. Gates, flip flops, mux's, and the like. If
>anyone has an idea of where I could find a program for this, I could
>really use it! Please mail.. thanks!

I believe that there is a package called GalaxyCAD on a.a.u.e, although I
have not seen it. There are docs there as well, a text file that you can
read. From the description it seems like a rather nice system, though...
And yes, despite the name, it IS a digital circuit designer...

Art Twarecki atwareck@watserv1.uwaterloo.ca
atwarecki@1302.watstar.uwaterloo.ca

Computer Engineering | 'I have become comfortably numb'
University of Waterloo | -Pink Floyd
==========

1709. Re: Detecting MONO monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 18:08:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar26.180813.17662@mnemosyne.cs.du.edu>
Source record: 39663

```
>Could someone please suggest me a simple method to detect whether or not a
>mono monitor is attached to the ST(M,FM,E) ? I'll be using Sozobon (H&S) C.

If you're using HSC v1.40 (that has GemFast v1.8 in it), the easiest way
to check whether you're running in monochrome would probably be:

appl_init();
apl_vshared();
if (gl_vwout[13] == 2)
is_monochrome = TRUE;

If you actually need a VDI workstation open for yourself, use apl_vopen()
instead of apl_vshared(), and save the handle for your own use.

--
==============================================================================
- Ian Lepore | Buster: But what would you be without your props & costumes?
ianl@bix.com | Babs: Naked.
==============================================================================
```

1710. RCS 5.6 for mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 18:55:34 UTC
From: krinke@ips.cs.tu-bs.de
Message-ID: <1993Mar26.195535@ips.cs.tu-bs.de>
Source record: 39664

Hi!

I asked that before, but nobody answered:

Has anybody successfully ported rcs 5.6 under mint? The config.h, which was
in the updates for the TOS-Gnustuff, work neither with the mintlibs, nor with
mint itself.

Jens
--
Jens Krinke (krinke@ips.cs.tu-bs.de)

1711. Overscan For Mega 'E

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 19:20:40 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Mar26.192040.27482@yuma.ACNS.ColoState.EDU>
Source record: 39665
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Mega/STE 4 50. I wanna install Overscan on it. The only overscan stuff I found on a.a.u.e is for TOS 1.2 and 1.4... Is there anotehr FTP site that has Overscan for STEs or better yet Mega 'Es? Or is Overscan just dead past TOS 1.4? thanx.

-Kevin Fason Atari Mega/STE 4 50

1712. Re: A Hitchhiker's Guide to the BIOS (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 21:47:42 UTC
From: llunch@ackerman.cba.csuohio.edu
Message-ID: <1993Mar26.214742.9674@news.csuohio.edu>
Source record: 39667

I am also looking for this. If anyone could tell me where it
might be avaible by ftp, or what filename it might go by, I would be
endlessly grateful.

1713. New Group?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 21:55:39 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Mar26.215539.19155@ultb.isc.rit.edu>
Source record: 39671

Considering that there is so much talk about Mint, GNU and the like and
considering how there is a unix base for almost every computer, how
many people would like a base called:

comp.unix.atari.st

Just a thought and to see if anybody is interested. If enough interest
is generated maybe we could get it created!

Whattaya say?

+---+------------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+------------------------------+

1714. ATARI - FOR SALE>>>>>>>>

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 22:29:55 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93085.172955BOYHC@CUNYVM.BITNET>
Source record: 39668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

SM124 monochrome monitor $ 100

130XE - 4 MB of RAM + Percom Data 20 MB HARD DRIVE and MINI disk drive $ 200

Best offer takes it all!!!

Ciao, Bo

1715. Re: Overscan For Mega 'E

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 23:17:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1p02uflNNr05@golem.wcc.govt.nz>
Source record: 39669
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

To *anyone* interested in overscan....

The Overscan available on atari.archive.umich.edu (and elsewhere, including commercially), will NOT work on any machines above the STFM!
(Or Mega-ST).

It will not (apparently) work on TOS versions newer, or older, than 1.2 (1.02), or 1.4 (1.04).

If you have an STE, Mega-STE, TT, Falcon, you can forget about this overscan. (The Falcon has overscan, so you don't really need it anyway).

1716. GCC basic setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-26 23:21:42 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <28089@galaxy.ucr.edu>
Source record: 39670

Could some give me a list of files to download from a.a.u.e. to set up GCC on my STe? Mail it to me. phruby@ucrengr.ucr.edu Thanks!
Paul

1717. External, Internal Drives for sale (scsi, ide, mfm, tape)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 00:05:43 UTC
From: jiml@strauss.FtCollinsCO.NCR.COM
Message-ID: <3865@ncr-mpd.FtCollinsCO.NCR.COM>
Source record: 39677
Cross-posted to: misc.forsale.computers,misc.forsale.computers.mac,misc.forsale.computers.pc-clone,misc.forsale.computers.other,comp.sys.atari.st.tech,comp.sys.amiga.marketplace,misc.forsale

I know I shouldn't post this on Friday afternoon, but I like getting mail
on Monday....

It's hard to reach me. Try phoning and try the alternate addresses in
the .signature.

EXTERNAL 80 MB DRIVES:

$260 -- This was a 30 Mb LaCie with a dead drive. I upgraded to an 80 Mb
Maxtor 7080SC. It's currently formatted and tested on a Mac II.
Two Apple SCSI connectors, fan and power switch. Currently configured
as SCSI address 4 and has internal termination.

$260 -- This is a POWERdrive chassis. I took out the Seagate ST296N and put
in another Maxtor 708SC before I discovered the power supply was the
culprit, so that's been replaced too. Two Centronics SCSI connectors,
fan, external SCSI address switch. It's not a LaCie, but it has a
an address switch! Formatted and tested on a Mac II.

I have drive documentation, but nothing for the boxes.

INTERNAL SCSI DRIVES:

$160 -- Maxtor 7080SC (still a few bare drives left!). 3.5 inch, 1 inch high,
18 mS, 32K on board cache, SCSI drives. Used, but not abused (good
condition). Have sold these to Amiga and IBM users and used them
myself in a Mac.

$120 OBO Seagate ST296N. 80 Mb 5 1/4 inch HH SCSI drive. Came out of what
was thought to be a dead POWERdrive chassis. With new power supply
in it there's no room for a 5 1/4 inch drive. Been formatted and run
on a Sparc Clone, but it's too small for UNIX.

INTERNAL OTHER DRIVES:

$100 OBO Micropolis 1325. 68 Mb MFM, 105 Mb RLL 5 1/4 inch Full Height drive.
Currently in use in my 286. For $25 more I'll throw in a full length
RLL controller with it. I've been using it for about a year and a
half, but mfg date is ~1986. Built like a tank. Works great.

$100 -- Maxtor 7040AT 3.5 inch 40 Mb IDE drive. Same specs as the 80 Mb
7080SC, but it's IDE and 40 Mb.

ODD THINGS:

$25 -- I still have a few Archive 5945L-2 60 Mb tape drives. These take DC-300 and DC-600 cartridges (I'll throw one in. They're the size of a small paperback). A while ago I thought these were SCSI, but I was mistaken, they're QIC-02. They act alive when you put a tape in them but I haven't time to disassemble my other drive to test them. Buy them as-is for $25. I can give you the name of a fellow on the net who has QIC-02 interface boards. THESE ARE INTERNAL, BARE DRIVES.

Jim Lewczyk

--
Mailer address is buggy! Reply to: jiml@strauss.FtCollinsCO.NCR.com

James Lewczyk 1-303-223-5100 x9267
NCR-MPD Fort Collins, CO jim.lewczyk@FtCollinsCO.NCR.COM

1718. Higher Resolutions on Falcon Now Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 01:15:12 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Mar27.011512.23908@news.arc.nasa.gov>
Source record: 39672

Several posts have mentioned the ability to generate higher resolutions just in software (e.g. 800x768 or 800x600). Is there any way or place to access this software? This sure would make the Falcon more attractive to me. Can the "super_78" program (sets SVGA screen to 78Hz scan rate) be used for changing resolutions?

Thanks.

- Glenn

1719. Falcon As MIDI Sampler?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 01:22:19 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Mar27.012219.24191@news.arc.nasa.gov>
Source record: 39673

Is there any way at present to use the Falcon as one would a traditional sampler in a MIDI context? I know you can sample sounds and save to disk, but what about playing notes on the Falcon using MIDI note-on commands? Right now, I'm not as interested in triggering an entire audio track as having the Falcon respond to MIDI commands, like note-on, velocity, and ideally other MIDI continuous controllers like volume, etc. Is there any software present or planned, that will allow the Falcon to be used in this manner?

Also, when playing back the digital audio tracks, the only way to get the audio from it (without some expensive hardware addon unit?) is through its builtin stereo out port, correct? I've read that since this is "bass-boosted", its not suitable for "pro" recording applications. Is this really an issue? Couldn't it be treated with outboard EQ if it were too boomy?

Thanks for any illumination.

- Glenn

1720. Readline library

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 01:53:03 UTC
From: BGBC <BGBC@MUSICB.MCGILL.CA>
Message-ID: <26MAR93.22554942.0062@VM1.MCGILL.CA>
Source record: 39674

Hi,

I've been trying to get the Readline library to work, and so far I had no success. I tried the version at a.a and also the original sources (older) of Readline 1.1 posted at the gnu archives. It seems to work fine (didn't check key bindings yet) for command line editing and for file name completion, but as soon as I use my own function for command completion it blows up with address error. Similar behaviour can be observed with the fileman program supplied with it in the example directory. I have a feeling that I'm missing something obvious here.

I would appreciate any coments from someone who succeeded in porting this library to ST&MiNT. Please post here, or to save bandwidth mail me at petet@emf.lan.mcgill.ca

Thanks,
Pete. (posted by a friend)

1721. Re: The Right Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 02:45:17 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <78335@cup.portal.com>
Source record: 39675

In article: <1993Mar25.204528.23044@cc.ic.ac.uk>
rm03@ic.ac.uk (Mr R. Mellish) wrote:
>Yes, its that old problem again...
>Is there any way to read the left and right mouse buttons independently
>from an evnt_multi call?
>What I mean is, such that evnt_multi will return if either the left *or*
>right buttons are pressed. Normally, this is not possible, you can either
>wait for the left, the right, or both buttons, but not all of these at the
>same time.
>I know there was a solution to this in an old ST World, but that uses a rather
>dodgy looking assembler patch. There is also a solution in the Lattice C
>documentation. I think this would not work well under MTOS, since it steals
>the AES workstation handle.
>I remember reading that these is a simple solution that involves passing some
>undocumented value as the 'button mask' parameter to the evnt_multi call.
>Unfortunatly, I cannot remember what this is or where I read it... can anyone
>help? Will it work on all versions of TOS (including MTOS) ?

A while back Claus Brod posted the following answer to this question...

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

----------cut here----------
dcrevier@jarthur.Claremont.EDU (Dan Crevier) writes:

>I remember a while ago people were discussing how to get an event from the
>right button _or_ the left button. I wasn't paying attention then, but now
>I have found I want to do that, and I can only seem to read events from both
>buttons pressed together. I think I remember the solution being simple.
>Could someone post the solution?

One method - undocumented though, but valid for all TOS/GEM versions -
is to add 256 to the number of clicks waited for. This negates the condition
for a return from evnt_multi due to clicks. Example:

```
mstate = 0
mclicks = 256+2
mbuttons = 3
```

This means: Wait for 'NOT both buttons released' = 'One button clicked'.

I know this is undocumented stuff but _very_ useful. And I would love it
if Mr Pratt or someone else at ATARI could promise us that this feature
will stay. PLEASE Mr Pratt - do us a favour. The only other way I know

of something like selective mouse click waiting can be done is linking into the mouse vectors and - whenever the right button is clicked - pretending that it is indeed the left one. But this causes much trouble everywhere, and it is not even completely legal - after all, you have to use those VDI mouse movement vector exchange routines that are reserved for AES use only.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1722. Re: Help! Weird Floppy Happenings

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 03:02:25 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <78337@cup.portal.com>
Source record: 39676

In Article: <1993Mar25.200710.18688@sae.com>
malay@sae.com (Bob Malay) wrote:
>
>I had several floppies each contained one file - all the files were the same
>size. So I insert a disk into the internal drive and click on Drive Icon A,
>so far so good, the disk contents pop up - I drag the file icon to the hard
>disk, the file copies fine. I close the disk contents window and eject the
>floppy. Now the weird part, I insert a second disk, open up Drive Icon A and
>the disk contents show the file that was just copied from the first floppy. So
>I say, hmmmmm, lets see what happens in Drive B - I eject drive A and insert
>this disk into drive B and open the contents - looks correct, every thing is
>hunky dory, but I still wonder about this drive A weirdness so I insert a thir
d
>disk into drive A, open the contents, the correct file name is there so I
>copy the file to the hard disk from drive A - I then inspected the file - the
>tail of the file contained data from the very first disk. I looked at this 3rd
>disk from Drive B - it was correct and copied correctly.
>
>Another thing, Gemini gives "media change error" every so often from drive A.
>
>What is going on? Do I have:

How were these floppies formatted? Exactly this kind of symptoms can occur
if the floppies all contain the same "serial number" in their boot sector!

This confuses Atari's media change detect code and it reuses the directory
and FAT of the old floppy instead of loading new ones. This can SERIOUSLY
corrupt floppies if you write to them when this has occured.

If you know you have a few floppies that happen to have identical "serial
numbers" (e.g. floppies formatted on a PC), always place a different disk
in that drive and access it before putting in the floppie you really want.
Although a better solution would be to reformat them or fix their "serial
numbers".

Another possibility is that your A drive's write protect sensor might
have failed (this is what Atari checks to see if media might have changed
before examining the "serial number" to confirm if it really changed).

Check to see if your machine will let you write to write protected floppies.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

1723. Re: source level C debuggers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 06:39:54 UTC
From: gurgle@netcom.com
Message-ID: <gurgleC4JBuJ.6ty@netcom.com>
Source record: 39678

Vincent_Partington@p15.f202.n281.z2.fidonet writes:

>you can also go quite deep with it and look at the CPU registers and the
>assembly code generated by the compiler (very interesting!) unlike Think
>C's source level debugger on the Macintosh.

True, THINK's debugger can't toggle you into assembly view. But you
can always generate assembly listings with a menu selection, and you
can always disassemble with a low-level debugger, which is more appropriate
for the job anyway. *And* if you write inline 68000, THINK C will single-
step it for you. If you really need to toggle an assembly view, use SADE
or Jasik.

What am I doing reading this group? I must be on drugs.
--
Pete Gontier // EC Technology // gurgle@netcom.com

1724. Re: Eiffel on th ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 06:43:59 UTC
From: gurgle@netcom.com
Message-ID: <gurgleC4JC1B.74s@netcom.com>
Source record: 39679

warwick@cs.uq.oz.au (Warwick Allison) writes:

> Eiffel has been around for a long
> time, and still hasn't gained popular acceptance)

Too much inertia from the immense weight of C means that C++ will be flogged for another few years until the masses figure out it isn't the Next Big Thing and causes more problems than it solves.

Of course, the lack of affordable Eiffel implementations has a fair amount to do with it. I would just about kill for a MacEiffel. Well, I guess I *would* kill for one, if it were the right victim.
--
Pete Gontier // EC Technology // gurgle@netcom.com

1725. Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 09:15:48 UTC
From: matthew@hitech.com.au
Message-ID: <733223743.21209@hitech.com.au>
Source record: 39680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,
I'm after a shareware/PD replacement desktop. I've got 1 meg and a
D/S floppy system. I have read good reviews on Gemini and DC Desktop.
Which is best ? Where can I FTP it from ?

Follow-up to here or e-mail me.

ThanX in advance,
-matthew
--
Matthew Smith-Stubbs | Enviromental thought for the week :
Brisbane, Australia. | Save water, Dilute it !
matthew@hitech.com.au |

1726. Re: The Right Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 15:36:15 UTC
From: erlingh@storlind.storlind
Message-ID: <ERLINGH.93Mar27153615@storlind.storlind>
Source record: 39681

In article <78335@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:

One method - undocumented though, but valid for all TOS/GEM versions -
is to add 256 to the number of clicks waited for. This negates the condition
for a return from evnt_multi due to clicks. Example:

```
mstate = 0
mclicks = 256+2
mbuttons = 3
```

This means: Wait for 'NOT both buttons released' = 'One button clicked'.

I know this is undocumented stuff but _very_ useful. And I would love it
if Mr Pratt or someone else at ATARI could promise us that this feature
will stay. PLEASE Mr Pratt - do us a favour. The only other way I know
of something like selective mouse click waiting can be done is linking
into the mouse vectors and - whenever the right button is clicked -
pretending that it is indeed the left one. But this causes much trouble
everywhere, and it is not even completely legal - after all, you have
to use those VDI mouse movement vector exchange routines that are
reserved for AES use only.

From the MTOS-documentation:

Setting bclicks to 0x101 (=256 + 1) and the mask to 3 waits for either button.
This has always worked in AES, and now is official.

Erling
--

```
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Si nei til Intel.
```

1727. Re: Use of PowerNet by PowerPoint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 15:44:50 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb46914@Kralizec.fido.zeta.org.au>
Source record: 39682

Original to: morgado@vxdesy.desy.de
In a message of <20 Mar 93 13:08:56>, morgado@vxdesy.desy.de (3:713/602) writes:

m> I read in STReport that a company called PowerPoint marketed a
m> networking system
m> for Ataris called PowerNet. Does anyone have any experience with using
m> this system?

Yup, I've used it a little...

m> Does it use extra hardware or the MIDI/RS232 ports? What's the
m> performance like?

Depending on your hardware you can talk via MIDI (extra hardware) cart port (extra hardware) or via the LAN port (if you have one, alse req. extra hardware)

I've only used it via the LAN port, with a simple RS422 null cable. Performance was okay, with some significant drawbacks.

You have to run Powerdos - a rather bogus multitasking TOS substitute - for Powernet to work. If you're not expecting to do much on your system, Powerdos may work ok for you. You can't (yet) use powernet under MTos.

m> Carlos

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1728. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 16:05:34 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb46d48@Kralizec.fido.zeta.org.au>
Source record: 39683

Original to: ilepore@nyx.cs.du.edu
In a message of <21 Mar 93 21:43:25>, ilepore@nyx.cs.du.edu (3:713/602) writes:

...

i> Anyway, all of this isn't really a part of the basic issue at hand: how
i> to define the interface to GEM, with shorts or with ints? If I have to
i> put #ifdef __STDC__ wrappers around every function definition within the
i> library internals, that's just an implementation detail for me to worry
i> about.

I can't see any real reason for all this debate : As you've clearly stated, the AES/VDI use and expect 16 bit values. Not ints. Thus, the interface to the AES/DVI should use some 16 bit data type. Conversion/translation operations are a major waste of time and space, and should not be considered as a viable option under any circumstances.

The only 16 bit type which is currently common is the 'short' type. It _may_ be worth defining an INT16 type, if people want to jump up and down about naming, and the potential abiguity of the 'short' type, however that's just another implementation detail.

i> - Ian Lepore | If David Koresh has taught us one thing, it's

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1729. A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 20:48:45 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar27.204845.22577@prime.mdata.fi>
Source record: 39684

I was wondering, what kind of monitors does the Falcon _directly_ accept, that is without any adaptor? I heard that it needs somekind of adaptor for some sort of monitors.

I was also wondering, how does one change to TV/monitor resolutions on a Multisync (I understand that with Multisync one can display both TV and VGA resolutions?). Is it possible to use the interlaced/overscanned resolutions on a Multisync?

I saw a disk-loaded version of TOS 4.02, and it had also the TT resolutions in the "Compatibility modes" section, how is the Falcon going to display the TT-High mode? (I mean, doesn't it have a max. resolution of 768x480?).

What about the Falcon's ROM-cartidge port? I heard it is different from the ST one, this would imply that eg. MIDI software that use the cartidge port for keys don't work, because their key doesn't fit? In this case, are there going to be adaptors? What about the ASCI adaptors that let you use Megafiles and SLM Laser printers, are they on their way?

Is there anybody that knows about the Falcon's architecture well enough to tell me how the bus is connected to which devices? Does it look anything like this :

```
VIDEL
|| (Double lines = 32-bit)
CPU----COMBEL====RAM
```

I'd also like to know how the DSP connects to the other parts of the system.

Is there anything that would prevent/make it difficult to use the DSP for fast 3D-vector graphics, like in flight simulators?

Thanks to anybody who bothered answering even some of these!

```
--
------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
------------------------------------------------------------------------
```

1730. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 22:24:01 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar27.222401.29193@mnemosyne.cs.du.edu>
Source record: 39685

>I was wondering, what kind of monitors does the Falcon _directly_
>accept, that is without any adaptor? I heard that it needs somekind of
>adaptor for some sort of monitors.

I guess that depends on what you mean by direct and adapter. The Falcon video port is a DB19 socket, which isn't compatible with anything I've ever heard of. My Falcon came (from Atari) with two adapters: one is DB19 to DIN10, for use with an SC1224. The other is DB19 to DB15, for use with VGA. Neither is an active device, both of them just look sort of like gender changer plugs, to use the closest analogy.

There's also an RCA-style plug for TV output, but I've never gotten it to work. I'm not sure if it's RF output or composite output, but I've tried plugging it into the TV (via a video game switcher), and into the Video In on a VCR, and I didn't get a picture either way.

>I was also wondering, how does one change to TV/monitor resolutions on
>a Multisync (I understand that with Multisync one can display both TV
>and VGA resolutions?). Is it possible to use the interlaced/overscanned
>resolutions on a Multisync?

The Falcon seems to work in all video modes with a multisync monitor hooked up, except for overscan modes. (I don't know if it's impossible to set overscan modes, the desktop video dialog doesn't offer any overscan options, and I've never tried it programmatically.)

You can't run 640x480x16bit noninterlaced on a VGA, because it would take so much bus bandwidth that the CPU wouldn't get anything done. (This, IMO, makes a strong argument for a fixed screen location and dual-ported RAM.)

On my TOS 4.02 system, the Compatibility Modes dialog lists only ST Low, ST Medium, and ST high. Nothing about TT modes at all.

>Is there anything that would prevent/make it difficult to use the DSP
>for fast 3D-vector graphics, like in flight simulators?

I haven't looked at the DSP docs for a while, but I seem to remember that the DSP can do DMA to/from RAM, including screen RAM I assume, so there shouldn't be any trouble with using it as a graphics coprocessor. Ummm, except you might have to be careful about cache coherency if you've got both the DSP and the CPU reading/writing the screen. (That's true of the blitter chip too, if you program the chip directly instead of going through OS routines that use it.)

--
==========
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect

ianl@bix.com | of your coworkers, and success in business or politics.
==========

1731. v_cellarray()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 22:26:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar27.222613.29277@mnemosyne.cs.du.edu>
Source record: 39686

Has anyone here ever used the v_cellarray() or vq_cellarray() VDI functions?

Whenever I look at the docs on those functions, I'm left with the vague impression that they're probably very useful, if only one could figure out just what they do.

--

==========

- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.

==========

1732. Re: Instructions for compiling MiNT 99

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-27 23:04:16 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.EV1y3UJJVzQ@semprini.tdkcs.waterloo.on.ca>
Source record: 39687

In <1oij6oINNllt@tamsun.tamu.edu>, Mark A Lehmann writes:
> I have been attempting to compile MiNT 99. I worked through many of the
> problems that occur with the MiNT Distribution kit and compiling.
[...]
> I need the programs:
> strip

That's in the GNU C distribution as "xstrip.ttp"...

> prgflags

I'm not sure where you can get that...

--
-------------------==-------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1733. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 02:31:52 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bb500e5@Kralizec.fido.zeta.org.au>
Source record: 39688

Original to: and@thor.mim.uni-hannover.de
In a message of <22 Mar 93 19:18:27>, and@thor.mim.uni-hannover.de
(3:713/602) writes:

>> High resolution. MultiTOS version was, I think, 1.0.
>> If it really would be this bad, why hasn't anybody complained? Maybe
a>
a> Nobody ever used MultiTOS, except a few developers with 16 MB 32MHz TTs.

Hmm, I only have 8, and it hoots along quite nicely...

a> I tried 4 (!) different machines:
a> ST
a> Mega STE
a> TT
a> Falcon
a> It was all the same.
a>
>> perhaps? What factors influence the speed (besides multitasking)?

Your setup - what other programs you're running...

a> I think MultiTOS is usable on a 32 MHz TT with a lot of TT-RAM. It's not
a> very fast on a Falcon or TT without TT-RAM. It's impossible to use on a
a> 8 MHz ST. But on all machines Qindex is about 70%-90% of TOS speed, but
a> it feels much slower.

It's very usable on a TT, yes. It's also quite bearable for normal
task-switching applications on a falcon, or, say, for letting Calamus print
while you type something into a text editor. On an ST(e) you really don't
want too much happening in the background - although it's quite practical
for task-switching.

a> I did not use GDOS or fonts, I used NVDI (on a TT). It's not the time
a> for low level graphics output that makes it. It's the long long long
a> reaction time when the user uses keyboard or mouse, and it ist the CPU
a> time itself.

Hmm, I never have any problems with mouse or keyboard response times -
whilst I think that a few improvements could be made there, it's not a major
problem.

a> Andreas Kromke and@thor.mim.uni-hannover.de

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1734. Re: Readline library

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 10:32:04 UTC
From: krinke@ips.cs.tu-bs.de
Message-ID: <1993Mar28.123204@ips.cs.tu-bs.de>
Source record: 39689

In article <26MAR93.22554942.0062@VM1.MCGILL.CA>, BGBC <BGBC@MUSICB.MCGILL.CA> writes:
> Hi,
>
> I've been trying to get the Readline library to work, and so far I had
> no success. I tried the version at a.a and also the original sources
> (older) of Readline 1.1 posted at the gnu archives. It seems to work

I think that the standalone version of readline is out of date. Try the readline library that comes with bash. Probably you can compile it without changes, if not, get bash 1.10 for mint from a.a.u.e

Jens
--
Jens Krinke (krinke@ips.cs.tu-bs.de)

1735. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 12:09:55 UTC
From: knarf@amsev.sta.sub.org
Message-ID: <1481@amsev.sta.sub.org>
Source record: 39545

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>In article <1479@amsev.sta.sub.org> knarf@cubenet.sub.org writes:
>>paetau@mits.mdata.fi (Rasmus Paetau) writes:
>>
>>
>>>Sorry to bother you again, forgot to ask in last post : What is the
>>>highest baud rate that is supported by the Falcons serial port?
>>
>>The Control Panel allows you to switch up to 19.200 Baud but if you
>>use CoNnect >=1.90 you can use 153.600 Baud. RTS/CTS-Handshake seems
>>to work without any patch as Serialfix or so.

>Sounds nice, have you actually used speeds higher than 19200
>succesfully, without getting garbage on the screen? Does a Falcon
>really have enough power to get 153600 through the serial port?

I use my ZyXEL U-1496 E with 57600 Baud without any problems. I did not try
153600 Baud, because I don't have two FALCONs! :)
If I want to transfer data to my 1040STFM i use the MIDI-port (31500 Baud).

>| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

Really? :)

Knarf

1736. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 14:06:13 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Mar28.140613.28913@eeyore.earth.ox.ac.uk>
Source record: 39533

In article <1993Mar24.050813.29760@ultb.isc.rit.edu> eas3714@ultb.isc.rit.edu (E.A. Story) writes:
>In article <2badcc70@p12.f202.n281.z2.fidonet>
p12.f202.n281.z2.fidonet!Jan_Willekens@nextjk.wlink.nl writes:
>>In a message of <Fri 19 Mar 93 00:41>, Ian Lepore (2:281/202.0) writes:
>> IL> posting them have never seen MultiTOS on a Falcon, and are defending
>> IL> it based on religious beliefs that it is something wonderful. As you
>> IL> point out, if those folks were to sit down and actually try to USE it,
>> IL> then after about 2 minutes they'd be singing a whole different
>> IL> tune.
>>Well, I have been useing it on a TT for almost half a year now and I love
>>it. And I believe that the TT is a minimum where serious multitasking is
>>concerned.
>:-)
>
>>Look at other systems. Windows needs at least 486SX25 or 386DX40
>>to make it useable. Useing X-Windows requires a 32 Mhz machine to do it
>>pleasantly and idem where System 7 is concerned. Useable multitasking
>>simply can't be done on slow machines. You need a minimum amount of power,
>>because of all the overhead. This simply is a fact.
>
>Bahahaha.. Try AmigaDOS or OS/9 sometime. And system 7, BTW, is not a
>preemptive multitasker. X-Windows has nothing to do with multitasking,
>other than typically running on a multitasking system.
>
>> I am convinced that the
>>net's population, once MultiTos will be widely available, will complain
>>that it can't used normally on STs, Mega STs and Falcons and blame it on
>>MultiTos. MultiTos isn't a bad, slow, inefficient program in my opinion.
>
>It certainly is if it can't run on a base Falcon. AmigaDOS and OS/9 can
>run on a 68000 machine with no problems.. MultiDOS should be able to do
>the same if it is to be considered "efficient".

The kernel of MultiTOS is fine, it is efficient. The problem is that GEM's VDI and AES both run atomically and halt the OS whilst they do their stuff (as far as I am aware). There is also a problem with disk access, the hard disk driver lives below the kernel and was designed with a monotasking machine in mind, ie it blocks! So every hard disk access halts the whole OS. In my opinion this is the next thing for Atari/Eric Smith to fix.
Eric/Atari, get a non-blocking version of AHDI (or better still generic SCSI/ASCI device driver) into the kernel and make it non-blocking!

There's also the problem of allowing user-level processes to go into supervisor mode, so stopping themselves being pre-empted. Maybe MiNT should

emulate Supervisor mode for such processes so they can't take over the
system.

>
>>But you just shouldn't expect of it what simply can not be done. The Falcon
>>is a wonderful machine, but multitasking on it probably asks a bit too much
>>of the system.
>
>HA! THe falcon can do it.. perhaps multidos can't.

Indeed, the Falcon can do it, MiNT can do it, so it must be GEM.

>
>--
>"THAT is a DRY turtle. That turtle is NOT moist!"
>Ezra Story, a student at RIT, and
>eas3714@ultb.isc.rit.edu, his trusty(?) mailing address.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1737. Re: Falcon As MIDI Sampler?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 14:22:02 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1p4caaE604@uni-erlangen.de>
Source record: 39690

glennd@pioneer.arc.nasa.gov (Glen Deardorff GDP) writes:

>Is there any way at present to use the Falcon as one would a
>traditional sampler in a MIDI context? I know you can sample sounds
>and save to disk, but what about playing notes on the Falcon using
>MIDI note-on commands? Right now, I'm not as interested in triggering
>an entire audio track as having the Falcon respond to MIDI commands,
>like note-on, velocity, and ideally other MIDI continuous controllers like
>volume, etc. Is there any software present or planned, that will
>allow the Falcon to be used in this manner?

It isn't planned, it's here :-)

I saw the latest version of 'Steinberg Cubase Audio' at the CeBit.

It's a 'normal' Midi program, a harddisk recording program and a Midi
sampler in one and in parallel! It is really unbelievable.

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1738. telecommunicating > 19200bps

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 15:31:41 UTC
From: sslee@micromed.com
Message-ID: <iZo51B2w165w@micromed.com>
Source record: 39542

It seems the highest speed that the ST computer supports is 19200bps.
This means I can't set the serial port at a higher rate so my
throughput is greater than 19200bps when using data compression and
a 14.4 modem.

Also, does anyone know of a telecom program that will allow you
to have a fixed serial port rate, meaning that I can set the
serial port at a different speed than what I'm connected to.
Again, this would increase my throughput at a lower speed (say,
2400bps) if the other side supports it.

I'm currently running on a 1040ST and Flash.

--
sslee@micromed.com (Steven Lee)

1739. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 18:37:09 UTC
From: erlingh@storlind.storlind
Message-ID: <ERLINGH.93Mar28203709@storlind.storlind>
Source record: 39541

In article <1993Mar27.204845.22577@prime.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:

I was wondering, what kind of monitors does the Falcon _directly_ accept, that is without any adaptor? I heard that it needs somekind of adaptor for some sort of monitors.

Well, that depends on what you gather as _directly_. The connector on the back is nothing like a VGA-connector, allthough it supports all the signals needed. What the different adaptors DO, is just convert from one kind of connector to another. All the signals are available on the Falcon to support VIDEO, RGB (SC1224), Digital (SM124), and VGA monitors. The only thing one has to do is select what kind of monitor one wants. This is done with 2 signals which has to be pulled low/high according to what kind of monitor you have connected. (Two bit version of "Monochrome detect" one might say -> gives 4 possibilities).

I was also wondering, how does one change to TV/monitor resolutions on a Multisync (I understand that with Multisync one can display both TV and VGA resolutions?).

You change signals on the two-bit selector.

I saw a disk-loaded version of TOS 4.02, and it had also the TT resolutions in the "Compatibility modes" section, how is the Falcon going to display the TT-High mode? (I mean, doesn't it have a max. resolution of 768x480?).

It doesn't. It only supports the colour resolutions of the TT.

What about the Falcon's ROM-cartidge port? I heard it is different from the ST one, this would imply that eg. MIDI software that use the cartidge port for keys don't work, because their key doesn't fit? In this case, are there going to be adaptors? What about the ASCI adaptors that let you use Megafiles and SLM Laser printers, are they on their way?

The cartridge-port looks identical, but I don't know. I guess the keys will fit. People have allready confirmed that the new version of Cubase work on both TT and Falcon so I guess the port is infact identical.

Is there anything that would prevent/make it difficult to use the DSP for fast 3D-vector graphics, like in flight simulators?

A maximum of 1 megabyte/sec transfer from DSP - CPU/main-memory should be sufficient (?).

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1740. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 18:37:24 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Mar28.183724.5657@prime.mdata.fi>
Source record: 39543

In article <1993Mar27.222401.29193@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
>>I was wondering, what kind of monitors does the Falcon _directly_
>>accept, that is without any adaptor? I heard that it needs somekind of
>>adaptor for some sort of monitors.
>
> I guess that depends on what you mean by direct and adapter. The Falcon
>video port is a DB19 socket, which isn't compatible with anything I've
>ever heard of. My Falcon came (from Atari) with two adapters: one is
>DB19 to DIN10, for use with an SC1224. The other is DB19 to DB15, for use
>with VGA. Neither is an active device, both of them just look sort of
>like gender changer plugs, to use the closest analogy.

Maybe I misunderstood something, but I get the impression you are saying that the Falcon can't be directly connected to a VGA or SC1224 monitor? That means that to connect the Falcon to any of these display devices will mean that you have to use an adaptor? Strange if it is like that. How does the Multisync connect?

>>I was also wondering, how does one change to TV/monitor resolutions on
>>a Multisync (I understand that with Multisync one can display both TV
>>and VGA resolutions?). Is it possible to use the interlaced/overscanned
>>resolutions on a Multisync?
>
> The Falcon seems to work in all video modes with a multisync monitor
>hooked up, except for overscan modes. (I don't know if it's impossible to
>set overscan modes, the desktop video dialog doesn't offer any overscan
>options, and I've never tried it programmatically.)

How do you tell the Falcon to use the TV resolutions? I didn't see any options in the graphics settings that would let you change to TV resolutions, there was 80/40 columns and 2-256 colors, and the compatibility modes. From this I assumed that the Falcon automatically identifies the display device it is connected to and uses the corresponding resolutions. But if you have a Multisync that is capable of both TV- and VGA modes, how do you specify which ones to use? Also, I don't remember a way to specify the vertical resolution, but I could be wrong, so are there some options to select the line doubling modes on VGA (or the ???*200 resolutions on TV/ordinary monitor)?

About overscan, I think that it was mentioned in the official-looking screenmodes-sheet by John Towsend (?), that overscan isn't selectable via desktop, but has to be manipulated by programming.

> You can't run 640x480x16bit noninterlaced on a VGA, because it would take
>so much bus bandwidth that the CPU wouldn't get anything done. (This,
>IMO, makes a strong argument for a fixed screen location and dual-ported RAM.)

I think I was thinking of something in that direction too, I thought
that separate screen RAM + a separate bus to it would have been a nice
thing. I don't know what dual-ported RAM is, but maybe it is something
similar?

> On my TOS 4.02 system, the Compatibility Modes dialog lists only ST Low,
>ST Medium, and ST high. Nothing about TT modes at all.

The guy that showed me his Falcon said that in 4.02 there would be
compatibility modes for the TT, and I think he even loaded TOS 4.02
from disk (he had 4.01 on ROM's), and showed the TT modes there,
TT-High was however shaded (unselectable). TOS 4.02 was the label on
the disk at least..

About TOS 4.0x, anybody who knows about it is welcome to tell me about
it, how dows it differ from older TOS versions etc. I already know
that it has a 3D-look to it, and that the new Falcon resolutions are
supported, but I'd like to know things like whether the icons can be
edited or not, if the famous RTS/CTS bug is fixed, is AES/VDI
completely recoded or just added to, etc. etc.

>
>--
>==
>- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
> ianl@bix.com | of your coworkers, and success in business or politics.
>==

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

1741. Re: Falcon As MIDI Sampler?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 20:42:15 UTC
From: erlingh@storlind.storlind
Message-ID: <ERLINGH.93Mar28204215@storlind.storlind>
Source record: 39544

In article <1p4caaE604@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

It isn't planned, it's here :-)

I saw the latest version of 'Steinberg Cubase Audio' at the CeBit.

It's a 'normal' Midi program, a harddisk recording program and a Midi sampler in one and in parallel! It is really unbelievable.

Sounds (:-) great. But what about price ? I guess this is nothing to consider if all you want is a simple midi-sampler, given the current pricing of Steinberg/Jones software...

Erling

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1742. Re: Problems with MiNT 1.04 / TOSW

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-28 20:54:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A27245@UN.maus.de>
Source record: 39569

In Msg JENSK.93Mar24083557@hpbeo82.bbn.hp.com, jensk@hpbbn.bbn.hp.com wrote:

>Problem 2: Pressing ESC on the desktop sometimes, but not always, produces
> a crash that causes MiNT to halt. I haven't yet found a way
> to consistently reproduce this one.

Try adding one line to the function tos_dskchng() in TOSFS.C:

```
New> if ( (ti->attr & FA_DIR)==0 ) /* NOT a subdirectory */
while ( (f = nextf) != 0 ) {
nextf = f->next;
f->next = 0;
}
ti->open = 0;
/* if there are any cookies pointing at this name, they're not
* valid any more, so we will *want* to get an error if they're
* used.
*/
```

and the problem should go away; without this fix, tos_dskchng() occasionally
(depending on TOS and Desktop versions) overwrites system vectors.

Martin


```
-----------------------------------------------------------
| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |
-----------------------------------------------------------
```

1743. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 03:03:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1p5ou8INNf9t@golem.wcc.govt.nz>
Source record: 39546

I use my ZyXEL U-1496 E with 57600 Baud without any problems. I did not try
153600 Baud, because I don't have two FALCONs! :)
If I want to transfer data to my 1040STFM i use the MIDI-port (31500 Baud).

-----+------

57600!? Oh dear, weren't there rather a lot of people telling me that
57.6K was impossible!? (with or without v42bis etc.)

I've seen it locally, and it is *fast*.... Those Zyxel modems are
not cheap however, over here that model costs around $1000US!
(Or, about $350US with the SysOp deal)

1744. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 03:07:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1p5p4kINNfd7@golem.wcc.govt.nz>
Source record: 39547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gemini is a VERY big desktop replacement, not much use on a 1meg system!
Although it has plenty of features!
DC-Desktop is a bit lacking on features compared to Gemini, but is a
lot smaller!

The best I've seen is 'Teradesk', as many, if not more features than
Gemini, all-loaded, uses only 120K of RAM, and roughly the same amount
of disk-space!

Great program, which uses TOS 2.xx and higher DESKTOP.RSC files for the
icons, so you can swipe those (it comes with the basics).

DC-Desktop should be in the /Dc section on a.a. (If it's PD that is,
I can't remember, the version I had was probably the demo)
The latest (last) version of Gemini is available somewhere on
atari.archive.umich.edu (probably in the Utilities/Desktop section)
Teradesk should be on there as well, if not, I'm sure someone else
knows where it is!

1745. GRI Genlocks for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 03:28:15 UTC
From: phiscock@ee.ryerson.ca
Message-ID: <1993Mar29.032815.2485@ee.ryerson.ca>
Source record: 39548

I have two GRI Genlock units for the Mega that I originally acquired for a job, but never used. Originally about $800, I'll sell them for $100 each. They've never been out of their packaging.

If interested, please contact me by EMAIL since I don't read this sig regularly.

(For the non specialist: a 'genlock' allows an NTSC video signal to be superimposed on the Atari colour display, and the resulting combo recorded to some other destination. Useful for video overlays.)

Thanks for the net time.

Peter
--
Peter Hiscocks Phone: (416) 979-5000 Ext 6109
Department of Electical Engineering Fax: (416) 979-5280
Ryerson Polytechnical Institute, Toronto, Canada
Phone: (416) 979-5000 Ext 6109

1746. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 04:33:17 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12657@uqcspe.cs.uq.oz.au>
Source record: 39549

lynbech@daimi.aau.dk (Christian Lynbech) writes:

>One way to maintain both the compability of using ints and the
>functionality of using 16 bits, would be to restrict the use of the
>lib to 16 bits ints. This can be done by adding the -mshort option to
>gcc when compiling.

EXPLETIVE!

I don't even HAVE the 16-bit-int library in my standard GCC library area.
16-bit ints are OLD and USELESS. Especially for TT and Falcon users (I'm
not either).

If anyone tries to make ME use 16-bit, I just won't use their library.

And Ian understands this sentiment. Libraries CAN be written to maximise
the compatibility. Forcing library users to use 16-bit ints, will simply
lose library users.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1747. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 04:36:17 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12658@uqcspe.cs.uq.oz.au>
Source record: 39550

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>Given this background, I think it might be best to define a type of our own
>(like GWORD which was already suggested), and not use int or short anywhere
>at all for GEM calls.

Agreed. That way, EVERYONE can get the library to work, even those
with the reputed 8-bit "short".

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1748. Re: Falcon Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 08:31:48 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Mar29.083148.3899@cee.hw.ac.uk>
Source record: 39552

In article <C4Cpnv.F1L@brunel.ac.uk> ee92pms@brunel.ac.uk (Paul M Sargent) writes:
>Has anybody any info on the Falcon LAN Port??
>
>What I'm After is what Standard it supports?
>What Software is being developed for it, and will it be able to link to PC's
>etc??
>How do I program it if no-one else is?
>
>When I was talking to the Guys at Atari U.K. thy told me it was compatible
>with the Mac Appletalk, but this tells me nothing as I don't know about
>the Mac either.

Yes the Atari LAN port is _HARDWARE_ compatible with Appletalk BUT I have yet
to see or hear about any software compatibility. Does PowerNET work with an
Appletalk network? Having seen TOPS from Sun working on Macs and PC's I think
support for that too would be a boon.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

1749. Real Time misconceptions (was: Falcon & MultiTOS speed)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 09:21:52 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.aB76_K_T_4Q@harvee.billerica.ma.us>
Source record: 39553

In <A14405@K.maus.de>, Robert Federle writes:
>OS-9 is a Realtime Multitasking Operating System therefore it has to be very
>fast while multitasking. But the visualisation is done using the graphical
>extensions named before. This does not mean that a normal 68000 system would be
>fast but it would run, tough.

demonstrated here is the classic misconception about real time
operating systems. A "real time" os does not have to run fast. it just
has to run *predictably*. a RTOS will include in its specification how
long it takes to do various things like interupt latency, scheduler
overhead and different os calls.

Once you have this information, you can design a real time system (i.e.
a system where getting an answer late is the same as getting an
answer wrong).

I usually sum up the difference between fast and real-time as "quick as
a bunny" vrs "predictable".

If you look at os-9 using the above definition of a RTOS, you will find
out that os-9 isn't a fully documented RTOS because it is missing
its execution time specification.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

1750. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 12:06:06 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C4nGA8.5GF@hpbbrd.bbn.hp.com>
Source record: 39582

Julian Reschke (Julian_Reschke@ms.maus.de) wrote:
> You are right that even a TT is too slow to do serious background jobs
> (especially when they require a lot of disk I/O).

That could become a lot better once we have interrupt-driven disk drivers.
If I could only find some time for that ...

> only run *some* GEM applications (all idle as long as they don't get
> input), MultiTOS works fine even on a MegaSTE.

But not on a standard Mega. MiNT & MTOS are great, but now that the
base functionality is there, some effort should be invested in
speeding it up.

> (Mag!X, which is
> *indeed* very fast, but which doesn't have MiNT's similarity to Unix,
> which a lot of people like).

Maybe Andreas has some surprises for us up his sleeves ... any
plans for a MiNT integration, Andreas?

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

1751. FALCON GAMES...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 12:46:00 UTC
From: craig.dunn@almac.co.uk
Message-ID: <2689.724.uupcb@almac.co.uk>
Source record: 39557

Just a small post to say that eighty percent of all games that I have tried on the Falcon work....IF you depack them... And (so I've heard) this only works with hacked games...8(

I know someone who ran AV8B and a whole host of other games on the Falcon the other day without anyproblems....

As an aside... What happened to the release date... I was under the impression that it was March 21st...!!!

So there you have it
Cheers
Craig
<craig.dunn@almac.co.uk>

1752. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 13:22:26 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1271@usdtsg.DaytonOH.NCR.COM>
Source record: 39570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1p5p4kINNfd7@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Gemini is a VERY big desktop replacement, not much use on a 1meg system!
>Although it has plenty of features!

Just to note - I think you can set Gemini to "overlay" mode, whereby
it "unloads" itself when you run a program, and then re-loads itself
once that program is complete. This would probably allow you to run
it on a system with smaller amounts of RAM. Of course, you'd probably
need a hard disk to make this method worthwhile. How this would
work under something like MultiTOS, I don't know, but then again
if you only have a 1 meg system, then MultiTOS probably won't be
a good idea to use anyways :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

1753. Re: A Hitchhiker's Guide to the BIOS (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 15:03:43 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <733417422.8002@minster.york.ac.uk>
Source record: 39554

In article <78097@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Actually, Atari has finally started selling their developers' documentation
>separately from developer program registration.
>
>They have several different packages available, one of which included the
>"HitchHikers Guide to the BIOS"... their developers' software is available
>this way too.
>
>Probably the best way to get the current package descriptions and prices
>would be to call Atari directly. (I don't know if Atari U.K. has a similar
>program, but it might be worth a call to them...)

They do.

The ST Club also has the Hitchhiker's Guide on one of its disks.

>BobR

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

1754. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 15:12:57 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <733417976.8231@minster.york.ac.uk>
Source record: 39555

In article <3_800_8422bac4ef5@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>I have to agree with you here, with a few reservations. MiNT will probably
>serve quite well as a task-switcher, in much the same way as 99% of Windoze
>and MultiLoser installations do. Certainly it shares a great number of
>their drawbacks when it comes to loss of responsiveness - an issue which
>atari can probably address with a serious look at the scheduler (ie tweaking
>it to drop everything and grab the thread responsible for the most recent
>user action etc...).

You have to be damn sure that a change in scheduling policy is going
to produce the effect you require before you bung it in an OS release.

The technique generally used (certainly in Unix-style schedulers) is to
prioritise I/O-bound processes over CPU-bound processes.

This makes for good interactive response because I/O bound processes are
generally those that are interactive. They get most of the CPU time and
soon become CPU-bound, so their priority falls.

My general point is that scheduling theory is more complicated and subtle
than you might imagine.

>\`miff` /|\
>
Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

1755. Re: New Group?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 15:34:05 UTC
From: ga@mrih.no
Message-ID: <1993Mar29.153405.16435@ugle.unit.no>
Source record: 39556

mrz5149@ritvax.isc.rit.edu wrote:
> Considering that there is so much talk about Mint, GNU and the like and
> considering how there is a unix base for almost every computer, how
> many people would like a base called:

> comp.unix.atari.st

> Just a thought and to see if anybody is interested. If enough interest
> is generated maybe we could get it created!

> Whattaya say?

How about expanding the hierarchy...

comp.sys.atari.st.unix
comp.sys.atari.st.gnu
comp.sys.atari.st.mint
comp.sys.atari.st.mtos
comp.sys.atari.st.spectrum.emulator

_ _
/ \ / \ <== Okay! I did it! The world is upside down!
==
= Gard Eggesboe Abrahamsen PO Box 5061, Larsgaarden =
= Gard.Abrahamsen@mrih.no 6021 Aalesund, Norway =
===OO=====OO===
_____

1756. Re: New Group?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 16:12:44 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <4178@richsun.cpg.trs.reuter.com>
Source record: 39568

In article <1993Mar26.215539.19155@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Considering that there is so much talk about Mint, GNU and the like and
>considering how there is a unix base for almost every computer, how
>many people would like a base called:
>
>comp.unix.atari.st
>
>Just a thought and to see if anybody is interested. If enough interest
>is generated maybe we could get it created!
>
>Whattaya say?
>

Sounds nice, but probably not tool practical. I'm still waiting for ASV
(Atari System V, rel.4) for my TT. It's still in Developer only version
and extremely expensive. Since Atari boldly advertised ASV with the
TT, one would think that at least some form of Unix would be available
by now for crying out loud. Well, maybe when the 68040 machines are
out, it will happen (yeah right?). Speaking of such, are the 68040
machines showing at Cebit???

CUL,
Chuck

1757. falcon sound.sys

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 17:11:31 UTC
From: franky@netmbx.netmbx.de
Message-ID: <O02BB9YQ@netmbx.netmbx.de>
Source record: 39585

hello !

i also got a problem with the sound-systsem of the falcon :
if i use the dma-sampling mode 16bit stereo for direct-to-harddisk-
sampling there are click (or crack)-noises when replaying the sample
from HD on _one_ channel (of the stereo). this does only happen, when
using sampling-rates 33880Hz and 24585Hz... the samples are error-free,
when playing them with 49170Hz for instance, so they are *recorded*
correctly ! is anybody having the same problem ?
Also i didn't manage to use sampling modes 8Bit mono or 8Bit stereo
when using respective parameters, the recorded samples can only be
played with 16 bit stereo mode .. seems as independend of parameters
for setsndmode() there always is used the 16 bit stereo mode ...

Franky .

1758. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 17:19:24 UTC
From: franky@netmbx.netmbx.de
Message-ID: <W02BBP4Q@netmbx.netmbx.de>
Source record: 39586

```
]>Is there anything that would prevent/make it difficult to use the DSP
]>for fast 3D-vector graphics, like in flight simulators?
]
] I haven't looked at the DSP docs for a while, but I seem to remember that
]the DSP can do DMA to/from RAM, including screen RAM I assume, so there
]shouldn't be any trouble with using it as a graphics coprocessor. Ummm,
]except you might have to be careful about cache coherency if you've got
]both the DSP and the CPU reading/writing the screen. (That's true of the
]blitter chip too, if you program the chip directly instead of going
]through OS routines that use it.)
]
]
I thought, that the dsp has ext. local memory 24bit wide 32 Kwords for programm
and data-memory data-exchange between cpu-memory and dsp-memory must be done
via host-interface... I phoned up atari schwalbach in germany lots of times
to let myself register as developer in order to get adequate hard- & software
description and developement-information /-tools. Let me say the persons i
talked to didn't give a dime for support of their customers. now they are
at the Cebit .. no one reachable in schwalbach... curious or better say
rediculous kind of marketing and support !!!!

.......franky
```

1759. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 17:41:54 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1p7cd2INNeha@lynx.unm.edu>
Source record: 39551
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Go with GEMINI. DC-Desktop is feature-starved, as is Teradesk (differing opinions not-with-standing).

I run it on a 1MB machine with no problems (recommend that you have a hard drive). There are several options you have when launching a program - GEMINI uses a small program called runner that basically saves the context of GEMINI when running programs, thus saving you a lot of memory taken up by GEMINI. It comes with a good, Unix-like console window, scripting capabilities, and hooks for external programs. I like it. Your mileage may vary.

cfaehl@vesta.unm.edu

1760. Re: Deskjet Soft font cart. question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 17:56:04 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bb73f00173bb7@discworld.oche.de>
Source record: 39559

In <1993Mar19.051507.19017@csi.uottawa.ca>,
Christopher Browne (cbbrowne@csi.uottawa.ca) wrote:

CB>The only advantage it MIGHT give you is that it might allow you to
CB>have a bigger print buffer, which lets you finish print jobs (at the
CB>computer level) somewhat earlier.

The deskjet RAM cartridge can't be used as a print buffer (at least all
models up to a DJ 500, don't know about 500C / 550C), and the soft font
format is different to the HP Laserjet, so only very few programs support
soft fonts on the DJ.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"In Genua, someone set out to make dreams come true. Remember some of your
dreams ?" (Terry Pratchett, Witches Abroad)

1761. Falcon compatibility list?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 17:57:15 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Mar29.125716.17311@bsu-ucs>
Source record: 39574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone had a chance to compile a list of commonly used shareware, PD and Commercial ST Applications which work on the Falcon? I use Uniterm, Opus 2.31, and WordPerfect 4.2 regularly and am looking into a new system -- either a Falcon or Mega STE at this point -- and have heard too many conflicting reports about the Falcon's compatibility with ST software.

-Matt

1762. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 18:22:14 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bb73f00173cce@discworld.oche.de>
Source record: 39560

In <klamer.732892376@mi.el.utwente.nl>,
Klamer Schutte (klamer@mi.el.utwente.nl) wrote:

KS>It is not clear to me why the bindings can translate GRECT's, but cannot
KS>translate ICONBLK. By doing something like that you really create problems!

One example where you can't convert ICONBLKs in your bindings: create a
ressource file and load it via rsrc_load(), then you get 16-bit-ints in
the ICONBLK structures. Everything works fine, eg using objc_draw() or
form_do(), since the AES expects 16-bit ints. Now think you get the
address of the tree via rsrc_gaddr, calculate the pointer to some object
and follow the pointer to the ICONBLK. You can't convert anything when
accessing this ICONBLK since there is no library call involved.
example:

```
OBJECT *tree;
int x;

rsrc_gaddr(R_TREE,TESTTREE,&tree);
x = (ICONBLK *)(tree[ICON1].ob_spec)->ib_xchar;
```

(That's how it *should* work, I have only done this in PureC until now,
but it's only to demonstrate the problem, OK?)

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"It was true about the time measurement as well. The Tezumen had realized
long ago that everything was steadily getting worse and, having a terrible
little-mindedness, had developed a complex system to keep track of how much
worse each succeeding day was." (Terry Pratchett, Eric)

1763. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 18:31:22 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bb73f02173e30@discworld.oche.de>
Source record: 39561

In <1993Mar22.032655.12804@mnemosyne.cs.du.edu>,
Ian Lepore (ilepore@nyx.cs.du.edu) wrote:

IL> If I had gone that way, I was thinking of using GWORD (GEM WORD) as the
IL>type. But it struck me that this would require just as much mass
IL>conversion of code as just using short as the type. And I've never heard

Well, it's just the same amount ov conversion work, and the code clearly
points out where GEM-words are required as opposed to normal shorts, so
I would like to use this method.

IL>of any compiler on any system that had a size of other than 16 bits for
IL>short. (I still prefer the old FORTRAN method of INTEGER*2, INTEGER*4,

Well, that's no problem, since we do not need any added effort to support
such a compiler if it might come, so why shouldn't we do it ?

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Nanny Ogg quite liked cooking, provided there were other people around to do
things like chop up the vegetables and wash the dishes afterwards." (Terry
Pratchett, Witches Abroad)

1764. Drive recognition problems... Demos do work

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 18:42:08 UTC
From: fdomingu@griffin.UWaterloo.ca
Message-ID: <C4nyM9.8zM@watserv1.uwaterloo.ca>
Source record: 39573

I've got an old atari 520 ST (upgraded to 4 meg) and recently, the disk drive will no longer read disks from the desktop. Booting up the ST will provide the usual desktop with the A and B incons trash etc. The drive is accessed like it's supposed to be during bootup, but the drive will always stay at track 00 (Indus GT drive). The drive works fine on other setups.

Directories and such will not be read when the A/B icon is double clicked. Demos however, will load up (provided that the boot sector tells it to, I assume) and tracks will be located etc and everything works fine.

Could this be a ROM problem? Traces to the ROM ... ? anything?

Help....

1765. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 18:44:36 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bb73f04173f79@discworld.oche.de>
Source record: 39562

In <1993Mar23.231106.7179@mnemosyne.cs.du.edu>,
Ian Lepore (ilepore@nyx.cs.du.edu) wrote:

IL> The real question I'm asking is: Do y'all WANT me to do this? If I
IL>spend time working everything over to use an interface built around the
IL>short datatype, it'll be a vast waste of time if everyone decides that's
IL>the wrong solution and they really want an interface built around the int
IL>datatype. (If folks decide the latter, we're gonna have to send a blitz
IL>of email to HiSoft and Atari lobbying for a change in the Lattice
IL>interface. Or, we just write off Lattice users altogether. Since I'm a
IL>Lattice user, I don't think much of that idea, to tell the truth. :-)

I don't think you should change anything in your code, since the short
approach is a very natural way to access GEM - if the GCC library does
something different (and using int there *is* ineffective, and I hate
that!), then it needs to be fixed - not necessarily by you.

TurboC / PureC is no real problem, since both only support 16-bit ints,
so you could easily exchange the 'int' with 'short' in the include files
and everything will still work.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"I thought swords had to be straight." - "Perhaps they start out straight and
go bendy with use. A lot of things do." (Terry Pratchett, Moving Pictures)

1766. Re: Weird Problem Upgrading to TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 18:51:10 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bb73f061740be@discworld.oche.de>
Source record: 39563

In <3494@eagle.ukc.ac.uk>,
W.A.B.Evans (wabe@ukc.ac.uk) wrote:

WABE> This ABSOLUTELY confirms my findings too - there is NO seekrate
WABE>speed which gets rid of this *rgrgrrgr* sound. 3ms minimises it but does
WABE>NOT get rid of it.

That's because there is a *bug* in 2.06 which doubles the seek rate, so
if you set 3ms, you get 6ms.

WABE> As for "no damage resulting from repeated disk access" despite
WABE>this groaning agony sound - well, I take that with a big pinch of salt and
WABE>am reminded of Mandy Rice-Davies ("He would say that wouldn't he?"). Disk
WABE>drives ARE mechanical devices and there is no mistaking the sound made by
WABE>an "overstrained" mechanical component.

It's not overstrained, it's just operated at half speed, and
unfortunately you get closer to the resonance frequency that way, which
makes it louder. This also explains why it is different with some types
of STs, since the drives vary.

WABE> I, for one, will probably change back to my original TOS 1.60 chips
WABE>(despite its bugs & limitations) in the near future.

Don't do that, especially when using a harddisk. TOS 2.06 has some
important bugs removed, and it really does no harm to your floppy disk
drive.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"What're quantum mechanics?"
"I don't know. People who repair quantums, I suppose." (Terry Pratchett, Eric)

1767. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 18:55:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A26270@M4.maus.de>
Source record: 39558

Hi there.

>>The Control Panel allows you to switch up to 19.200 Baud but if you >use
>CoNnect >=1.90 you can use 153.600 Baud. RTS/CTS-Handshake seems >to work
>without any patch as Serialfix or so.

Knarf, this is definetly not correct. For higher baudrates than 19k2 you have
to use CoNnect V. >= 1.92. V. 1.90 was only adapted to the changed DCD.

P>Sounds nice, have you actually used speeds higher than 19200 succesfully,
P>without getting garbage on the screen? Does a Falcon really have enough
P>power to get 153600 through the serial port?

Rasmus, could you give me something, that runs with 153k6? A modem or so?

regards, Jimmy


```
+------------------+-----------------------------------------+
| ||| | Name : Achim 'Jimmy' Wilhelm |
| ||| | German BTX : 089316294900-0001 |
| ||| | FidoNet : Achim Wilhelm on 2:246/13.42 |
| ||| | eMail : Achim_Wilhelm@m4.maus.de |
| / | \ | MausNet : Achim Wilhelm @ M4 |
| / | \ | Telephone : +49 89 3162949 |
| / | \ | Please send me no UU coded files and no |
| ATARI | mail larger than 16 kBytes |
+------------------+-----------------------------------------+
```

1768. Window Resizing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 19:46:52 UTC
From: dbshapco@bcars6a0.bnr.ca
Message-ID: <1993Mar29.194652.8385@bnr.ca>
Source record: 39577

I've been fiddling around with GEM recently and noticed something that many GEM programs do that I can't seem to find any reference to.

When a window is re-sized from the desktop by the user dragging on the lower-right corner, many programs enforce a minimum size to the drag outline. In the program I was fiddling with, the window outline could be collapsed to right down to a ridiculously small size (one character wide by two high). Now it's easy enough to enforce a minimum size when honouring the AES request to resize a window, but how does one force the AES to not allow the drag outline to shrink beyond some minimum?

Brad

1769. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 19:55:24 UTC
From: pauld@umbc.edu
Message-ID: <1p7k7clNN7pn@xs24g02.acslab.umbc.edu>
Source record: 39575
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Where is the english version of Gemini? I believe I got it once, but it was in German. (Unless I'm thinking of another desktop program..) And what is the latest version number?

I have NeoDesk right now, but haven't seen any updates to it for a long time. Its nice, but it lacks things, like a command line, that would be nice. Its printer queue system is nice, but since I use a laser anyway, it doesn't matter.. :)

Thanks.

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
--Save the Lemmings!------

1770. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 19:58:36 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar29.195836.4155@mnemosyne.cs.du.edu>
Source record: 39564

```
>> force users to use -mshort
> EXPLETIVE! ... 16-bit ints are OLD and USELESS

Well, I wouldn't go so far as to say they're old and useless. Like most
everything else we programmers have in our arsenals, there are times when
they're very useful and appropriate, and other times when they are not.

But, forcing users to throw away half the functionality of their compiler
just to use a particular library does not strike me as the proper way to
conduct business as a library author.

Quite likely what I'll do is first release a GemFast for GCC that
requires -mshort (because it's about ready to release), and then follow
that up as quickly as possible with the 32-bit version.

--
================================================================================
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
================================================================================
```

1771. Re: short versus int in GEM pr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 20:05:44 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar29.200544.4585@mnemosyne.cs.du.edu>
Source record: 39567

>What's wrong with using WORD/UWORD/LONG/ULONG?
>
>These data types were *always* well-defined on the Atari:
> WORD 16 bit signed
> UWORD 16 bit unsigned
> LONG 32 bit signed
> ULONG 32 bis unsigned

Everyone keeps suggesting this. It doesn't work. There's one very good reason it doesn't work:

The sizes (in bits) for each of these types is well-defined. The types are not. In the (entirely misnamed) PORTAB.H files for various compilers, the WORD type is sometimes defined as short, sometimes as int. While one can count on it being 16 bits, one cannot count on the datatype. If the datatypes don't match and pointers are involved, the compiler will complain, regardless of the underlying size of the type.

And this is not to mention how incredibly wrong the choice of the word WORD is in representing an always-16-bit type. When I started in the computer world, a word was 32 bits on the machines I used. (IBM mainframes.) In general, a word is the "natural data size" of the platform.
--
==
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ianl@bix.com | of your coworkers, and success in business or politics.
==

1772. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 20:15:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Mar29.201512.27959@csi.uottawa.ca>
Source record: 39576

In article <2bb73f04173f79@discworld.oche.de> rincewind@discworld.oche.de writes:
>In <1993Mar23.231106.7179@mnemosyne.cs.du.edu>,
>Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
>
>IL> The real question I'm asking is: Do y'all WANT me to do this? If I
>IL>spend time working everything over to use an interface built around the
>IL>short datatype, it'll be a vast waste of time if everyone decides that's
>IL>the wrong solution and they really want an interface built around the int
>IL>datatype. (If folks decide the latter, we're gonna have to send a blitz
>IL>of email to HiSoft and Atari lobbying for a change in the Lattice
>IL>interface. Or, we just write off Lattice users altogether. Since I'm a
>IL>Lattice user, I don't think much of that idea, to tell the truth. :-)
>
>I don't think you should change anything in your code, since the short
>approach is a very natural way to access GEM - if the GCC library does
>something different (and using int there *is* ineffective, and I hate
>that!), then it needs to be fixed - not necessarily by you.

The other problem is that GCC is ANSI compliant, and many of the other
products aren't. It's easy for people to throw around mud and say
that the others are wrong - that doesn't give an answer.

The point is:

a) The C language does NOT define either int or short to be 16 bits
long. Official references such as K&R, H&S and ANSI documents
specifically state that the lengths can vary from compiler to
compiler.

2) GEM libraries need to use a type that can be guaranteed to be 16
bits long, and since there is no intrinsic C type that is guaranteed
to be 16 bits long, saying "let's use 'short'" is NOT good enough.

Even "short" will NOT be portable, and that's not acceptable. It's
easy enough to say "Let's use short just to spite the people that use
GCC," but that's not kind. Nor is it useful. Sometimes people
develop useful STuff using GCC; cutting them (us :-)) off just for
spite would be foolish.

>TurboC / PureC is no real problem, since both only support 16-bit ints,
>so you could easily exchange the 'int' with 'short' in the include files
>and everything will still work.

It's still not portable, because C does not define either shorts or
ints to be 16 bits.

The issue is fundamentally the portability of code that wants to use
16 bit values, in a language that leaves the sizing of variables to
the compiler designer.

It should be straightforward enough to use GWORD or int16; it would be
necessary to have a compiler-dependent definition of whatever typedef
is made up, but that's merely a line of #define/typedef.

I'm relatively indifferent to whether GWORD or int16 are used. The
former, GWORD expresses the functional use of the type, that being to
pass values used in GEM around. The latter explicitly states the size
of the type. Either should be ok.
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1773. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 20:22:20 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar29.202220.5451@mnemosyne.cs.du.edu>
Source record: 39571

>> I guess that depends on what you mean by direct and adapter. The Falcon
>>video port is a DB19 socket, which isn't compatible with anything I've
>>ever heard of. My Falcon came (from Atari) with two adapters: one is
>>DB19 to DIN10, for use with an SC1224. The other is DB19 to DB15, for use
>>with VGA. Neither is an active device, both of them just look sort of
>>like gender changer plugs, to use the closest analogy.
>
>Maybe I misunderstood something, but I get the impression you are
>saying that the Falcon can't be directly connected to a VGA or SC1224
>monitor? That means that to connect the Falcon to any of these display
>devices will mean that you have to use an adaptor? Strange if it is
>like that. How does the Multisync connect?

I'm not quite sure why you're so hung up on this idea of an adapter.
It's no big deal. A VGA monitor has a DB15 plug on the end of its cable.
The Falcon has a DB19. To hook up a VGA monitor, you first plug in the
DB19->DB15 plug that comes with the Falcon. Then you plug your VGA
monitor cable into it. Net effect: the cable sticks out about 1.5"
further than it otherwise would, because that's about how long the
DB19->DB15 adapter plug is. No big deal.

It's the same story for an SC1224, except the plug is a DB19-DIN10.

The reason for the DB19 connector is that the Falcon provides some video
signals that aren't needed for VGA or SC1224 operation, but are needed if
you intend to use a video processor to genlock and merge Falcon-sourced
video images with external-sourced video images.

> How do you tell the Falcon to use TV resolutions.

It just knows. VGAs provide a monitor-id signal on 3 of the pins of
their connectors. If the Falcon doesn't see signals on these pins stating
that a VGA monitor is connected, it runs in TV mode. (I think. It's all
automatic, and this is my theory of how it's automated internally.)

When a VGA monitor is connected, some of the possible combinations in the
desktop's Video Modes dialog are not accessible.

> Dual-ported RAM.

Sometimes called VRAM, each ram chip has an onboard shift register which
can be read by the video chip (on a separate set of lines) at the same
time that the main processor (or blitter chip) is reading/writing on the
main bus lines. The net effect is that memory access by the video shifter
chip to keep the screen refreshed does not interfere with what the main
bus's processors are doing; it eliminates cycle stealing for video refresh.

--
==
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ianl@bix.com | of your coworkers, and success in business or politics.
==

1774. Re: telecommunicating > 19200bps

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 20:28:34 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar29.202834.5646@mnemosyne.cs.du.edu>
Source record: 39572

>Also, does anyone know of a telecom program that will allow you
>to have a fixed serial port rate, meaning that I can set the
>serial port at a different speed than what I'm connected to.
>Again, this would increase my throughput at a lower speed (say,
>2400bps) if the other side supports it.
>
>I'm currently running on a 1040ST and Flash.

Flash II supports split-rate connections, and does it without needing any special RTC/CTS fix software installed. (I'm currently running 19.2k on the ST<->modem connection, and 2400bps on the modem<->Nyx connection as I type this.)

For information on upgrading Flash 1.x to Flash II, send email to jtrautschold@bix.com. (Flash II v2.1 has just been released, it fixes most of the bugs in the v2.0 release of last year. It also comes with quite a nifty installation program, if I do say so myself (having written it)).

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

1775. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 21:19:42 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bb8b0001f1b3c@discworld.oche.de>
Source record: 39565

In <ntomczak.733034642@vega>,
N Tomczak-Jaegermann (ntomczak@vega.math.ualberta.ca) wrote:

NTJ>The above is totally bogus. This discussion does not affect
NTJ>current gcc libraries at all. Atari DOCUMENTED various GEM parameters
NTJ>to be of int type and gcc libraries follow that specification. It does
NTJ>not matter if -mshort option is used or not. These libraries are written
NTJ>in a manner which insulates user from internal details and always
NTJ>present an interface as specified without second guessing what people
NTJ>from Atari meant when they were writing 'int'.

That may be true - but you can't isolate the user, since you get structs
back from GEM (like GRECTs, ICONBLKs etc.), and sometimes you do not get
these via library calls, so the library cannot convert the types, and
you cannot acces them the right ways when using int.

Atari specified int in a time when there was just one compiler, and
surely noone thought about problems which would arise when some day a 32-
bit compiler would come - but it has, and so we have to do something
against the *existing* portability problems.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Nanny Ogg quite liked cooking, provided there were other people around to do
things like chop up the vegetables and wash the dishes afterwards." (Terry
Pratchett, Witches Abroad)

1776. Re: TOS 2.06 Window Slider Messages

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 21:22:58 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bb8b0021f1cf9@discworld.oche.de>
Source record: 39566

In <107480016@hpfcso.FC.HP.COM>,
Ted Rossin (rossin@hpfcso.FC.HP.COM) wrote:

TR> What is the secret to ignoring the second message.
TR> How do you know which message to ignore (say you held the mouse button
TR> down and auto repeat keeps sending messages).

The answer is *not* to ignore messages at all - there is a bug in 2.06
which can be fixed using ARROWFIX. The bug only occurs in certain
situations (I think there was something about accessories using VA- or
some other protocol). There is no safe method to ignore the false
messages that will work on other TOS versions.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"So we're surrounded by absolutely nothing. There's a word for it. It's what
you get when there's nothing left and everything's been used up."
"Yes. I think it's called the bill." (Terry Pratchett, Eric)

1777. Re: v_cellarray()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 21:31:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A27288@UN.maus.de>
Source record: 39602

In Msg 1993Mar27.222613.29277@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu wrote:

> Has anyone here ever used the v_cellarray() or vq_cellarray() VDI functions?
>
> Whenever I look at the docs on those functions, I'm left with the vague
>impression that they're probably very useful, if only one could figure out
>just what they do.

According to the "Atari Profibuch", v_cellarray is not implemented in the ROM-VDI; it may or may not be available in a printer driver.

Martin

| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |

1778. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-29 23:57:54 UTC
From: adam@veda.is
Message-ID: <C4oD8I.L83@veda.is>
Source record: 39578

>I use my ZyXEL U-1496 E with 57600 Baud without any problems.

Can't the Falcon do 76800 baud?

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>Those Zyxel modems are
>*not* cheap however, over here that model costs around $1000US!
>(Or, about $350US with the SysOp deal)

Sounds like a ripoff, they cost under $300 in the USA ($320 with 220V
transformer). Some people just don't realise this is the 1990's. Sure,
shipping costs some, but not THAT much.

--
Adam David (adam@veda.is)

1779. Re: FALCON GAMES...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 01:24:47 UTC
From: DTTOVEY@MTUS5.BITNET
Message-ID: <93088.202447DTTOVEY@MTUS5.BITNET>
Source record: 39580

hello

1780. Re: TOS 2.06 Window Slider Messages

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 01:28:23 UTC
From: DTTOVEY@MTUS5.BITNET
Message-ID: <93088.202823DTTOVEY@MTUS5.BITNET>
Source record: 39581

hello

1781. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 01:33:25 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1p8815INN71r@elroy.jpl.nasa.gov>
Source record: 39579
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Mar29.125716.17311@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>Has anyone had a chance to compile a list of commonly used shareware, PD and
>Commercial ST Applications which work on the Falcon? I use Uniterm, Opus 2.31,
>and WordPerfect 4.2 regularly and am looking into a new system -- either a
>Falcon or Mega STE at this point -- and have heard too many conflicting reports
>about the Falcon's compatibility with ST software.

Uniterm works in the ST-compatible video modes, as long as MultiTOS is Not
running. My overscan-compatible patched version runs in the 2 and 4 color
modes in regular 640x480 resolution as well, but doesn't cope with more
bitplanes than that. (oh well.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1782. dir/all

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 01:44:53 UTC
From: nutrmikel@otago.ac.nz
Message-ID: <1993Mar30.144453.1@otago.ac.nz>
Source record: 39584

Can anybody help
I have a friend who has an Atari 520 st and a LC10 star colour printer- who needs a printer driver. Is it possible for someone to send this to me, and for me to unencode on my MAC?? If this is not possible at least can someone tell us what kind of printer driver we need (for colour)?
thanks in advance.

1783. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 03:04:12 UTC
From: steveg@cseic.saic.com
Message-ID: <11637715@MVB.SAIC.COM>
Source record: 39583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1p7k7cINN7pn@xs24g02.acslab.umbc.edu> pauld@umbc.edu (Mr. Paul Danckaert) writes:
>
>I have NeoDesk right now, but haven't seen any updates to it for a long time.
>Its nice, but it lacks things, like a command line, that would be nice. Its
>printer queue system is nice, but since I use a laser anyway, it doesn't
>matter.. :)

NeoDesk lacks a command line because Gribnif sells that as a separate
product - NeoDesk CLI which is a NeoDesk Accessory with a rather complete
shell language and can even run .TOS and .TTP programs in its acc window.
I've got it, but don't use it all that much as you can do so much from
NeoDesk itself...
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

1784. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 04:10:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1p8h7rINNn9c@golem.wcc.govt.nz>
Source record: 39587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Go with GEMINI. DC-Desktop is feature-starved, as is Teradesk (differing
] s not-with-standing).

Teradesk!? Feature starved!? Which version?

Ignoring external shells (such as MUPFEL), Teradesk has quite a few
more features! (I'll have a look at the last Gemini later, and see if
I can do a comparision).

Teradesk is also a LOT smaller and faster than Gset seen /thread

Gemini!

Depends on your pref's I suppose, Gemini, 2meg of RAM is minimum due to
the large executable size preventing you from running any large
programs. Teradesk will run okay in 1meg, but still, I can't see how
anyone operates properly in less than 2meg of RAM! (1meg using
plain old TOS 1.2 is almost unbearable....)

1785. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 04:14:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12684@uqcspe.cs.uq.oz.au>
Source record: 39595

partingt@fwi.uva.nl (Vincent Partington) writes:

>>And i believe there exist cray compilers with char, short, int and long
>>all 64 bit. (These machines must have severe difficulty accessing smaller
>>entities as the 'natural wordsize'.)

>That sounds kinda silly to me. Of course it's logical to make a long 64-bit if
>the CPU can handle such numbers efficiently but what's the use of making
>ALL types 64-bit? Why not make char 8-bit, short 16-bit and int 32-bit?

On some machines, addressing these smaller quantities take a lot of processing:
Just to add X to a char on a 64-bit machine requires:

get 64-bits of data,
make a copy of it
shift X to align with those bits,
add X,
mask to just those 8 bits,
mask the copy to all but those 8 bits,
merge them,
store data.

It's not worth it.

Even MORE problems occur once you start multithreading on such a machine -
you must stop other processing that require the other chars in the 64-bits
while you hold it temporarily.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1786. Re: v_cellarray()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 05:31:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A59834@MS.maus.de>
Source record: 39588

In article <1993Mar27.222613.29277@mnemosyne.cs.du.edu> Ian Lepore
(ilepore@nyx.cs.du.edu) wrote:
> Has anyone here ever used the v_cellarray() or vq_cellarray() VDI functions?
>
> Whenever I look at the docs on those functions, I'm left with the vague
>impression that they're probably very useful, if only one could figure out
>just what they do.

This function doesn't exist. I guess that it has been only documented
for some strange graphics cards.

Julian

1787. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 06:45:07 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.733473907@mi.el.utwente.nl>
Source record: 39589

In <2bb73f00173cce@discworld.oche.de> rincewind@discworld.oche.de (Rincewind alias Michael Schwingen) writes:

]In <klamer.732892376@mi.el.utwente.nl>,
]Klamer Schutte (klamer@mi.el.utwente.nl) wrote:

KS>It is not clear to me why the bindings can translate GRECT's, but cannot
KS>translate ICONBLK. By doing something like that you really create problems!

]One example where you can't convert ICONBLKs in your bindings: create a
]ressource file and load it via rsrc_load(), then you get 16-bit-ints in
]the ICONBLK structures. Everything works fine, eg using objc_draw() or
]form_do(), since the AES expects 16-bit ints. Now think you get the
]address of the tree via rsrc_gaddr, calculate the pointer to some object
]and follow the pointer to the ICONBLK. You can't convert anything when
]accessing this ICONBLK since there is no library call involved.

So the proper solution is very clear (but not very efficient):

In user space the ICONBLK structures are int-based. Upon library call
you translate them to the corresponding short-based GEM structures.
This should probably be done by copying; and this might be tricky, as
you are copying some recursive structures (i.e. object trees.)

This is the consistent way to follow if you decide that GRECT has (32 bit)
int as its elements. And thus is a major argument (IMHO) to use short /
a short based typedef as the type used in GEM bindings.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1788. Re: short versus int in G

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:07:23 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxr8.Bp@sdf.lonestar.org>
Source record: 39605

```
i> compilers such as MWC, Laser C, and Turbo C. In the v1.8 release a few mont
i> ago, the high-level part of the library blossomed into nearly a hundred
i> functions.

A very nice library at that! How does one "tap into" the round button code.
I planned on hacking out round buttons at the little circle radio buttons and
such myself, but I see all that is already in your library. Only problem
being that only radio buttons get to be round.

Then again, it may not really matter. I haven't set the "dialog" portion of
my graphics protocol in stone yet. Will you be hacking in some 3D style
NeXT-like buttons too? Should be fairly easy. If you don't I'm gonna be
hacking that one anyway. It's basically the same as a normal button.

* CQWK 1.7 *
```

1789. Re: short versus int in G

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:07:28 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxrD.CH@sdf.lonestar.org>
Source record: 39607

```
i> The real question I'm asking is: Do y'all WANT me to do this? If I
i> spend time working everything over to use an interface built around the
i> short datatype, it'll be a vast waste of time if everyone decides that's
i> the wrong solution and they really want an interface built around the int
i> datatype. (If folks decide the latter, we're gonna have to send a blitz

Well, I definately would like to see a GEMFAST for GCC. Personally I'd just
like to see GCC at all. Its hard to get to if you don't have FTP!!!

* CQWK 1.7 *
```

1790. Re: short versus int in G

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:07:33 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxrH.DB@sdf.lonestar.org>
Source record: 39606

i> My feeling on this is that if we pick a typename such as GWORD, then all
i> existing code (to become portable) will have to be modified to replace
i> current occurances of 'int' with GWORD as needed next time that code

Sounds good.

i> The other thing GWORD might buy us is that if used consistantly, it could
i> be typedef'd as short for use with Lattice C, and as int for use with GCC.
i> This should then allow the same code to work under any compiler, and work
i> regardless of the size of an int, since we assume in this case that the
i> bindings will perform int->short and short->int translations for us at the

Sound good.

i> interface to the OS. The problem I see here is the one where some types
i> of structures are embedded within others. If the elements of a GRECT
i> structure are declared as GWORDs, then you can't define a PARMBLK as
i> containing two GRECTs, as GemFast currently does. (Because the OS will

OK, what if you make some stuff shorts and some stuff "GWORDS" ?

Likely the best thing to do would just be to make everything shorts or longs
and avoid int. I think an int should be 16 on the 68000. Does making them 32
bits make things faster? Or are people using the register size as the
"natural word size" ? GCC may be kinda weird, and overly UNIX-like, but its
supposed to be UNIX-like (even though I hate UNIX), and I hear its pretty
fast.

* CQWK 1.7 *

1791. Re: short versus int in G

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:07:38 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxrL.E3@sdf.lonestar.org>
Source record: 39608

```
i> My feeling on this is that if we pick a typename such as GWORD, then all
i> existing code (to become portable) will have to be modified to replace
i> current occurances of 'int' with GWORD as needed next time that code

Sounds good.

i> The other thing GWORD might buy us is that if used consistantly, it could
i> be typedef'd as short for use with Lattice C, and as int for use with GCC.
i> This should then allow the same code to work under any compiler, and work
i> regardless of the size of an int, since we assume in this case that the
i> bindings will perform int->short and short->int translations for us at the

Sound good.

i> interface to the OS. The problem I see here is the one where some types
i> of structures are embedded within others. If the elements of a GRECT
i> structure are declared as GWORDs, then you can't define a PARMBLK as
i> containing two GRECTs, as GemFast currently does. (Because the OS will

OK, what if you make some stuff shorts and some stuff "GWORDS" ?

Likely the best thing to do would just be to make everything shorts or longs
and avoid int. I think an int should be 16 on the 68000. Does making them 32
bits make things faster? Or are people using the register size as the
"natural word size" ? GCC may be kinda weird, and overly UNIX-like, but its
supposed to be UNIX-like (even though I hate UNIX), and I hear its pretty
fast.

Also, perhaps if you wrote all the low-level functions with inline assembly
you wouldn't have to deal with the low-level functions of GCC - just port the
"low-level" Gemfast.

* CQWK 1.7 *
```

1792. Re: short versus int in G

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:07:48 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxrp.Ey@sdf.lonestar.org>
Source record: 39609

```
i> The real question I'm asking is: Do y'all WANT me to do this? If I
i> spend time working everything over to use an interface built around the
i> short datatype, it'll be a vast waste of time if everyone decides that's
i> the wrong solution and they really want an interface built around the int
i> datatype. (If folks decide the latter, we're gonna have to send a blitz

Well, I definately would like to see a GEMFAST for GCC. Personally I'd just
like to see GCC at all. Its hard to get to if you don't have FTP!!!

* CQWK 1.7 *
```

1793. Re: short versus int in G

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:07:53 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxrt.Fr@sdf.lonestar.org>
Source record: 39610

i> compilers such as MWC, Laser C, and Turbo C. In the v1.8 release a few mont
i> ago, the high-level part of the library blossomed into nearly a hundred
i> functions.

A very nice library at that! How does one "tap into" the round button code.
I planned on hacking out round buttons at the little circle radio buttons and
such myself, but I see all that is already in your library. Only problem
being that only radio buttons get to be round.

Then again, it may not really matter. I haven't set the "dialog" portion of
my graphics protocol in stone yet. Will you be hacking in some 3D style
NeXT-like buttons too? Should be fairly easy. If you don't I'm gonna be
hacking that one anyway. It's basically the same as a normal button.

* CQWK 1.7 *

1794. Re: short versus int in G

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:07:58 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxrz.Gx@sdf.lonestar.org>
Source record: 39612

i> My feeling on this is that if we pick a typename such as GWORD, then all
i> existing code (to become portable) will have to be modified to replace
i> current occurances of 'int' with GWORD as needed next time that code

Sounds good.

i> The other thing GWORD might buy us is that if used consistantly, it could
i> be typedef'd as short for use with Lattice C, and as int for use with GCC.
i> This should then allow the same code to work under any compiler, and work
i> regardless of the size of an int, since we assume in this case that the
i> bindings will perform int->short and short->int translations for us at the

Sound good.

i> interface to the OS. The problem I see here is the one where some types
i> of structures are embedded within others. If the elements of a GRECT
i> structure are declared as GWORDs, then you can't define a PARMBLK as
i> containing two GRECTs, as GemFast currently does. (Because the OS will

OK, what if you make some stuff shorts and some stuff "GWORDS" ?

Likely the best thing to do would just be to make everything shorts or longs
and avoid int. I think an int should be 16 on the 68000. Does making them 32
bits make things faster? Or are people using the register size as the
"natural word size" ? GCC may be kinda weird, and overly UNIX-like, but its
supposed to be UNIX-like (even though I hate UNIX), and I hear its pretty
fast.

Also, perhaps if you wrote all the low-level functions with inline assembly
you wouldn't have to deal with the low-level functions of GCC - just port the
"low-level" Gemfast.

* CQWK 1.7 *

1795. Re: Writing to the screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:10:55 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxs5.Hy@sdf.lonestar.org>
Source record: 39611

d> [Perhaps Atari should have hired the authors of NVDI to rewrite the low-lev
d> graphics in the new ROMs?]

How fast is NVDI is comparison to Warp9. Is it completely compatible with
MiNT and TOSWIN, and how much is it?

* CQWK 1.7 *

1796. Re: Falcon & MultiTOS spe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:11:02 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxs8.lp@sdf.lonestar.org>
Source record: 39613

J> But you just shouldn't expect of it what simply can not be done. The Falcon
J> is a wonderful machine, but multitasking on it probably asks a bit too much
J> of the system.

What about the AMIGA? Decent multitasking there. I run MiNT on my 8MHz machine, and its just fine for what I need done. There isn't a whole lot of overhead at all.

* CQWK 1.7 *

1797. Re: Writing to the screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:11:07 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxsD.JM@sdf.lonestar.org>
Source record: 39614

w> >OK, you write your nice portable programs that use the VDI drivers, and
w> >I'll write straight to screen memory.. We'll see whose program sells best.
w> I would not buy your program. Period.

While we're on the subject. I'm writing a graphics terminal that works with alot of VDI, fonts, sound, etc. I was thinking about how best to store the data for the window, and it was suggested that I just save teh VDI calls, but what happens when a user changes the window size or scrolls the window ? I'll have a REALLY tough time on the speed.

My solution is to move logbase to a blitter buffer (I was gonna have blitter buffers anyway for fast screen updates and animation and such, but I wasn't planning on moving logbase). I assume that I could then do my drawing to this buffer in full-screen, nice and fast and I wouldn't have to EVER redraw it. Now, when the CPU gets free (maybe the default: case of a switch statement will detect when no user input has been made (with a small timer in there too) and will check the input buffer on the modem and read in characters, if there are some it draws, if there aren't any then it blitz whatever area has "changed" into the visible portion of the window. Window scrolling should be REAL fast now. As will redraws. I suppose that if the full-screen gadget is clicked on I could move physbase to the buffer (after calling wind_update) too for a real full-screen terminal (no status bar).

Now, is it legal to toggle logbase between applications like that? I thought about multitasking and logbase is per application. Any other problems with doing things this way? Will moving physbase cause a problem (I think I have to restore it when I make any AES call though, right?)

Anyway, any help or comments would be appreciated. The protocol itself is just about done.

* CQWK 1.7 *

1798. Re: Weird Problem Upgradi

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 07:11:12 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C4pxsG.KD@sdf.lonestar.org>
Source record: 39615

M> I don't know if it's already there; if nobody objects, I could post it to
M> this newsgroup as a uuencoded binary (is's quite small - under 2 KB,
M> including C source code).

No objection here. Its easily uudecoded when you can just export the messages
from a QWK reader.

* CQWK 1.7 *

1799. Re: falcon sound.sys

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 08:28:40 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1p90boEp26@uni-erlangen.de>
Source record: 39590

franky@netmbx.netmbx.de (Frank Bergemann) writes:

>Also i didn't manage to use sampling modes 8Bit mono or 8Bit stereo
>when using respective parameters, the recorded samples can only be
>played with 16 bit stereo mode .. seems as independend of parameters
>for setsndmode() there always is used the 16 bit stereo mode ...

The Falcon can only record in 16 Bit stereo. The modes you mention are only
usable for playing sounds. So you have to convert the stereo sounds before
saving them, if you need for example 8 bit mono. That's no problem even
if you just use the CPU (not the DSP) for this task.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1800. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 10:16:59 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.733486619@rw8.urc.tue.nl>
Source record: 39591

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> You can't run 640x480x16bit noninterlaced on a VGA, because it would take
>so much bus bandwidth that the CPU wouldn't get anything done. (This,
>IMO, makes a strong argument for a fixed screen location and dual-ported RAM.)

Isn't dual ported RAM terribly expensive compared to the RAM that is
used as main memory?

Erlend.

1801. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 10:21:10 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.733486870@rw8.urc.tue.nl>
Source record: 39592

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>I think I was thinking of something in that direction too, I thought
>that separate screen RAM + a separate bus to it would have been a nice
>thing. I don't know what dual-ported RAM is, but maybe it is something
>similar?
No separate screen RAM suffers from the problem that not both processor
and videochip can access the videoram. It has the advantage that the
videoprocessor does not burden the CPU to RAM bottleneck. The IBM PC
and compatibles suffer from this problem if I am correctly. The
transfer speed from main memory via the bus to the video memory is
rather slow. The video processor doing DMA to main memory would speed
up things a bit but that could cause bus contention again. Dual ported
RAM has the advantage that both video processor and CPU can use the ram
at the same time. But this RAM is expensive.

So this is how I think things are. But I could be wrong, so correct me
if necessary.

Erlend.

1802. HSC atol function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 13:14:49 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Mar30.131449.19927@iplmail.orl.mmc.com>
Source record: 39593

I have not been able to get HSC 1.4's atol() function to work properly.
It seems to bomb out when the string contains numbers greater than 2^16.
I used a piece of C code that works fine under Unix. Also, the strtol
function doesn't seem to work either.

I tried:
```
nLong=strtol(strbuf, (char **)NULL, 10);
```

With no success. Any help would be appreciated.

Larry Richardson
richards@elmer.orl.mmc.com

1803. New GEM look

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 13:44:22 UTC
From: ricquebo@irisa.fr
Message-ID: <1p9irm$gr9@irisa.irisa.fr>
Source record: 39452

Does anyone knows any sofware "relooking" the GEM-windows, but
keeping compatibility with GEM ?
Just changing the "look and feel" in other words...

1804. Re: Weird Problem Upgrading to - THE SOLUTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 13:59:50 UTC
From: wabe@ukc.ac.uk
Message-ID: <3589@eagle.ukc.ac.uk>
Source record: 39594
Body handling: HTML body converted to readable text; Inline uuencoded payload not displayed: seekup2.zoo

>It _has_ something to do with the step rate: due to a bug in the system
>initialization, the BIOS "thinks" that a HD floppy is connected and
>subsequently internally doubles the actual step rate!
>(In high density mode, the floppy controller is clocked with twice its
>normal speed, and that must be compensated for.)
>
>>and there is no fix (other than getting used to it!).
>
>Fortunately, that's wrong, too. :-)
>
>Almost a year ago, Martin Osieka (author of GEMRAM and WINX) wrote a small
>program that fixes this problem; try to find SEEKUP.LZH (or SEEKUP.*) at
>atari.archive. I don't know if it's already there;

Unfortunately you won't find it there (yet!) - WABE.

>if nobody objects, I could post it to
>this newsgroup as a uuencoded binary (is's quite small - under 2 KB,
>including C source code).
>
>Martin
>
Martin (Koehling) kindly E-mailed me the SEEKUP program so that
I could test if it still cured the problem on English (as opposed to German)
ST's. I can happily report that it seems to (in my case anyway) and my floppy
drive now sounds "normal" once more.

I add below Martin's uuencoded submission to me. It contains the very
tiny SEEKUP.PRG (~700 bytes) and some C-source (due to Martin Osieka - meant
for compilation with TURBO (or PURE)-C in both German & English commented
versions) plus a README file.

Just run this program (FIRST is probably best) from the AUTO folder
at boot-time - and say "Goodbye" to TOS 2.06's "torturing" of floppy disks.

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

********** Here is part of Martin Koehling's E-mail to me **********

WABE> PLEASE (send it to the Newsgroup) - I for one would be most grateful!
WABE> I really would value getting my TOS 2.06 to drive my floppy like my
WABE> old TOS 1.6 did.

MK>I've append SEEKUP to this message, so you can check out if it works with
MK>your TOS ROMs (I don't expect any difficulties - at least the BIOS addresses

MK>should be identical between German and English ROMs); after testing, you
MK>could send it to atari.archive and/or post it to comp.sys.st.tech...

Happy to oblige - here comes the UUENCODED "SEEKUP.PRG". - WABE

********** UUENCODED SEEKUP2.ZOO **********
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: seekup2.zoo]

1805. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 15:04:28 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1p9nhsINNoer@lynx.unm.edu>
Source record: 39596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[some back and forth desktop-religious prattle twixt myself and specifically Steve Wells deleted - he's an avid TeraDesk supporter, I like Gemini]

TeraDesk: I couldn't see all the features you were alluding to - it's well possible that I am working off info of an older version. Your points about Gemini don't apply - you can indeed run Gemini on a 1MB system, and still run useful programs. That's done through the overlay mechanism of Gemini, and
begs for a hard drive. I'd be interested in what you see are the main benefits of TeraDesk, and where Gemini falls down. About speed - I confess I don't know what you're talking about there, I haven't noticed any problems with sluggishness with Gemini.

cfaehl@vesta.unm.edu

1806. Pascal on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 16:37:48 UTC
From: wbdst+@pitt.edu
Message-ID: <7218@blue.cis.pitt.edu>
Source record: 39597

Can anyone recommend a good Pascal compiler for the Atari ST?

1807. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 17:14:48 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar30.171448.11950@mnemosyne.cs.du.edu>
Source record: 39598

>> screen memory in dual-ported ram
> isn't dual-ported ram terribly expensive?

It is certainly more expensive, but not terribly so. Of course, it would be too expensive to outfit a system with 14mb of dual-ported ram. That's why it would be necessary for Atari to define a fixed location for the screen as part of such a scheme. They might mandate, for example, that the screen can be placed anywhere in the low 2mb of memory, and then put just 2mb of the special ram in the system. This would still allow page-flipping within the screen-memory-window area (ie, the screen wouldn't be nailed to exactly one memory address, as it is in msdos machines).

Given that video cards for msdos machines frequently come with 1 or 2mb of dual-ported VRAM nowadays, at reasonable prices, I don't think the cost would be prohibitive.

It would, however, be completely incompatible with some current ST programs, which believe they can set Physbase() to anywhere they want.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

1808. Re: Falcon compatibility list?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 17:18:34 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar30.171834.12181@mnemosyne.cs.du.edu>
Source record: 39599
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have yet to find a piece of non-game software that doesn't run on the Falcon, with one big caveat: some things only run in ST-compatible video modes. (Tempus falls into that category.)

This is using plain TOS 4.0x. I've found a variety of things that won't run under MultiTOS on the Falcon.

--
==========
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==========

1809. Re: HSC atol function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 17:29:21 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar30.172921.12987@mnemosyne.cs.du.edu>
Source record: 39600

```
> HSC 1.40 atol() and strtol() broken

I'm not sure about atol(), but a bad old version of strtol() found its
way into the v1.40 release. (mea culpa).

Here's a version of strtol() that should work:

#include <stdio.h>
#include <string.h>
#include <ctype.h>

/*
* note: For strict ANSI conformance, these functions need overflow
* checking and should set errno.
*/

static char digits[] = "0123456789ABCDEFGHIJKLMNOPQRSTUVWXYZ";

unsigned long strtoul(string, pnextchar, base)
char *string;
char **pnextchar;
int base;
{
register char *p;
register char *numstr = string;
register int nconv = 0;
register int neg = 0;
register unsigned long value = 0;
register unsigned long lbase = base;
register char *pdigits = digits;

if (base < 0 || base == 1 || base >= sizeof(digits)) {
goto BADBASE_EXIT;
}

while (isspace(*numstr)) {
++numstr;
}

if (*numstr == '-') {
neg = 1;
++numstr;
} else if (*numstr == '+') {
++numstr;
}
```

```
if (lbase == 0) {
if (*numstr == '0') {
++numstr;
if (toupper(*numstr) == 'X') {
++numstr;
lbase = 16;
} else {
++nconv; // a standalone 0 counts as 1 converted digit!
lbase = 8;
}
} else {
lbase = 10;
}
} else if (lbase == 16) {
if (numstr[0] == '0' && toupper(numstr[1]) == 'X') {
numstr += 2;
}
}

while (NULL != (p = memchr(pdigits, toupper(*numstr), base))) {
++numstr;
++nconv;
value = (value * lbase) + (unsigned long)(p - pdigits);
}

if (nconv == 0) {
value = 0;
numstr = string;
}

BADBASE_EXIT:

if (pnextchar) {
*pnextchar = numstr;
}

return (neg ? -value : value);
}

long strtol(string, pnextchar, base)
char *string;
char **pnextchar;
int base;
{
return (long)strtoul(string, pnextchar, base);
}

--
================================================================================
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
================================================================================
```

1810. Re: Problems with MiNT 1.04 / TOSWIN 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 19:16:09 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Mar30121609@hpbeo82.bbn.hp.com>
Source record: 39601

Thanks for the tip (though I had already read that in the Maus). I think my problem is more severe than that - I can't even start programs from the desktop, and TOSWIN crashes after less than one minute. I'll try it anyway.

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1811. Re: Window Resizing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 21:31:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A27455@UN.maus.de>
Source record: 39466

In Msg 1993Mar29.194652.8385@bnr.ca, dbshapco@undergrad.uwaterloo.ca wrote:

>When a window is re-sized from the desktop by the user dragging on the lower-
>right corner, many programs enforce a minimum size to the drag outline. In
>the program I was fiddling with, the window outline could be collapsed to
>right down to a ridiculously small size (one character wide by two high).
>Now it's easy enough to enforce a minimum size when honouring the AES
>request to resize a window, but how does one force the AES to not allow the
>drag outline to shrink beyond some minimum?

It's quite simple: simply add some window control elements when creating
the window (SLIDER, SIZER, ARROWS) - the minimum size depends on the
number and kind of control elements!

Martin

| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |

1812. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 21:50:10 UTC
From: bjgrier@bnr.ca
Message-ID: <C4q1zM.F7p@news.rich.bnr.ca>
Source record: 39630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I have NeoDesk right now, but haven't seen any updates to it for a long time.
> Its nice, but it lacks things, like a command line, that would be nice. Its
> printer queue system is nice, but since I use a laser anyway, it doesn't
> matter.. :)

In January there was an upgrade to NeoDesk, the US version is on a.a.u.e .
Gribnif has also announced NeoDesk V4.0 available sometime soon.

Gribnif also has a command line available that is rather spartan but does
work.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1813. Re: short versus int in GEM programming; details details

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-30 22:18:44 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bba33f263801@discworld.oche.de>
Source record: 39603

In <2bb73f00173cce@discworld.oche.de>,
I wrote:

```
RaMS>rsrc_gaddr(R_TREE,TESTTREE,&tree);
RaMS>x = (ICONBLK *)(tree[ICON1].ob_spec)->ib_xchar;
```

I missed a pair of parentheses. In PureC, the following works:

```
x = ((ICONBLK *)(tree[ICON1].ob_spec.iconblk))->ib_xchar;
```

as PureC declares ob_spec as an union, so without the union

```
x = ((ICONBLK *)(tree[ICON1].ob_spec))->ib_xchar;
```

should work as I suggested. However, the problem which we discussed remains :-)

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"What're quantum mechanics?"
"I don't know. People who repair quantums, I suppose." (Terry Pratchett, Eric)

1814. 1040stfm memory upgrade...help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 01:00:01 UTC
From: nunis@hpsgm2.sgp.hp.com
Message-ID: <54780002@hpsgm2.sgp.hp.com>
Source record: 39627

hi.

i have asked this before but the file i got was purged last night and i cant get it back. so i need some help to get the file back.

what i need is the detailed instructions to upgrade my 1040stfm to 4MB. i had the details with good drawings before...but it is lost...can someone please send them to me again?

thanks..

simon.

ps: i really really need this now...

email: nunis@hpsgm2.sgp.hp.com

1815. Help needed with grf_memblit() from HSC 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 01:19:18 UTC
From: elvis@watserv.ucr.edu
Message-ID: <28255@galaxy.ucr.edu>
Source record: 39604

```
Hi,
I've been trying to get grf_memblit() to work in order to be able to redraw
the screen in a program I'm working on. As I understand it, you need something
such as the following:

void *buffer;

buffer = grf_memblit(NULL, NULL, &gl_rwdesk);

(where gl_rwdesk is a GRECT holding the area to be saved) in order to save
the screen, and then:

grf_memblit(NULL,buffer,NULL);

in order to redraw it. Unfortunately, it crashes during the first call. If I
pass NULL for the GRECT the first time (instead of gl_rwdesk), it simply
returns 0, indicating it couldn't copy the area. gl_rwdesk is defined by
GEMFAST, so I thought I would try getting the coordinates by hand, into another
GRECT. It still crashes whenever I pass the pointer to the GRECT. I tried
printing out the coordinates in gl_rwdesk, and they all seemed fine. So we
finally get to the questions... I was wondering if someone out there who has
used this function could offer some help? Am I doing something horrendously
wrong in the above calls? Or is there something deeper and more mysterious
at work? Any help would be appreciated.

Thanks,
Andrew Cullum (elvis@watserv.ucr.edu)
```

1816. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 05:32:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A59909@MS.maus.de>
Source record: 39464

In article 1p7k7cINN7pn@xs24g02.acslab.umbc.edu, pauld@umbc.edu
(Mr. Paul Danckaert) wrote:
>Where is the english version of Gemini? I believe I got it once, but it
>was in German. (Unless I'm thinking of another desktop program..) And what
>is the latest version number?

Currently the latest version is 1.21. It should be available on
atari.archive.umich.edu.

1817. Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 05:35:32 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1pbaj4INNn8e@tamsun.tamu.edu>
Source record: 39616

Who still uses UniTerm? (Please post to Net)

I do. But this ageless software is aging. It doesn't take advantage of the aditional hardware on the newer machines and it is becoming less MiNT and MultiTos usable with every MultiTOS release.

So what can this group do? Howard, how open is Simon about releasing the code? I seem to remeber you updated it somewhat. Would it be possible to do a subroutine by subroutine conversion to C? I don't think someone should try to re-write the program from scratch, but rather convert it piece by piece.

I say C becuuse it seems to be the popular language for MiNT and MultiTOS. Whatever language it is in should support MultiTOS, be aware of Minix FS, fork a download process, and handle multiple communication lineses, and support a variety of terminals (user terminals like the Atari console, or a VT 100 terminal emulation that another user is running to dial into an Atari MiNT system and then dialing out to save money and make the Atari Sysop go broke).

If Simon would release the code to the public (did he ever make any money on it? I offer him some but he never wrote back.) then maybe we could contribute it to GNU. Of course it would be far less portable than a No. 2 pencil (which I think is the portability standard that current GNU programs conform to), but it would keep this good and free program alive. For Emulation, I have never seen anything more reliable since I started using it in 1987 (and I have spent a lot of money trying many alternatives).

Maybe it could be called MultiTERM (reverse of the trend from Multics to UNIX) or LuniTerm (if readers believe I am a lunatic for even suggesting this).
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

1818. Re: short versus int in GEM pr

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 07:04:36 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.733561476@mi.el.utwente.nl>
Source record: 39617

In <1993Mar29.200544.4585@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

]>What's wrong with using WORD/UWORD/LONG/ULONG?
]>
]>These data types were *always* well-defined on the Atari:
]> WORD 16 bit signed
]> UWORD 16 bit unsigned
]> LONG 32 bit signed
]> ULONG 32 bis unsigned

] Everyone keeps suggesting this. It doesn't work. There's one very good
]reason it doesn't work:

] The sizes (in bits) for each of these types is well-defined. The types
]are not. In the (entirely misnamed) PORTAB.H files for various compilers,
]the WORD type is sometimes defined as short, sometimes as int. While one
]can count on it being 16 bits, one cannot count on the datatype. If the
]datatypes don't match and pointers are involved, the compiler will
]complain, regardless of the underlying size of the type.

When done consistent, it does work. A pointer to a WORD will always point
to a WORD -- which is with some compilers a short, and with others an int.
But one specific compiler will see only one typedef (preferably over a
#define) of WORD -- and thus will not complain! This will mean that
GRECT, ICONBLK etc. all must be defined in terms of WORD.

] And this is not to mention how incredibly wrong the choice of the word
]WORD is in representing an always-16-bit type. When I started in the
]computer world, a word was 32 bits on the machines I used. (IBM
]mainframes.) In general, a word is the "natural data size" of the
]platform.

How true. GWORD, INT16 or int16 are better choices.

Klamer

--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1819. Re: Fix for the Modem2 port on TT & Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 09:26:55 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C4qy8w.LoE@ccu.umanitoba.ca>
Source record: 39618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I've got it to work now (at least, I think). I uses XYZ202B instead of
>GemZmodem and everything has worked OK since then...

Since you guys are discussing hi-speed modem problems, I thought I'd throw in a problem I've been having...

I'm using a TT w/TOS 3.01, ZyXEL 1496E (5.05), STalker 3.01, AUXINIT.PRG and RS232ENC.PRG.

My problem is this: I start a download with STalker as an accessory, and then run a TOS (GIFDCDTT.TTP for example) program. After about 20 seconds or so, the 'receiving data' light on my modem will go out. When I exit from the TOS program, the tranfer does not continue, it just hangs and I am forced to abort.

I think I know why the xfer stops when I'm in a TOS program; once the 31kb buffer set with AUXINIT.PRG is filled, the computer tells the modem to stop sending data (is this the DSR or RTS?). STalker can't do anything, as it can only empty the buffer when the AES is active (right?). But when I exit the TOS program, shouldn't STalker empty the buffer and RS232ENC tell the modem that it's ok to continue?

Also, should I be using Serial Patch instead of RS232ENC? I've had no other problems with RS232ENC, but experience some a long time ago when I tried Serial Patch.

Any comments? suggestions? Thanks!

1820. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 10:07:45 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C4r04x.M2G@ccu.umanitoba.ca>
Source record: 39446

In <A26270@M4.maus.de> Achim_Wilhelm@m4.maus.de (Achim Wilhelm) writes:

>>CoNnect >=1.90 you can use 153.600 Baud. RTS/CTS-Handshake seems >to work
>>without any patch as Serialfix or so.

>Knarf, this is definetly not correct. For higher baudrates than 19k2 you have
>to use CoNnect V. >= 1.92. V. 1.90 was only adapted to the changed DCD.

Can you do >19200 on a TT with CoNnect, or only with a Falcon?

1821. Euro ST mags

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 11:24:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A20346@KR.maus.de>
Source record: 39467

Hi guys!

A quick question for European ST fans. I need to know about ST mags in Europe (except UK and Germany) for an article I'm about to write. There was a mag in France called "Atari magazine" but it seems to have disappeared. The only Dutch mag I know it's still going is the excellent "Atari ST Nieuws".

Anyway, if you'd mail me the list of ST mags in your country I'd really appreciate it. (A few words about the current state of the ST market wouldn't hurt either.) Please send personal mail since my Internet feed is sporadic...

Thanx in advance! If the rest of you are interested I'd be more than happy to post the resulting list.

Don

* Don_Maple@kr.maus.de *

1822. Re: New Group?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 11:33:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A15345@K.maus.de>
Source record: 39465

Hi Chuck!

C>I'm still waiting for ASV (Atari System V, rel.4) for my TT. It's
C>still in Developer only version and extremely expensive.

I think I heard somewhere, that Atari has stopped their ASV developement. But then, the Linux port for ST (well... TT) seems to be not so far away, so I think Linux could be available earlier than _any_ new software from Atari...

C>Speaking of such, are the 68040 machines showing at Cebit???

No! :-(Lots of Falcon 030 ans TTs, but no 68040 machine. However there is a german ST magazine selling a 040 board (both as plug-in and solder-yourself versions. The author of these articles has promised to modify this board to take up a new 68060, once this chip is available.

Regards,
Andreas

1823. Re: Writing to the screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 12:12:21 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.733579941@echo>
Source record: 39619

evanlang@sdf.lonestar.org (Evan Langlois) writes:

>My solution is to move logbase to a blitter buffer (I was gonna have blitter
>buffers anyway for fast screen updates and animation and such, but I wasn't
>planning on moving logbase).

hmm, changes to logbase or physbase (or any screen related Xbios calls) will
not work with any special graphics card (VGA or hi-res or real-true-color
cards) because the screen memory is not in the standrad memory range.
I think it would be best to use vro_cpyform calls.

>* CQWK 1.7 *
how about mT-QWK ??

Bye Wolfgang

1824. How to implement non-modal dialogs in GEM ?????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 15:02:06 UTC
From: rep@theta.informatik.tu-chemnitz.de
Message-ID: <rep.733588303@hrz.tu-chemnitz.de>
Source record: 39620

Hi,

As the subject says, I'm interested in programming a non-modal dialog
in a normal GEM program, but unfortunately I don't know how to do this.
It seems to be a very stupid question, I know, since there are some excellent
libraries around that handle all this stuff, but I really want to understand
how this can be done.

So if you know how to do this please send me some hints or
an algorithm.

Thanks in advance!

Ralph Eppert rep@informatik.tu-chemnitz.de

1825. Re: Pascal on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 15:21:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Mar31.152100.6501@newshost.lanl.gov>
Source record: 39622

In article 7218@blue.cis.pitt.edu, wbdst+@pitt.edu (William B Dwinnell) writes:
>
>Can anyone recommend a good Pascal compiler for the Atari ST?

How about the old OSS Personal Pascal (if you can find a copy) or the not so old Prospero Pascal (great docs). HiSoft has a new version called HighSpeed Pascal you might want to check out (avail from Oregon Research, 503-620-4919). I haven't done any Pascal work in years so maybe some others have some more recent suggestions.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1826. SIMMs memory upgrade question ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 15:54:49 UTC
From: scastro@dcc.uchile.cl
Message-ID: <1993Mar31.155449.5693@dcc.uchile.cl>
Source record: 39625

Hiya outthere ...
well here is my trouble ... among a st'fans group we've been trying to upgrade the old ST's we own and obviously the first upgrade to do was a memory upgrade ... we tried and make it but (this is the sad part of the tale ... :^( ) we got it using 9 or 8 chips SIMMS but we culdn't get it working out with 3 chip SIMMS . The problem is that here it's almost imposible to get 9 or 8 chips SIMMS ... so ...

what's the f%^$#H%^%^# problem with 3 chip SIMMS ?!?!?!?!

pppplease ... can someone help us ...??? :^)

Seba.

---

you can't win ,
you can't lose,
you can't even get out of the game !

scastro@dcc.uchile.cl

--
/\
|
| _ ,
| ,- -

1827. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 15:57:15 UTC
From: psurge@cs.utexas.edu
Message-ID: <lrjfqrINN7pe@kara-kum.cs.utexas.edu>
Source record: 39621

In article <1pbaj4INNn8e@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>Who still uses UniTerm? (Please post to Net)
>
>I do. But this ageless software is aging. It doesn't take advantage of the
>aditional hardware on the newer machines and it is becoming less MiNT and
>MultiTos usable with every MultiTOS release.
>
>So what can this group do? Howard, how open is Simon about releasing the code?
>I seem to remeber you updated it somewhat. Would it be possible to do a
>subroutine by subroutine conversion to C? I don't think someone should try to
>re-write the program from scratch, but rather convert it piece by piece.
>
>I say C becuuse it seems to be the popular language for MiNT and MultiTOS.
>Whatever language it is in should support MultiTOS, be aware of Minix FS, fork
>a download process, and handle multiple communication lineses, and support a
>variety of terminals (user terminals like the Atari console, or a VT 100
>terminal emulation that another user is running to dial into an Atari MiNT
>system and then dialing out to save money and make the Atari Sysop go broke).
>
>If Simon would release the code to the public (did he ever make any money on
>it? I offer him some but he never wrote back.) then maybe we could contribute
>it to GNU. Of course it would be far less portable than a No. 2 pencil (which
>I think is the portability standard that current GNU programs conform to), but
>it would keep this good and free program alive. For Emulation, I have never
>seen anything more reliable since I started using it in 1987 (and I have spent
>a lot of money trying many alternatives).
>
>Maybe it could be called MultiTERM (reverse of the trend from Multics to UNIX)
>or LuniTerm (if readers believe I am a lunatic for even suggesting this).

Here Here! I totally agree. I have been using Uniterm for several years now.
Now that I have a Mega STe, I would like Uniterm to take advantage of the
features of Mint/MultiTos once I get it installed. I agree that Uniterm is
a great program, but it is just about time for a new update.

C'mon Simon, what do you say?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

1828. Re: Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 16:21:04 UTC
From: jbww@ukc.ac.uk
Message-ID: <3784@eagle.ukc.ac.uk>
Source record: 39623

In article <John_Collis.beei@equinox.gen.nz> John_Collis@equinox.gen.nz (Johnc) writes:
>Ian J Ray (cs90ijr@brunel.ac.uk) wrote:
>: I am designing a shell (called `Michelle' at the moment), but the biggest
>: problem is knowing what people want.
>
>
>: *NO* pipes, yet, but I *will* implement them (well I like pipes!)
>

Yes indeed pipes; I will start by saying that your baby
will have to be quite something to tempt me away from tcsh.

Have you had a look at Helios, by Perihelion. This is intended for use
with multi-processors/multi-processes.

One feature I particularly like in Helios is the ability to specify
reverse direction pipes (i.e. data flow right to left along command line),
and bi-directional pipes.

best of luck (but take care not to re-invent too many wheels - there
is so much that needs doing)

cheers
beau webber

1829. Latest Picture Formats List

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 17:23:31 UTC
From: dmb@case.ai.mit.edu
Message-ID: <1pck2jINNicr@life.ai.mit.edu>
Source record: 39629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
*------------------------------------------------------------------------------*
New this time: GEM Metafiles, courtesy of Marcel Boom.

Dave
*------------------------------------------------------------------------------*

ST Picture Formats
------------------
Edited by:

David Baggett

Internet:
dmb@ai.mit.edu

(Please report errors or additions.)

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Contents
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```

NEOchrome *.NEO
NEOchrome Animation *.ANI
DEGAS *.PI? ? = 1, 2, 3
DEGAS Elite *.PI? ? = 1, 2, 3
DEGAS Elite (Compressed) *.PC? ? = 1, 2, 3
Tiny *.TN? ? = 1, 2, 3, Y
Spectrum 512 *.SPU
Spectrum 512 (Compressed) *.SPC
Spectrum 512 (Smooshed) *.SPS
Art Director *.ART
C.O.L.R. Object Editor Mural *.MUR
Doodle *.DOO
Cyber Paint Sequence *.SEQ
Animatic Film *.FLM
Animaster Sprite Bank *.ASB
STOS *.MBK
GEM Bit Image *.IMG
GEM Metafile (vector graphics) *.GEM
STAD *.PAC
Imagic Film/Picture *.IC? ? = 1, 2, 3
IFF *.IFF
RGB Intermediate Format *.RGB
ComputerEyes Raw Data Format *.CE? ? = 1, 2
MacPaint *.MAC
PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special

information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom

(i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane. Note that this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

Note that the Spectrum 512 mode's three palette changes per scan
line allow more colors on the screen than normally possible, but a
tremendous amount of CPU time is required to maintain the image.

The Spectrum format specifies a palette of 48 colors for each scan line.
To decode a Spectrum picture, one must be know which of these 48 colors
are in effect for a given horizontal pixel position.

Given an x-coordinate (from 0 to 319) and a color index (from 0 to 15),
the following C function will return the proper index into the Spectrum
palette (from 0 to 47):

```
/*
* Given an x-coordinate and a color index, returns the corresponding
* Spectrum palette index.
*
* by Steve Belczyk; placed in the public domain December, 1990.
*/
int
FindIndex(x, c)
int x, c;
{
int x1;

x1 = 10 * c;

if (1 & c) /* If c is odd */
x1 = x1 - 5;
else /* If c is even */
x1 = x1 + 1;

if (x >= x1 && x < x1 + 160)
c = c + 16;
else if (x >= x1 + 160)
c = c + 32;

return c;
}
```

<Spectrum 512 (Compressed)> *.SPC

```
1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
--------------
<= 50014 bytes total
```

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included). If a palette
entry is not included, it is assumed to be zero (black). The least
significant bit of the bit vector refers to palette entry zero, while the
most significant bit refers to palette entry 15. Bit 15 must be zero,
since Spectrum 512 does not use palette entry 15. Bit 0 should also be
zero, since Spectrum 512 always makes the background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

NOTE: Regarding Spectrum pictures, Shamus McBride reports the following:

"... [The Picture Formats List] says bit 15 of the color map vector
must be zero. I've encountered quite a few files where [bit 15] is
set (with no associated palette entry)..."

<Spectrum 512 (Smooshed)> *.SPS

This format compresses Spectrum 512 pictures better than the standard
method. There are at least two programs that support this format, SPSLIDEX
and ANISPEC, although the two seem to differ slightly in their interpretation
of the format.
One point of interest: Shamus McBride deciphered this format without an ST!

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= ? bytes compressed data bit map
<= ? bytes compressed color bit map

< ? bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to that used in Spectrum Compressed (*.SPC) pictures.

The data map is stored as a sequence of records. Each record consists of a header byte followed by one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x (unsigned):

0 <= x <= 127 Use the next byte x + 3 times
128 <= x <= 255 Use the next x - 128 + 1 bytes literally
(no repetition)

There are two kinds of *.SPS files.

The data may appear in the same order as *.SPC files (SPSLIDEX format?):

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

The second variant (ANISPEC format?) encodes the data as byte wide vertical strips:

Picture data, bit plane 0, scan line 1, columns 0 - 7.
Picture data, bit plane 0, scan line 2, columns 0 - 7.
Picture data, bit plane 0, scan line 3, columns 0 - 7.
. . .
Picture data, bit plane 0, scan line 199, columns 0 - 7.
Picture data, bit plane 0, scan line 1, columns 8 - 15.
Picture data, bit plane 0, scan line 2, columns 8 - 15.
. . .
Picture data, bit plane 0, scan line 199, columns 312 - 319.
Picture data, bit plane 1, scan line 1, columns 0 - 7.
. . .
Picture data, bit plane 3, scan line 198, columns 312 - 319
Picture data, bit plane 3, scan line 199, columns 312 - 319.

A for loop to process that data would look like

```
for (plane = 0; plane < 4; plane++)
for (x = 0; x < 320; x += 8)
for (y = 1; y < 200; y++)
for (x1 = 0; x1 < 8; x1++)
image[y, x + x1] = ...
```

Color map compression:

Color map compression is similar to *.SPC color map compression, but the map is compressed as a string of bits, rather than words. There are 597 records (one for each palette). Each record is composed of a 14-bit header followed by a number of 9-bit palette entries. The 14-bit header specifies which palette entries follow (1 = included, 0 = not included). The most significant bit of the header refers to palette entry 1, while the least significant bit refers to palette 14. Palette entries 0 and 15 are forced to black (zero). Each palette entry is encoded as "rrrgggbbb".

The format of the palette is described above in the section on uncompressed
Spectrum pictures (*.SPU).

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)

32000 bytes total

<Cyber Paint Sequence> *.SEQ (low resolution only)

This format, while fairly complex, yields excellent compression of animated
images while offering reasonably fast decompression times.

1 word magic number [$FEDB or $FEDC]
1 word version number
1 long number of frames
1 word speed (high byte is vblanks per frame)
118 bytes reserved
----
128 bytes total for .SEQ header

for each frame {
1 long offset to data for this frame, in bytes [basically useless]
}

for each frame {
1 word type (ignored?)
1 word resolution [always 0]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits [not used]
1 word color animation speed and direction [not used]
1 word number of color steps [not used]
1 word x offset for this frame [0 - 319]
1 word y offset for this frame [0 - 199]
1 word width of this frame, in pixels (may be 0, see below)
1 word height of this frame, in pixels (may be 0, see below)
1 byte operation [0 = copy, 1 = exclusive or]
1 byte storage method [0 = uncompressed, 1 = compressed]

1 long length of data in bytes (if the data is compressed, this
will be the size of the compressed data BEFORE decompression)
60 bytes reserved
----
128 bytes total for frame header

? bytes data
}

Frames are "delta-compressed," meaning that only the changes from one frame to the next are stored. On the ST, .SEQ files are always full-screen low resolution animations, so the sequence resulting from expanding all the data will be n 320 by 200 pixel low resolution screens, where n is given in the .SEQ header.

Since only the changes from frame to frame are stored, image data for a frame will rarely be 320x200 (except for the very first frame, which will always be a full screen). Instead what is stored is the smallest rectangular region on the screen that contains all the changes from the previous frame to the current frame. The x offset and y offset in the frame header determine where the upper left corner of the "change box" lies, and the width and height specify the box's size.

Additionally, each "change box" is stored in one of five ways. For each of these, the screen is assumed to have the full-screen image from the last frame on it.

o uncompressed copy: The data for this frame is uncompressed image data, and is simply copied onto the screen at position (x, y) specified in the frame header.

o uncompressed eor: The data for this frame is exclusive or'ed with the screen at position (x, y).

o compressed copy: The data for this frame must be decompressed (see below), and then copied onto the screen at position (x, y) specified in the frame header.

o compressed eor: The data for this frame must be decompressed (see below), and then exclusive or'ed with the screen RAM at position (x, y).

o null frame: The width and/or height of this frame is 0, so this frame is the same as the previous frame.

Of the 5 methods above, the one that results in the smallest amount of data being stored for a particular is used for that frame.

Compression Scheme:

Compression is similar to that employed by Tiny, but is not quite as space-efficient.

Control word meanings:

For a given control word, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 32767).
x > 0 Specifies the number of times to repeat the next word
taken from the data section (from 1 to 32767).

Note that a control word of 0 is possible but meaningless.

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead the four
bitplanes are separated, and the data within each bitplane is presented
vertically instead of horizontally. (This results in better compression.)

To clarify, data for a full screen would appear in the following order:

bitplane 0, word 0, scanline 0
bitplane 0, word 0, scanline 1
...
bitplane 0, word 0, scanline 199
bitplane 0, word 1, scanline 0
bitplane 0, word 1, scanline 1
...
bitplane 0, word 1, scanline 199
...
bitplane 0, word 79, scanline 199
bitplane 1, word 0, scanline 0
...
bitplane 3, word 79, scanline 199

Note however, that the data does not usually refer to an entire screen, but
rather to the smaller "change box," whose size is given in the frame header.

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major) [< 2]
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
----
32 words total for header

? words image data (words of screen memory) for each frame, in order

<Animaster Sprite Bank> *.ASB (low resolution only)

```
1 word number of frames - 1
1 word ?
1 byte maximum width, in pixels
1 byte maximum height, in pixels
16 words palette
--------
38 bytes total for header

For each frame {
1 word width of this frame (in pixels) - 1
1 word height of this frame (in pixels) - 1
1 word ?
? words image data (words of screen memory)
}

<STOS> *.MBK

9 words ?
1 long $19861987 (magic number?)
1 long offset from this long to header for low resolution
parameter block (if past end of file, no low res frames)
1 long offset from this long to header for med resolution
parameter block (if past end of file, no med res frames)
1 long offset from this long to header for high resolution
parameter block (if past end of file, no high res frames)
1 word number of low resolution frames
1 word number of medium resolution frames
1 word number of high resolution frames

For each frame {
1 long offset to data (probably only used internally by STOS)
1 byte width in words (multiply by 16 to get width in pixels)
1 byte height in pixels
1 byte X hotspot location
1 byte Y hotspot location
}

(The format implies other stuff could be here.)

1 long ["PALT" $50414C54]
16 words palette

? words of data for each frame, in the order mentioned in the
header. Monoplanar mask data follows image data for each frame.
----------
? words total

The frames often seem to be in semi-random order, not necessarily in
the order they are to be animated.

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
```

1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines

? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored separately starting with plane 0. There is, however, no standard way of storing the color palette. Some programs may save the palette in separate files, some may extend the header. For this reason, you should never assume the header is 8 words long, always get the header length from the 2nd word of the header. Also, the line width in the 7th word is the number of pixels in a line. Since the data is encoded in byte-wide packets, the actual unpacked line width is always a multiple of 8, and may be 1-7 pixels longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern length" word in the header. Repeat this pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline is to be used multiple times. Read the following record:

1 byte flag byte [$FF]
1 byte number of times to use next scanline data

The data for the next scanline follows, compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte determines the number of bytes to use literally. The literal data bytes follow.

otherwise Solid run. The value of x determines what to draw. The high bit specifies whether the pixels are set or cleared. A 1 indicates a byte-run using $FF, a 0 indicates a byte-run using $00. The low 7 bits, taken as an unsigned quantity, specify the length of the run in bytes.

<GEM Metafile> *.GEM

Marcel Boom <mboom@mswe.dnet.ms.philips.nl> recently sent me this
format description. I have reproduced it here, largely unchanged.

The file consists out of a header and the data records. The header has
the following format:

word mf_header: should be -1, which indicates a metafile
word mf_hlength: The length of the header part (usually 24 words)
word mf_version: Version number (usually 101)
word mf_ndcrcfl: 0: NDC coordinates, 2: Raster coordinates
word mf_extends1: Optional, minimal used x coordinate
word mf_extends2: Optional, minimal used y coordinate
word mf_extends3: Optional, maximal used x coordinate
word mf_extends4: Optional, maximal used y coordinate
word mf_width: Optional, page width in 0.1 mm
word mf_height: Optional, page height in 0.1 mm
word mf_coords1: Optional, coordinate system param 1
word mf_coords2: Optional, coordinate system param 2
word mf_coords3: Optional, coordinate system param 3
word mf_coords4: Optional, coordinate system param 4
word mf_imgflag: 0: No images, 1 contains bit images
word mf_reserved1: reserved.
.
.
word mf_reserved9: reserved.

After the header follows the data records of the following format:

word 0: VDI command number
word 1: n: Number of parameters for ptsin array
word 2: m: Number of parameters for intin array
word 3: Subopcode
word 4 to 4+n: ptsin array
word 4+n to 4+n+m: intin array

A VDI command number of -1 signals the end of file.

VDI command numbers:
5: Escape functions:
Subopcode:
1: Inquire addressable character cells
2: Exit alpha mode
3: Enter alpha mode
20: Form advance
21: Output window
22: Clear display list
23: Output bit image file
98: Update metafile extents
99: Write metafile item
100: Change GEM VDI filename
6: Polyline

7: Polymarker
8: Text
9: Filled area
11: GDP:
subopcode:
1: Bar
2: Arc
3: Pie
4: Circle
5: Ellipse
6: Elliptical arc
7: Elliptical Pie
8: Rounded rectangle
9: Filled rounded rectangle
10: Jutified graphic text
12: Set character height, absolute mode
13: Set character baseline vector
14: Set color representation
15: Set polyline linetype
16: Set polyline line width
17: Set polyline color index
18: Set polymarker type
19: Set polymarker height
20: Set polymarker color index
21: Set text face
22: Set graphic text color index
23: Set fill interior style
24: Set fill style index
25: Set fill color index
26: Inquire color representation
32: Set writing mode
35: Inquire current polyline attributes
36: Inquire current polymarker attributes
37: Inquire current fill area attributes
38: Inquire current graphic text attributes
39: Set graphic text allignment
102: Extended inquire function
103: Countour fill
104: Set fill perimeter visibility
106: Set graphic text special effects
107: Set character cell height, points mode
108: Set polyline end styles
112: Set user defines fill pattern
113: Set user defined line style pattern
114: Fill rectangle
117: Inquire character cell width
129: Set clipping rectangle
131: Inquire current face information

The meaning of the arrays can be found in the several GEM programming books.

NOTE: The word qualifier is not the Motorola word, but the Intel word,
so high and low byte are swapped!

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
----
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

```
For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)
```

```
4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk (note that "ILBM" is not a chunk ID). This is the number of
bytes that FOLLOW the 4 ID bytes and size longword. The exception to this is
the FORM chunk. The size longword that follows the FORM ID is the size of the
remainder of the file. The FORM chunk must always be the first chunk in an
IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data
```

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:

```
line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]
```

The FORM chunk identifies the type of data:

```
"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)
```

<MacPaint> *.MAC

```
1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
-------------
512 bytes total for header

< 51200 bytes compressed bitmap data
-------------
< 51712 bytes total
```

NOTE: The version number is actually a flag to MacPaint to indicate if
the brush/fill patterns are present in the file. If the version is 0,
the default patterns are used. Therefore you can simply save a MacPaint
file by writing a blank header (512 $00 bytes), followed by the packed
image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The packing method is PackBits (see below). There are 72 bytes per
scan line. Each bit represents one pixel; 0 = white, 1 = black.

<RGB Intermediate Format> *.RGB (low resolution only)

This format was invented by Lars Michael to facilitate conversions between
standard ST picture formats and higher resolution formats like GIF and IFF.
It supports 12 bits of color resolution by keeping the red, green and blue
components in separate bit planes.

1 word resolution (ignored)
16 word palette (ignored)
16000 words red plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words green plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words blue plane (screen memory)

96102 bytes total

The format was derived by concatenating three DEGAS .PI1 files together --
one for each color gun. The RGB value for a pixel is constructed by looking
at the appropriate pixel in the red plane, green plane, and blue plane. The
bitplanes are in standard ST low resolution screen RAM format, but where pixel
values in screen RAM refer to palette entries (0 through 15), pixel values
here correspond to absolute R, G, and B values. The red, green, and blue
components for each pixel range from 0 to 15 (4 bits), yielding a total of
12 bits of color information per pixel. Not coincidentally, this is exactly
the format of ST palette entries (although on ST's without the extended
palette only the lower 3 bits of each color component are used).

You can view a single bit plane on a standard ST by splitting the .RGB file
into its three DEGAS .PI1 components and setting the palette to successively
brighter shades of gray.

<ComputerEyes Raw Data Format> *.CE1 (low resolution)
*.CE2 (medium resolution)

1 long [$45594553 or "EYES"]
1 word resolution [0 = low res, 1 = medium res]
8 words ?
If resolution = 0 {
64000 bytes red plane, 320 x 200, 1 pixel per byte
64000 bytes green plane, 320 x 200, 1 pixel per byte
64000 bytes blue plane, 320 x 200, 1 pixel per byte

192022 bytes total
}
else If resolution = 1 {
128000 words 640 x 200, 1 pixel per word

256022 bytes total
}

This is almost two formats in one:

Low resolution:

The planes are arranged vertically, instead of horizontally.
The first byte is the red component of pixel (0,0), the second is (0,1),
and the third (0,2). The 201st corresponds to (1,0), etc. The 64001st

byte is the green component of (0,0).
Only the low six bits of each byte are used.

Medium resolution:

The picture is arranged vertically, instead of horizontally.
The first word is pixel (0,0), the second is (0,1), and the third
(0,2). The 200th is (1,0) etc.
Each word is divided up into the RGB values for the corresponding
pixel, as follows:

```
Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 B4 B3 B2 B1 B0 G4 G3 G2 G1 G0 R4 R3 R2 R1 R0
```

Bit 15 is not used.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many
corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of.....Wed Mar 31 12:17:26 EST 1993
(Last change: GEM format decription added)

--
dmb@ai.mit.edu Natural Language Processing MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

1830. Re: Help needed with grf_memblit() from HSC 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 17:23:46 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Mar31.172346.27263@mnemosyne.cs.du.edu>
Source record: 39628

```
> grf_memblit(NULL, NULL, &gl_rwdesk);

Change that to:

buffer = grf_memblit(GRF_NORMAL, NULL, &gl_rwdesk); // to save screen

grf_memblit(GRF_NORMAL, buffer, &gl_rwdesk); // to restore screen

In general, the GemFast library wants to see NULL only to indicate the
abscense of a *pointer* parameter. The first parameter to grf_memblit()
is not a pointer, it is a short integer containing bitmapped options.
Throughout GemFast, when there is an options parameter there will be a
corresponding XXX_NORMAL constant you can use to indicate that you don't
want any special options on that call (where XXX will be the same as the
first 3 letters of the function name).

I should have listed GRF_NORMAL along with the GRF_BOBJTREE option in the
docs for grf_memblit(); my mistake. I've made a note to update this in
the docs on the next release.

--
==============================================================================
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==============================================================================
```

1831. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 18:08:34 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.ZdNbYZrZBYE@fredrik.atari.no>
Source record: 39624

In <1993Mar25.165140.26578@prime.mdata.fi>, Rasmus Paetau writes:
>Sounds nice, have you actually used speeds higher than 19200
>succesfully, without getting garbage on the screen? Does a Falcon
>really have enough power to get 153600 through the serial port?

If you mean shuffle data in and out of memory at that speed? Yes, of course.
The serial port is driven by a SCC on a DMA channel. Similar setup as the
DSP hostinterface capable of over 1Mbyte/s (8Mbit/s).

If you mean: Outputing text in a window at that speed, NO WAY! That would
be at 76.8 25*80 character pages a second, and even if it could do so, could
you read this fast?

--

```
_____________________________________________________
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------
```

1832. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 18:21:20 UTC
From: jornmoe@fredrik.atari.no
Message-ID: <H.otzTajx3Un_@fredrik.atari.no>
Source record: 39626

In <H.ZdNbYZrZBYE@fredrik.atari.no>, Joern Moe writes:
Stuff deleted
>
>If you mean: Outputing text in a window at that speed, NO WAY! That would
>be at 76.8 25*80 character pages a second, and even if it could do so, could
^^^^^^^^^^
>you read this fast?

Where the h.... was my brain when I wrote this? The figure is of course
9.6 25*80 character pages a second, but still quite to fast to read:-)

--

```
-----------------------------------------------------------
/ Joern F. Moe / All above is my own personal opinion! \
/ Oslo, Norway / Any lack of opinion above is also mine! \
-----------------------------------------------------------
```

1833. Re: A couple of Falcon questio

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 18:29:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A16883@K.maus.de>
Source record: 39513

i> There's also an RCA-style plug for TV output, but I've never gotten it to
i>work. I'm not sure if it's RF output or composite output, but I've tried
i>plugging it into the TV (via a video game switcher), and into the Video In
i>on a VCR, and I didn't get a picture either way.

Disconnect the monitor adaptor!

i> On my TOS 4.02 system, the Compatibility Modes dialog lists only ST Low,
i>ST Medium, and ST high. Nothing about TT modes at all.

One can easily get TT medium by setting 16 colors, 80 columns, no line doubling
on VGA monitors. 256 colors, 40 columns, no line doubling is TT low.

- Peter -

1834. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 18:32:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A16884@K.maus.de>
Source record: 39516

AW>P>without getting garbage on the screen? Does a Falcon really have enough
AW>P>power to get 153600 through the serial port?
AW>
AW>Rasmus, could you give me something, that runs with 153k6? A modem or so?

Well, two Falcons with a null-modem cable between them...

1835. Re: Window Resizing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 18:35:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A16885@K.maus.de>
Source record: 39514

d>When a window is re-sized from the desktop by the user dragging on the
d>lower-
d>right corner, many programs enforce a minimum size to the drag outline. In
d>the program I was fiddling with, the window outline could be collapsed to
d>right down to a ridiculously small size (one character wide by two high).
d>Now it's easy enough to enforce a minimum size when honouring the AES
d>request
d>to resize a window, but how does one force the AES to not allow the drag
d>outline to shrink beyond some minimum?

One can't. The AES does this automatically for windows that have arrows and
scroll bars, and does nothing for windows that don't.

1836. Re: New Group?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 18:42:23 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1993Mar31.184223.1518@unix.brighton.ac.uk>
Source record: 39631

ga@mrih.no (Gard Abrahamsen) writes:

> How about expanding the hierarchy...
>
> comp.sys.atari.st.unix
> comp.sys.atari.st.gnu
> comp.sys.atari.st.mint
> comp.sys.atari.st.mtos
> comp.sys.atari.st.spectrum.emulator
>

here! here!
There are enough bl**dy amoeba ones!!
--

pf21@unix.bton.ac.uk

1837. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 18:54:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1278@usdtsg.DaytonOH.NCR.COM>
Source record: 39632

In article <lrjfqrINN7pe@kara-kum.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
[stuff deleted]
>
>Here Here! I totally agree. I have been using Uniterm for several years now.
>Now that I have a Mega STe, I would like Uniterm to take advantage of the
>features of Mint/MultiTos once I get it installed. I agree that Uniterm is
>a great program, but it is just about time for a new update.

Check out the program Connect 1.92, which should be at
atari.archive.umich.edu (with a name like conn192.lzh or similar).
It pretty much has what Uniterm had, but with more features.

Quick summary: VT52/100/102/220/ANSI/Tex4014 emulation, bauds up
to 153600, can use ports Mode1/Modem2/Serial2/LAN/MIDI, is MiNT/MTOS
aware (run transfer in the background), use GDOS fonts (even without
GDOS loaded), is fully GEM oriented - works well under MultiGEM so
I'd think under MTOS as well (advise to use Warp9, NVDI, or
some screen accelerator), has a script langauge (plus learn mode),
VTxxx is fully supported (even double-sized characters and blinking
characters), can have multiple "sessions" open (say a modem on
Modem1, a null modem on Modem2, and another modem on Serial2) each
in it's own window, can assign sounds to various events, at least
30 programmable macro/function keys, etc...

In a way, it's sort of a "Uniterm for the future" and, unlike
Uniterm, it's currently being supported. It's the first
program I've used that's pulled me away from Uniterm.

The one caveat - the documentation is in German (an english
resource file is included, however). Then again, can't say I've
ever read the Uniterm docs either :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...just a satisfied registered user...

1838. Re: Mega ST..Memory problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 19:33:05 UTC
From: erkamp@JANUS.ARC.AB.CA
Message-ID: <1993Mar31.133306.235@janus.arc.ab.ca>
Source record: 39639
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Mar20.155146.16873@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I have a peculiar problem which seems to keep croppping up on my Mega ST4.
>
>I've heard that the power-supplies on these have a tendency to go bad, am I
>hold it as the main suspect; however, my technical experience is _very_
>klimited, so any advice would be appreciated.
>
>The Problem/Sutuation
>
>I (currently) have no Hard-drive. I regularly use a 1.7MB Ram Disk. The
>problem is that every so often, when booting, when the RamDisk tries to install
>itself, it fails and comes back with a "Sorry -- Not ERnough Memory" error.
>
>This usually (but not always) manifestes itself after I've had the computer on
>for a while already and am re-booting. Turning the computer off for a while
>usually (but not always) seems to cure the problem.
>
>Could i say, definately, that the weak power-supply is the problem?
>
> -Matt

I wonder if you are using a reset proof ram disk and are only reseting the machine? You might want to make sure you do a cold reboot (or power cycle the machine) to insure that the ram disk has been reset.

Bob

1839. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 19:37:07 UTC
From: knarf@amsev.sta.sub.org
Message-ID: <1483@amsev.sta.sub.org>
Source record: 39461

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
(wrong quoting - I wrote these three lines)
>I use my ZyXEL U-1496 E with 57600 Baud without any problems. I did not try
>153600 Baud, because I don't have two FALCONs! :)
>If I want to transfer data to my 1040STFM i use the MIDI-port (31500 Baud).

>-----+------

>57600!? Oh dear, weren't there rather a lot of people telling me that
>57.6K was impossible!? (with or without v42bis etc.)

I never said I had a Connect with 57600 bps! The serial line between my
Falcon and my ZyXEL is at 57600 *Baud*! The best Connect I get with my ZyXEL
is 16800bps/V.42bis.

I think 57600bps will never be able on a normal telephone line!

Knarf

1840. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 19:40:26 UTC
From: knarf@amsev.sta.sub.org
Message-ID: <1484@amsev.sta.sub.org>
Source record: 39462

Achim_Wilhelm@m4.maus.de (Achim Wilhelm) writes:

>Hi there.

>>>The Control Panel allows you to switch up to 19.200 Baud but if you >use
>>CoNnect >=1.90 you can use 153.600 Baud. RTS/CTS-Handshake seems >to work
>>without any patch as Serialfix or so.

>Knarf, this is definetly not correct. For higher baudrates than 19k2 you have
>to use CoNnect V. >= 1.92. V. 1.90 was only adapted to the changed DCD.

Sorry, my mistake. The newest version of CoNnect I know is 1.96. There
you can play Samples (*.SMP) correct on a Falcon.

>P>Sounds nice, have you actually used speeds higher than 19200 succesfully,
>P>without getting garbage on the screen? Does a Falcon really have enough
>P>power to get 153600 through the serial port?

>Rasmus, could you give me something, that runs with 153k6? A modem or so?

153600 Baud could be useful for a small network via null-modem-cable.

>regards, Jimmy

Knarf

1841. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 19:46:17 UTC
From: knarf@amsev.sta.sub.org
Message-ID: <1485@amsev.sta.sub.org>
Source record: 39463

adam@veda.is (Adam David) writes:

>>I use my ZyXEL U-1496 E with 57600 Baud without any problems.

>Can't the Falcon do 76800 baud?

The FALCON can do 76800 baud. But if I use that speed with my ZyXEL I get
garbage on the screen if I type at&v for example. I think it's a problem
of the ZyXEL though it recognizes 76800 baud correctly. ATS20? -> 0.
I don't think it would help much if I use 76800 baud instead of 57600.
So I won't spend more time thinking about this problem! :)

Knarf

1842. Re: SIMMs memory upgrade question ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 20:15:06 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Mar31.201506.5265@eng.cam.ac.uk>
Source record: 39458

scastro@dcc.uchile.cl (Sebastian A. Castro Miranda) writes:

> Hiya outthere ...
>well here is my trouble ... among a st'fans group we've been trying to
>upgrade the old ST's we own and obviously the first upgrade to do was a
>memory upgrade ... we tried and make it but (this is the sad part of
>the tale ... :^( ) we got it using 9 or 8 chips SIMMS but we culdn't get
>it working out with 3 chip SIMMS . The problem is that here it's almost
>imposible to get 9 or 8 chips SIMMS ... so ...

>what's the f%^$##%^%^# problem with 3 chip SIMMS ?!?!?!?!

Here goes with an idea.

It could well be something to do with the disabling of the parity bit. Try
connecting CAS8* (pin 28) (and D8 if you wish) to Vcc/Vdd (pin 30) instead
of to GND/Vss (pin22).

Well, it's worth a go. (I must admit, I used 9 chip SIPs)

Christopher Hicks

--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

1843. pascal wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 22:27:01 UTC
From: rmadill@ccu.umanitoba.ca
Message-ID: <C4ryD2.9r5@ccu.umanitoba.ca>
Source record: 39636

i want to buy a pascal compiler for my st. does anyone have any suggestions or experience on what might be useful?

i would like to be able to access gem without too much difficulty, but i also would like it to accept pascal code from other platforms. is this too much to ask?

i have tried a demo of pure pascal, which i found to be quite nice. it seems to have all the features i want but i don't know where to get it.

1844. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 22:57:29 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1pd7kpINNfs6@elroy.jpl.nasa.gov>
Source record: 39633

In article <1pbaj4INNn8e@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>Who still uses UniTerm? (Please post to Net)
>
I do.

>I do. But this ageless software is aging. It doesn't take advantage of the
>aditional hardware on the newer machines and it is becoming less MiNT and
>MultiTos usable with every MultiTOS release.

True...
>
>So what can this group do? Howard, how open is Simon about releasing the code?
>I seem to remeber you updated it somewhat. Would it be possible to do a
>subroutine by subroutine conversion to C? I don't think someone should try to
>re-write the program from scratch, but rather convert it piece by piece.

I asked about it a while ago, but didn't get a reply. Perhaps the source
could be bought, for the right price, I'll try to dig up an email address
and ask again...
>
>I say C becuuse it seems to be the popular language for MiNT and MultiTOS.
>Whatever language it is in should support MultiTOS, be aware of Minix FS, fork
>a download process, and handle multiple communication lineses, and support a
>variety of terminals (user terminals like the Atari console, or a VT 100
>terminal emulation that another user is running to dial into an Atari MiNT
>system and then dialing out to save money and make the Atari Sysop go broke).

Then again, perhaps you really ought to look at Connect, it sounds like that
program already does the things that you want. Don't think it supports dial-in
sessions, but who knows... I've been considering switching over, but I've
gotten so used to Uniterm it's hard to bring myself to do it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1845. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 23:00:50 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Mar31.230050.132590@zeus.calpoly.edu>
Source record: 39634

Julian_Reschke@ms.maus.de (Julian Reschke) said:

(stuff deleted)

>Finally, when complaining about MultiTOS, you should *also* tell the people
>that you are one of the authors of a competiting product (Mag!X, which is
>*indeed* very fast, but which doesn't have MiNT's similarity to Unix,
>which a lot of people like).

what is Mag!X ? And what are it's capabilities?

*steve miller
*electronics engineering dept., cal poly san luis obispo

1846. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 23:16:48 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Mar31.231648.5397@solace.hsh.se>
Source record: 39638

In <1278@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>In article <lrjfqrINN7pe@kara-kum.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter)
writes:
[stuff deleted]

> Check out the program Connect 1.92, which should be at
>atari.archive.umich.edu (with a name like conn192.lzh or similar).
>It pretty much has what Uniterm had, but with more features.

[lots of features deleted] ;)

It only lacks 1 feature that I really need...
24 lines by 80 columns (in a readable fontsize). I'll probably stick to
Uniterm until I get a new computer and monitor. Otherwise Connect is okay.

> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

1847. Australian Falcon - It just gets better ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 23:54:48 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <687@highett.mel.dbce.csiro.au>
Source record: 39637

Like the above says - it just gets better. I went to my local atari dealer on wednesday to finally look (hands on) at the new falcon 030. Uh, atari seem to have sent it to south australia or something. It should be here by friday, but ring us before you come - just to make sure they haven't sent it to china or something.

Well atari, this customer is very quickly giving up hope ...

Another thing - price for 4 meg 65HD Falcon is Aus$1950, not too bad, but get this :-
" A video adaptor MUST be purchased seperately; whether you wish to use an ATARI or VGA monitor."
Said adaptor is another Aus$59. What is going on? Will the goddamn thing ever be released? If it is, is this sort of a kit form computer? i.e. you build it youself from components? I'd be interested to hear if the same applies in U.S., U.K., Deutschland, France, etc...

Karl.

(A very disappointed Falcon fan.)

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

1848. Re: short versus int in GEM programming; a new religion is born !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-03-31 23:56:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12713@uqcspe.cs.uq.oz.au>
Source record: 39635

healy@nosc.mil (Mike Healy) writes:

>Are there any ADA compilers for Atari machines?

These damned .mil types, using these silly languages.

:)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1849. high density on ST, what TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 02:30:53 UTC
From: hubert@swi.psy.uva.nl
Message-ID: <C4s9nJ.262@swi.psy.uva.nl>
Source record: 39640

I have a high density drive and the needed kit, to change into my atari 1040ST,
but when I tried to put it in, it didn't work. Then someone told me that my
TOS is too old. I have only TOS 1.2.
Does anybody know what TOS I need at least, to make my high density drive work.
And if, p.e. I need to use TOS 1.6 or higher, do I need an expansion board for
TOS 1.6, or does it fit in my rom-sockets?

thanks in advance
Herry

1850. Re: Australian Falcon - It just gets better ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 03:18:55 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr1.031855.8850@mnemosyne.cs.du.edu>
Source record: 39441

> Falcon 030, "A video adapter must be purchased...another Aus$59."

That doesn't sound right, are you sure of that? As I've mentioned recently, the Falcon video adapters are just little plugs with 19 pins on one side of the plug, and 15 on the other side. No active electronics in the plug at all.

The closest analog is an RS-232 gender changer. These sell for about $2, so I can't imagine even Atari having the audacity to charge $59 for a funny-shaped plug.

You could easily buy a DB19 plug and a DB15 plug and wire yourself an adpater, spending no more than $5 max on the parts. Someone could easily mass-produce them for about $1 each. So if Atari is really planning on charging $59 (seems unbelievable), it looks like there's a good market opportunity here.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

1851. Re: SIMMs memory upgrade question ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 03:34:07 UTC
From: jmcrmack@unix2.tcd.ie
Message-ID: <jmcrmack.733635247@unix2.tcd.ie>
Source record: 39442

In <1993Mar31.155449.5693@dcc.uchile.cl> scastro@dcc.uchile.cl (Sebastian A. Castro Miranda) writes:

> Hiya outthere ...
> well here is my trouble ... among a st'fans group we've been trying to
> upgrade the old ST's we own and obviously the first upgrade to do was a
> memory upgrade ... we tried and make it but (this is the sad part of
> the tale ... :^( ) we got it using 9 or 8 chips SIMMS but we culdn't get
> it working out with 3 chip SIMMS . The problem is that here it's almost
> imposible to get 9 or 8 chips SIMMS ... so ...

> what's the f%^$#%^%^# problem with 3 chip SIMMS ?!?!?!?!

> pppplease ... can someone help us ...??? :^)

>Seba.

I did a favour for a friend, who works in the last place I worked, and
not long after I had upgraded to 2 megs (throwing away 4 1/4 meg simms
:-( ) he asked me to try out 3 chip simms I put them in as 2 megs on
their own and as 4 megs and my STe had no problems running any programs
I put to it. If they are not supposed then work I guess I'm just
lucky. (I had to give them back :^{)

>_____

>you can't win ,
>you can't lose,
>you can't even get out of the game !

>scastro@dcc.uchile.cl

>_____
>--
>/\
>|
>| _ ,
>| ,- -

Sean.

--
"""
"""""""""""""""""jmcrmack@unix2.tcd.ie""
""""""""""""""""""""""""""""""""""""""'Oh it's an Atari is it'""
"""

1852. Re: New Groups?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 04:45:11 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Mar31.234511.14728@umiami.ir.miami.edu>
Source record: 39443

In article <1993Mar31.184223.1518@unix.brighton.ac.uk>, pf21@unix.brighton.ac.uk (Paul) writes:
> ga@mrih.no (Gard Abrahamsen) writes:
>
>> How about expanding the hierarchy...
>>
>> comp.sys.atari.st.unix
>> comp.sys.atari.st.gnu
>> comp.sys.atari.st.mint
>> comp.sys.atari.st.mtos
>> comp.sys.atari.st.spectrum.emulator
>>
>
> here! here!
> There are enough bl**dy amoeba ones!!
> --
>
> pf21@unix.bton.ac.uk

You can add me to the list of people in favor of the split up. Also I would like to suggest the following:

comp.atari.falcon
comp.atari.falcon.tech
comp.atari.falcon.binaries
comp.atari.falcon.sources

What do you think? Lets face it, half of the posts are due to falcon stuff now anyway. But we would keep the ST nets as well, lord knows I can't afford a falcon anytime real soon. Not to mention I want a two piece kit. A Mega Falcon 030, I couldn't afford an 040...

1853. Re: Pascal on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 08:25:00 UTC
From: Juergen_Hahn@m4.maus.de
Message-ID: <A26500@M4.maus.de>
Source record: 39515

In Msg A61323@HB/7218@blue.cis.pitt.edu, wbdst+@pitt.edu (William B Dwinnell) wrote::
W>Can anyone recommend a good Pascal compiler for the Atari ST?

Sure, but I don't know if it is available in the USA. If it is, try Pure Pascal! PurePacal comes from the same company with made PureC and is a fully Turbo-Pascal 7.0 compatible compiler with integrated IDE und objectiv-pascal support. The code-quality is somtimes better than PureC and the compile is realy quick! In Germany it costs about $250,-.

JH.

Hahn Juergen Ich bin 100% fehlerfrei... ;-)
Dunantstr. 8 ------------------------------
D-8012 Ottobrunn Telefon: (089) 609 42 27
Email: Juergen_Hahn @ M4.Maus.De
---->>>> PLEASE: No Mail >16Kb and no UUEncoded-Mail !!!!! <<<<-----

1854. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 11:09:10 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <C4sxnA.Atv@dscomsa.desy.de>
Source record: 39444

In article <1993Mar31.231648.5397@solace.hsh.se> hasse@solace.hsh.se (Hans Holmberg) writes:
>[CoNnect...]
>It only lacks 1 feature that I really need...
>24 lines by 80 columns (in a readable fontsize). I'll probably stick to
>Uniterm until I get a new computer and monitor. Otherwise Connect is okay.

There is a font in the package called CONNECT.FNT which is a little smaller
than the normal ATARI-Font but still well readable.
The only thing you have to to for using it is putting it into your
c:\gemsys folder and in the ASSIGN.SYS if you are using a GDOS.

If you don't want to install GDOS you have to create a GEMSYS folder
in CoNnects directory and place the fonts there.

In both ways you can select the (little) smaller fonts in the Display
dialogue...

Wolfgang

1855. The BEST FTP Site..?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 11:12:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1peimqlNNi2h@golem.wcc.govt.nz>
Source record: 39447

I wish to thank the chaps that run, what I would consider
THE BEST FTP archive site for Atari...

Good on ya Riply and Hesche..

This is ftp.cs.tu-berlin.de 130.149.17.7

1. It allways has the latest suff..
2. It has a good mailer..
3. It has indexs/files for people that only have mail access..
4. Has what is new files.
5. A good commented English index.
6. You get good help from the people that run it..
7. Files are on there with out delay, not like A.A.

So come on you chaps that run rus.uni-stuttgard and tu-clausthal,
you don't have much support for people that only have mail access,
no last 7 day files, or whats new, no commented index, Stuttgard
seems to mainly support German users...

I think I have mailed more files from Berlin than A.A., and its far easyer
to connect to A.A. Than Berlin from here, also Berlin does not drop parts
like A.A. does..

So are there any othere European Site that have support like Berlin,
with good mail support...

How about some feed back on this from other mail users..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

1856. C-Kermit 5A (188)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 11:14:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1peirgINNi2h@golem.wcc.govt.nz>
Source record: 39448

*** C-Kermit 5A(188) ***

Well any of you that have played with the old Kermit, Uniterm, etc,
should definitively give C-Kermit 5A (188) a try..

File CKER5A.ZOO found on most sites..

Its fast very fast, and its the only protocol
to support wild cards, lets me get all those mailed Uencoded
part files down with out having to worry about there file names..

I had a few finger problems it getting it going, but it now runs
some 100%, I am using the full parser version..

So if your system that you call has C-Kermit 5A, why not give it a try..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

1857. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 11:29:41 UTC
From: hesche@escudo.opal
Message-ID: <HESCHE.93Apr1112941@escudo.opal>
Source record: 39445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1p7k7cINN7pn@xs24g02.acslab.umbc.edu> pauld@umbc.edu (Mr. Paul Danckaert) writes:

> Where is the english version of Gemini? I believe I got it once, but it
> was in German. (Unless I'm thinking of another desktop program..) And what
> is the latest version number?

Latest version is 1.21, the UK (english) version is available from
ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de,
pub/atari/utils/gmn121uk.lzh, 450 kB).

I don't like gemini, but I like the features promised for the next
version (perhaps this month).

Bye
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

1858. Re: How to implement non-modal dialogs in GEM ?????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 11:37:01 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C4syxq.5p8@hpbbrd.bbn.hp.com>
Source record: 39481

Ralph Eppert (rep@theta.informatik.tu-chemnitz.de) wrote:
> As the subject says, I'm interested in programming a non-modal dialog
> in a normal GEM program, but unfortunately I don't know how to do this.
> It seems to be a very stupid question, I know, since there are some excellent
> libraries around that handle all this stuff, but I really want to understand
> how this can be done.

Basically, the trick is to open a window, draw a dialog tree in the
window and use a form_do function of your own that detects mouse clicks
and keyboard events that are meant for the dialog. Your form_do
function also has to handle all the possible window events for
the dialog window such as redraw, resize or move events.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

1859. Re: The Right Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 11:52:50 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr1.115250.19246@cs.ruu.nl>
Source record: 39449

In <1993Mar25.204528.23044@cc.ic.ac.uk> rm03@ic.ac.uk (Mr R. Mellish) writes:

>Yes, its that old problem again...
>Is there any way to read the left and right mouse buttons independently
>from an evnt_multi call?
>What I mean is, such that evnt_multi will return if either the left *or*
>right buttons are pressed. Normally, this is not possible, you can either
>wait for the left, the right, or both buttons, but not all of these at the
>same time.
>I know there was a solution to this in an old ST World, but that uses a rather
>dodgy looking assembler patch. There is also a solution in the Lattice C
>documentation. I think this would not work well under MTOS, since it steals
>the AES workstation handle.
>I remember reading that these is a simple solution that involves passing some
>undocumented value as the 'button mask' parameter to the evnt_multi call.
>Unfortunatly, I cannot remember what this is or where I read it... can anyone
>help? Will it work on all versions of TOS (including MTOS) ?

evnt_multi(..|MU_BUTTON|,...., 258, 3, 0, ...)

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1860. Re: TOS 2.06 Window Slider Messages

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 11:58:51 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr1.115851.19940@cs.ruu.nl>
Source record: 39450

In <93088.202823DTTOVEY@MTUS5.BITNET> DTTOVEY@MTUS5.BITNET writes:

>hello

Hi.
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1861. Re: Window Resizing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 12:01:56 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr1.120156.20266@cs.ruu.nl>
Source record: 39451

In <1993Mar29.194652.8385@bnr.ca> dbshapco@bcars6a0.bnr.ca (Brad Shapcott) writes:

>I've been fiddling around with GEM recently and noticed something that many
>GEM programs do that I can't seem to find any reference to.
>
>When a window is re-sized from the desktop by the user dragging on the lower-
>right corner, many programs enforce a minimum size to the drag outline. In
>the program I was fiddling with, the window outline could be collapsed to
>right down to a ridiculously small size (one character wide by two high).
>Now it's easy enough to enforce a minimum size when honouring the AES request
>to resize a window, but how does one force the AES to not allow the drag
>outline to shrink beyond some minimum?
>
>
>Brad

The 'minimum size' you mention is always the same and it is in effect exactly
if you have the full slider lot for both directions. E.g. if you have a
window with a VSLIDER, VARROWS etc. but no HSLIDER, HARROWS etc, the size
rubberbox will only have a minimum height, but horizontally you can even get
the right edge left of the left one.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1862. C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 13:04:55 UTC
From: swithing@ic.sunysb.edu
Message-ID: <1993Apr1.130455.28373@sbcs.sunysb.edu>
Source record: 39453
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

GOOD NEWS!!!!!

My brother just informed me that he found out from one of his fellow Clarkson Engineering graduates who works for Commodore, that Commodore has chosen the RISC chip of future amigas! (drum roll please...) As many have speculated, it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during Lew Eggerechts speech. Better yet they will be showing in a semi-private session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new high-end AAA Chip set! (This computer is not due out until mid 1994, however) Expect truely blinding speed in this speed demon!!!!!

More details as I recieve them.

++
==

-Scott, the amigavagelist

1863. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 16:06:06 UTC
From: BWWL@ibm.rz.tu-clausthal.de
Message-ID: <16BA3F093.BWWL@ibm.rz.tu-clausthal.de>
Source record: 39454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <733223743.21209@hitech.com.au>
matthew@hitech.com.au (Matthew Smith-Stubbs) writes:

>
>Greetings,
> I'm after a shareware/PD replacement desktop. I've got 1 meg and a
>D/S floppy system. I have read good reviews on Gemini and DC Desktop.
>Which is best ? Where can I FTP it from ?

Try ftp to 'ftp.tu-clausthal.de' (139.174.2.10) /pub/atari/shells

Bye,
Wolfgang.

Wolfgang Ley e-mail:
Teichstrasse 9
W-3392 Clausthal-Zellerfeld BWWL@ibm.rz.tu-clausthal.de
(Germany) or BWWL@sun.rz.tu-clausthal.de
Phone: +49 5323 82132 (voice) or Ley@rz.tu-clausthal.de

1864. Hard drive help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 16:27:10 UTC
From: avsec@westminster.ac.uk
Message-ID: <1993Apr1.162710.26774@westminster.ac.uk>
Source record: 39483

I am about to get hold of a bare hard drive. So what things do I need to buy ?
I know I'll have to get a case,power supply, and host adapter(ICD The Link)
but is there anything else ?

I've been told that it does not have the same connections as a bare drive
that goes in a PC. Does that mean it's not SCSI and makes it useless ?

cheers for any help.
Phil Shore.

1865. Re: RCS 5.6 for mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 16:54:04 UTC
From: ridderbusch.pad@sni.de
Message-ID: <RIDDERBUSCH.PAD.93Apr1165404@nordpol.sni.de>
Source record: 39455

```
>>>>> "Jens" == Jens Krinke <krinke@ips.cs.tu-bs.de> writes:
J> Nntp-Posting-Host: infbsps3.ips.cs.tu-bs.de

J> Hi!

J> I asked that before, but nobody answered:

J> Has anybody successfully ported rcs 5.6 under mint? The config.h, which was
J> in the updates for the TOS-Gnustuff, work neither with the mintlibs, nor with
J> mint itself.

J> Jens
J> --
J> Jens Krinke (krinke@ips.cs.tu-bs.de)

Well, it is working for me. I only recently recompiled rcs 5.6 with
MiNT libs 28 or 29 and it is working just fine with GNU diff 1.15 and
the newer GNU diff 2.2. But you can be right, that it doesn't work for
you, since I made an additional minor modification somewhere in the
signal() code of RCS.

I guess I can zoo it together for you and send it to you. Drop me a
note.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Abt.: STO SI211
/ /./ Riemeke Str.
/=== /,== ,===/ /,==, // W-4790 Paderborn, Germany
/ // / / // / / \ Tel.: (49) 05251-8-0
/ / `==/\ / / / \ NERV:ridderbusch.pad

Email: ridderbusch.pad@sni-usa.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)
```

1866. Re: New Groups?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 17:44:01 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr1.174401.9108@mnemosyne.cs.du.edu>
Source record: 39459

> [suggestions for about a dozen new comp.sys.atari sub-groups]

I still think this is a pretty dumb idea. The Falcon is a TOS-compatible machine. If you're gonna give it its own group, then why not have a special group for TT, STe, STacy, and so on?

In fact, since this newgroup is running 20-25 new messages a day, why don't we just come up with 20 new subgroups, then we can have 1 message a day in each of them?

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

1867. Re: telecommunicating > 19200bps

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 17:50:48 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr1.175048.9408@mnemosyne.cs.du.edu>
Source record: 39460

>Well I'm trying out Flash2 2.1 as well, and am very disappointed. It still
>is very buggy. Also I tried a high-speed test to see if the RTS/CTS
>handshaking worked like they claimed - nope, it didn't. It seemed to be
>better than when there's no handshaking at all, but it still fails.

Whatever you say. I'm using 19.2k on the ST<->modem connection, with
RTS/CTS flow control, and I don't have any TSR fixing the flow control. I
connect with various systems from 2400bps up through 14.4k V.42bis, and I
have no problems at all.

I suggest you check your modem configuration.

> erronious blanks in the capture buffer

Chances are those aren't blanks, they're FS (0x1C) characters, which
Flash II uses to mark start/stop points for its review feature. I don't
like them either, and there's a good chance that in the next release
you'll have the option of turning off the review feature and eliminating
those FS chars.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

1868. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 18:44:04 UTC
From: erlingh@storlind.storlind
Message-ID: <ERLINGH.93Apr1184404@storlind.storlind>
Source record: 39456

Quick summary: VT52/100/102/220/ANSI/Tex4014 emulation, bauds up
to 153600, can use ports Mode1/Modem2/Serial2/LAN/MIDI, is MiNT/MTOS
aware (run transfer in the background), use GDOS fonts (even without
GDOS loaded), is fully GEM oriented - works well under MultiGEM so
I'd think under MTOS as well (advise to use Warp9, NVDI, or
some screen accelerator), has a script langauge (plus learn mode),

It does not work with MTOS.
All sorts of bad things happen due to the memory-protection scheme :/
Else, its a _great_ program.
If only it would work with MTOS, I'd start using it and paying for it
immediately.

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1869. Re: MiNT1.04 & Ksh problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 18:50:03 UTC
From: erlingh@storlind.storlind
Message-ID: <ERLINGH.93Apr1185003@storlind.storlind>
Source record: 39457

I guess this is the _very_ old port of ksh (?)
If that is the case, the trouble comes from a bug in the old
mint-libraries. You will have to get hold of the sources to ksh, and
recompile with the mintlibrary at PatchLevel >= 25.

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

1870. Re: Falcon serial speed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 19:50:13 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr1.195013.29728@prime.mdata.fi>
Source record: 39476

```
In article <A26270@M4.maus.de> Achim_Wilhelm@m4.maus.de (Achim Wilhelm) writes:
>
>P>Sounds nice, have you actually used speeds higher than 19200 succesfully,
>P>without getting garbage on the screen? Does a Falcon really have enough
>P>power to get 153600 through the serial port?
>
>Rasmus, could you give me something, that runs with 153k6? A modem or so?

Well, maybe there will be such modems soon (I mean for the DTE rate),
but actually I just wondered if it was _possible_ that the Falcon
could drive a 153600 baud serial port, when the ST does 19200. That
would be very much faster, that's all :).

>regards, Jimmy
>
>+------------------+-----------------------------------------+
>| ||| | Name : Achim 'Jimmy' Wilhelm |
>| ||| | German BTX : 089316294900-0001 |
>| ||| | FidoNet : Achim Wilhelm on 2:246/13.42 |
>| ||| | eMail : Achim_Wilhelm@m4.maus.de |
>| / | \ | MausNet : Achim Wilhelm @ M4 |
>| / | \ | Telephone : +49 89 3162949 |
>| / | \ | Please send me no UU coded files and no |
>| ATARI | mail larger than 16 kBytes |
>+------------------+-----------------------------------------+

--
-------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |
-------------------------------------------------------------------------
```

1871. Re: Australian Falcon - It just gets better ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 19:54:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr1.195422.18910@newshost.lanl.gov>
Source record: 39468

In article 687@highett.mel.dbce.csiro.au, karlm@mel.dbce.csiro.au (Karl Meyland) writes:
>
>Another thing - price for 4 meg 65HD Falcon is Aus$1950, not too bad, but get
>this :-
> " A video adaptor MUST be purchased seperately; whether you wish to use
> an ATARI or VGA monitor."
>Said adaptor is another Aus$59.

Wowza! A$59 is a tad steep for a dumb adaptor, I reckon. What's that, about
US$45? Gimme a break, here! When you buy a Falcon, you should at least get
your _choice_ of the SC or VGA adaptors then if you want the other one, pay
for it. If they are going to actually ask that much for their adaptors, I'm
going to take up a sideline of making the darn things!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1872. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 20:22:26 UTC
From: markus@techfak.uni-bielefeld.de
Message-ID: <C4tn9E.8Fy@hermes.hrz.uni-bielefeld.de>
Source record: 39469
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu>, swithing@ic.sunysb.edu (Scott Withington) writes:
|> GOOD NEWS!!!!!
[...]

|> high-end AAA Chip set! (This computer is not due out until mid 1994, how-
|> ever) Expect truely blinding speed in this speed demon!!!!!
|>
|>
|> More details as I recieve them.

You will recieve them next year, same date.

--
Markus Illenseer EMail: markus@TechFak.Uni-Bielefeld.de
Universitaet Bielefeld
Technische Fakultaet < this space intentionally left blank >
D-4800 BIELEFELD 1 'TTY-fighters attacking!', Con Solo shouted

1873. Re: pascal wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 20:27:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr1.202753.25642@newshost.lanl.gov>
Source record: 39470

In article 9r5@ccu.umanitoba.ca, rmadill@ccu.umanitoba.ca (Robert Madill) writes:
>i want to buy a pascal compiler for my st. does anyone have any suggestions
>or experience on what might be useful?

Why don't you try HighSpeed Pascal by HiSoft? It's available from Oregon
Research Associates in the US at ph. 503-620-4919. I've never used it
myself but it's supposed to be good.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

1874. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 20:56:47 UTC
From: barrett@iastate.edu
Message-ID: <C4touq.54G@news.iastate.edu>
Source record: 39471
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>GOOD NEWS!!!!!
>
>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>ever) Expect truely blinding speed in this speed demon!!!!!

What software will it run?

Marc Barrett -MB- | email: barrett@iastate.edu

1875. Re: Window Resizing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 21:57:57 UTC
From: dbshapco@bcars6a0.bnr.ca
Message-ID: <1993Apr1.215757.16677@bnr.ca>
Source record: 39474

In article <A27455@UN.maus.de>, Martin_Koehling@un.maus.de (Martin Koehling) writes:
|
|>
|> It's quite simple: simply add some window control elements when creating
|> the window (SLIDER, SIZER, ARROWS) - the minimum size depends on the
|> number and kind of control elements!
|>
|> Martin

Then the AES isn't handling this quite properly. The closer, fuller and sizer box were defined by the windows, yet when sized down:

1) the closer disappeared;
2) the sizer remained visible but stopped working;
3) the fuller remained visible and continued to work.

Now, adding arrows and sliders might keep the window from getting to this state (I'll try tonight) -- but considering that the title and info bars were also defined I don't think 1x2 characters was the proper sizing. But I suppose if the sliders at least keep the sizing sane, I can make the slider size = 1000 and then ignore any messages about the slider (assuming that the windows weren't to have 'real' sliders).

Brad

1876. ICD Link/SCSI floppy question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 22:19:02 UTC
From: snoret@egon.unx.sas.com
Message-ID: <C4tsnq.23J@unx.sas.com>
Source record: 39472

I've read posts from people using the ICD Link to hook up a 20MB floptical drive to their ST. What I would like to know is, will the link work with a SCSI floppy (1.44MB/720KB)? I fiddle with hardware at work, including SCSI floppy drives. The drive I have on my desk now can read/write either 1.44MB or 720KB DOS/ST disks. It can also read/write 1.44MB Mac disks.

If I were to attach this type of drive to my ST with an ICD Link, would it work? Would I need MetaDOS or some other special driver software (that perhaps doesn't come with the Link) ?

It sure would be nice to have access to a 1.44MB floppy without going to the trouble of major surgery on my ST. (i.e. replacing controller chip, clock speed settings, etc.)

Thanks in advance,

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

1877. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 23:19:16 UTC
From: das9674@ucs.usl.edu
Message-ID: <1993Apr1.231916.11187@usl.edu>
Source record: 39473
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C4touq.54G@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>>GOOD NEWS!!!!!
>>
>>My brother just informed me that he found out from one of his fellow Clarkson
>>Engineering graduates who works for Commodore, that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>>ever) Expect truely blinding speed in this speed demon!!!!!
>
> What software will it run?

April Fool's software, you fool.

>Marc Barrett -MB- | email: barrett@iastate.edu
--
Dan Stephenson das9674@usl.edu | "To conquer death, you only have to die" -JC

1878. Falcon video adapter plug pricing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 23:32:12 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr1.233212.25401@mnemosyne.cs.du.edu>
Source record: 39475

Well, with all the rumors flying about pricing on the video adapters for
the Falcon machines, I decided the simplest thing might be: just ask.
So, I called Horizon Atari here in Denver, and they say their retail price
for the adapters will be US$15. Still a bit steep for a funny-shaped hunk
of plastic with some wires in it, but nothing like the US$45 figures that
have been mentioned here.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

1879. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-01 23:46:33 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Apr01.234633.11006@physics.unr.edu>
Source record: 39477
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>GOOD NEWS!!!!!
>
>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>ever) Expect truely blinding speed in this speed demon!!!!!
>
>
>More details as I recieve them.
>

OH! Dilema! Should I sink ~$3000 into an A4000 setup? Or should
I just put ~$1200 into a really nice A1200 setup and start saving???

What shall I do???

I WANT ALPHA! :-)

>
>+++
>==
>
>-Scott, the amigavagelist
>
>

1880. To: Erling Henanger

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 00:06:25 UTC
From: bjgrier@bnr.ca
Message-ID: <C4txMp.7ww@news.rich.bnr.ca>
Source record: 39497

Erling,
I have a file I would like to mail you but my mail system
rejected your address of "erlingh@storlind.storlind". Could you
please post or send me your mail address. An address that I could
ftp TO YOU would be good also.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

1881. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 01:00:13 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr2.010013.2340@csi.uottawa.ca>
Source record: 39478
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>GOOD NEWS!!!!!
>
>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha!

It may be a fact worthy of note that today happens to be April 1, no?

If this post had been made on any other day, it would have very
slightly more credibility.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

1882. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 01:07:47 UTC
From: pochanay@cae.wisc.edu
Message-ID: <1993Apr1.190747.21618@doug.cae.wisc.edu>
Source record: 39479
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.misc,comp.sys.amiga.applications,comp.sys.amiga.advocacy

In article <1993Apr01.234633.11006@physics.unr.edu> ghelect@unssun.scs.unr.edu (Carl Cowley/Glenn Hare Occ. Cntr--Electronics) writes:
>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>>GOOD NEWS!!!!!
>>
>>My brother just informed me that he found out from one of his fellow Clarkson
>>Engineering graduates who works for Commodore, that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>>ever) Expect truely blinding speed in this speed demon!!!!!
>>
>>
>>More details as I recieve them.
>>
>

Commodore will officially announce the new machines at the microbrain Amiga convention on April 1st, 1994. (Well, we all *KNOW* how slow C= is at getting new machines out :).

For STTNG fans a new improved Gordy smiley]) he he hehehe....

---------- CUT HERE ----------

Jeez!!! It never fails, get in the tub and there's a rub at the lamp!
-- The Genie from Aladdin.

pochanay@cae.wisc.edu eddie (Adisak) Pochanayon
Check out all of SilverFox SoftWare's Releases.... your Amiga entertainment.

---------- CUT HERE ----------

1883. Re: Falcon's "PDS"

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 01:34:31 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC4u1pn.Er9@netcom.com>
Source record: 39480

In article <H.ea.akmqszQ2O2U@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>FastRAM) would be quite nice; drop one of George Richardson's Chromax
>cards into the SST and you've got decent screen modes.

There is no such thing as a Chromax. I doubt it will ever see the light
of day, much like Lexicor's Leonardo board.

Look towards the Crazy Dots and Cybercube boards.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

1884. Re: MiNT1.04 & Ksh problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 05:23:31 UTC
From: marc@targon.UUCP
Message-ID: <3028@targon.UUCP>
Source record: 39482

In article <ERLINGH.93Apr1185003@storlind.storlind> erlingh@storlind.storlind (Erling Henanger) writes:
|
|I guess this is the _very_ old port of ksh (?)

Nope, 4.7, release 9

|If that is the case, the trouble comes from a bug in the old
|mint-libraries. You will have to get hold of the sources to ksh, and
|recompile with the mintlibrary at PatchLevel >= 25.

I haven't compiled ksh myself (yet), it came as a binary so i guess
it's ok with the patch level?

Marc

1885. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 09:55:21 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <1993Apr2.095521.19097@dxcern.cern.ch>
Source record: 39484

In article <ERLINGH.93Apr1184404@storlind.storlind> erlingh@storlind.storlind (Erling Henanger) writes:
>
>It does not work with MTOS.
>All sorts of bad things happen due to the memory-protection scheme :/
>Else, its a _great_ program.

Take a look on Version 1.96. It definitely runs under MTOS. 1.92 used to run but only on the versions of MTOS that were available to this time.

Wolfgang

1886. Re: high density on ST, what TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 10:16:06 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Apr2.101606.11264@rhrk.uni-kl.de>
Source record: 39485

hubert@swi.psy.uva.nl (Herry Hubert) writes:

>Does anybody know what TOS I need at least, to make my high density drive work.
>And if, p.e. I need to use TOS 1.6 or higher, do I need an expansion board for
>TOS 1.6, or does it fit in my rom-sockets?

You need TOS 2.06 and for that you need an extension board.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1887. GDOS 1.1 (!) drivers and paper size

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 10:18:46 UTC
From: simon@gst-soft.demon.co.uk
Message-ID: <1993Apr02.111504.1@gst-soft.demon.co.uk>
Source record: 39486

Does anybody know of a way to instruct the GDOS 1.1 printer drivers
to use a paper size that is bigger than their built in defaults?
Simply setting a larger clipping rectange doesn't seem to work; I
have some documentation that seems to suggest that you can pass and x
and y number of pixels to the driver when calling the v_opnwk call
and the pass the same values into a vq_extnd call. I can't get this
to work.

Any clues/ideas?

Regards

Simon @ GST (simon@gst-soft.demon.co.uk)

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

1888. Atari Disk reader for PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 10:57:30 UTC
From: andrew@minster.york.ac.uk
Message-ID: <733748249.22586@minster.york.ac.uk>
Source record: 39500

Does anyone know of a PD program to allow my 286 PC to read Atari, probably TOS1.0 formatted disks?

-Andrew

Andrew Hague -- Researching Computer Aided Learning & On-Line Lectures
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

1889. Re: How to implement non-modal dialogs in GEM ?????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 11:02:37 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1ph6gd$n8o@info2.rus.uni-stuttgart.de>
Source record: 39487

In <rep.733588303@hrz.tu-chemnitz.de> rep@theta.informatik.tu-chemnitz.de writes:

> Hi,
>
> As the subject says, I'm interested in programming a non-modal dialog
> in a normal GEM program, but unfortunately I don't know how to do this.
> It seems to be a very stupid question, I know, since there are some excellent
> libraries around that handle all this stuff, but I really want to understand
> how this can be done.
>
> So if you know how to do this please send me some hints or
> an algorithm.
Read de.maus.gui.gem

>
> Thanks in advance!
>
> Ralph Eppert rep@informatik.tu-chemnitz.de

Gerd

##
internet: CASTAN@cip.physik.uni-stuttgart.de
(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3
[D-70327 Stuttgart] #

1890. Re: New GEM look

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 11:09:11 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.733748951@rw8.urc.tue.nl>
Source record: 39488

ricquebo@irisa.fr (Yann Ricquebourg) writes:

>Does anyone knows any sofware "relooking" the GEM-windows, but
>keeping compatibility with GEM ?
>Just changing the "look and feel" in other words...
Hmmmm, I think that changing the system font would already make it possible to get some 3D effects to your windows, since the fuller, closer and arrows are all characters from the systemcharacter set. Just some simple editing to do...

Erlend.

1891. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 11:18:49 UTC
From: e91sg@efd.lth.se
Message-ID: <1993Apr2.111849.25165@lth.se>
Source record: 39489
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>GOOD NEWS!!!!!
>
>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>ever) Expect truely blinding speed in this speed demon!!!!!

When will the WOCA-NY take place ???
/stefan


```
_____________________________________________________________________________
Stefan Gimeson / (e91sg@efd.lth.se) | Lund Institute Of Technology >
Tunavagen 39 B660/_____________________________| _/ _/_/_/_/ _/ _/ <
S-223 63 Lund / * |(Boing,Boom,Tsack!)| _/ O O _/ _/ _/ >
_____________/ U*MEN| ( -KRAFTWERK ) | _/ L _/ _/_/_/_/ <
Sweden | * |-------------------| _/ \_/ _/ _/ _/ >
Phone (0)46-362977 * * | (XTCIZNRG4U) | _/_/_/_/ _/ _/ _/ <
==..one you lock the target...two you bait the line..======================== >
=..three you slowly spread the net & four you catch the man!!===============<
------------------------------------------------------------------------------>
```

1892. Re: Pascal on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 11:40:11 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.733750811@rw8.urc.tue.nl>
Source record: 39490

hutch@bellman.lanl.gov (John Hutchinson) writes:

>old Prospero Pascal (great docs). HiSoft has a new version called HighSpeed
>Pascal you might want to check out (avail from Oregon Research, 503-620-4919).
>I haven't done any Pascal work in years so maybe some others have some more
>recent suggestions.
Or how about the Pure Pascal compiler. Borland Pascal compatible and
with excellent development environment allowing more than 7 windows
open on older TOSses. At least that is what the reviewers of the
software said.

Erlend.

1893. Re: Falcon's "PDS"

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 11:54:52 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.733751692@rw8.urc.tue.nl>
Source record: 39491

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>Here's an important question for all of you people lucky enough to have
>access to a Falcon030... VERY important, if you ask me.

>Since the Falcon030's "Processor Direct Slot" is actually a "MegaBus"
>slot (ie, 68000 PDS, not a 68030 PDS), can you plug a MegaBus card, such
No it is actually for a VME bus expansion box.
:-)
Well could it be done? Just add a VME box to the falcon? I think it can
be done, because the falcon PDS has the necessary signals, but I could
be wrong. So someone with enough knowledge of VME and/or Falcon, tell
us if it can be done. It would be ideal if there is no need for yet
another BUS standard.

Erlend.

1894. Re: The BEST FTP Site..?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 12:02:05 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.733752125@rw8.urc.tue.nl>
Source record: 39492

Well I think that the tu-clausthal archive is very good. The mailing
service is fast, and it has a LARGE commented index. Also it has all
files in Lharc 2.01 format including subdirs. So now you all know:
ftp.tu-clausthal.de is my favourite atari ftp-site.
Thanks to Wolfgang Ley? for the excellent work he does on the archive.

Erlend.

1895. Floppy Disk Latency

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 12:52:03 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02qq@tndb.UUCP>
Source record: 39503
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

I've been using floppies for long enough that every now and then
I have some "long term" data. If you keep track of the 'atari.st'
groups, you may recall my last report. I don't keep copies around
though, so I can't repost any. In this case these were 3 1/2" floppies
used Double Sided 720K on an Atari ST. The recording technology being
the same though, this information will of course apply directly to
Amigas as well.

A couple of days ago I checked out a box of about 16 disks that were
last used around 1986-1987 (my backups are dated) and found that 4 had lost
data. 3 of these were "white box" disks and one sort of expects them
to perform on the worse end. One was a certified DSDD Dysan disk which
from the looks of it, and from what I could remember, was essentially a
fresh disk. It was only used for backups and if I remember correctly
had just been used a few times -- probably recorded less than a half
dozen times, so that the surface should have been "fresh". This is about
as bad as it gets, short of being unformattable.

I also checked 8 5.25" disks from about the same period. Most of
these were heavily used, and in most cases they were "single sided"
disks used double sided w/720K per disk (yes, I use 80 track double
sided 5.25" drives on my old Radio Shack Color Computers). In this batch,
none of them had gone bad. That sort of surprised me. Then again,
most were Nashua's and I have found Nashua's are excellent disks.

As I've mentioned before, anyone keeping data long-term would be
well advised to re-format and re-backup important information, EVERY
year or for less important information, every 2 or 3 years. Leaving
disks for 5 years and over is *very* risky.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

1896. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 13:54:03 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1phghrEt3a@uni-erlangen.de>
Source record: 39493
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

e91sg@efd.lth.se (Stefan Gimeson) writes:

>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:

>>...that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha!

The Alpha for a low cost computer like AMIGA's? Oh I see, it's first of April..

--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

1897. Re: The BEST FTP Site..?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 15:24:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1phls2INNl3@golem.wcc.govt.nz>
Source record: 39494

In article <wmtwen.733752125@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Well I think that the tu-clausthal archive is very good. The mailing
>ftp.tu-clausthal.de is my favourite atari ftp-site.
>
>Erlend.

The problem that I have with tu-clausthal is no mailable New list file
or a last 7 days like tu-berlin, but other than that its a good site...

But then again I could be doing some thing wrong..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

1898. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 15:26:58 UTC
From: pjotr@ludd.luth.se
Message-ID: <1993Apr2.152658.7923@ludd.luth.se>
Source record: 39495
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In <C4touq.54G@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:

>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>>GOOD NEWS!!!!!
>>
>>My brother just informed me that he found out from one of his fellow Clarkson
>>Engineering graduates who works for Commodore, that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>>ever) Expect truely blinding speed in this speed demon!!!!!

> What software will it run?

>-----
>Marc Barrett -MB- | email: barrett@iastate.edu
>---

Of all follow-ups to this April fools joke, -MB- seems to be the only
one who fell for it! Gee, Marc, this really proves you beleive in anything
you hear (or say!). :)

/Peter

1899. Re: MiNT1.04 & Ksh problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 15:37:36 UTC
From: mh1@irz204.inf.tu-dresden.de
Message-ID: <3M7BBCJD@math.fu-berlin.de>
Source record: 39496

In article <3028@targon.UUCP>, marc@targon.UUCP (Marc Dierikx) writes:

> |If that is the case, the trouble comes from a bug in the old
> |mint-libraries. You will have to get hold of the sources to ksh, and
> |recompile with the mintlibrary at PatchLevel >= 25.
>
> I haven't compiled ksh myself (yet), it came as a binary so i guess
> it's ok with the patch level?

Do you have the program `ident' (which comes with RCS [revision control system],
for instance)? If so, try an "ident ksh.ttp"; this will print the mntlib PL
the binary has been linked with, for instance:
$Patchlevel: MiNT library: 30 $

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1900. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 17:47:19 UTC
From: psurge@cs.utexas.edu
Message-ID: <lrov17INNo18@levelland.cs.utexas.edu>
Source record: 39498

In article <1993Apr2.095521.19097@dxcern.cern.ch> wwc@vsnhda.cern.ch (Wolfgang Wander) writes:
>In article <ERLINGH.93Apr1184404@storlind.storlind> erlingh@storlind.storlind (Erling Henanger) writes:
>
>Take a look on Version 1.96. It definitely runs under MTOS. 1.92 used to run
>but only on the versions of MTOS that were available to this time.
>
> Wolfgang

Where do we get 1.96, I can only find 1.92 right now.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

1901. Re: Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 17:55:31 UTC
From: darrenk@gpu.utcc.utoronto.ca
Message-ID: <C4vB4K.7vn@gpu.utcc.utoronto.ca>
Source record: 39499

In article <3784@eagle.ukc.ac.uk> jbww@ukc.ac.uk (J.B.W.Webber) writes:
>In article <John_Collis.beei@equinox.gen.nz> John_Collis@equinox.gen.nz (Johnc) writes:
>>Ian J Ray (cs90ijr@brunel.ac.uk) wrote:
>>: I am designing a shell (called `Michelle' at the moment), but the biggest
>>: problem is knowing what people want.
>>
>>
>>: *NO* pipes, yet, but I *will* implement them (well I like pipes!)
>>
>
>Yes indeed pipes; I will start by saying that your baby
>will have to be quite something to tempt me away from tcsh.
>
>Have you had a look at Helios, by Perihelion. This is intended for use
>with multi-processors/multi-processes.
>
>One feature I particularly like in Helios is the ability to specify
>reverse direction pipes (i.e. data flow right to left along command line),
>and bi-directional pipes.
>
>best of luck (but take care not to re-invent too many wheels - there
>is so much that needs doing)
>
>cheers
> beau webber

Wasn't 'helios' the OS on the Atari Transputer W/S?

Darren.

1902. MiNT problems solved ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 19:33:59 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Apr2123359@hpbeo82.bbn.hp.com>
Source record: 39519

Thanks to the people who gave me tips on how to solve the problems
I encountered with MiNT 1.04. I added the fix for the media change bug,
and I tracked my other problems to a RAM disk (Claus - expect some questions ;)

Bye,
Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1903. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 20:41:51 UTC
From: mmaresca@ee.ubc.ca
Message-ID: <1993Apr2.204151.17703@ee.ubc.ca>
Source record: 39502
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1993Apr2.111849.25165@lth.se> e91sg@efd.lth.se (Stefan Gimeson) writes:
>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott
Withington) writes:
>>GOOD NEWS!!!!!
>>
>>My brother just informed me that he found out from one of his fellow Clarkson
>>Engineering graduates who works for Commodore, that Commodore has chosen the
>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
>>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>>ever) Expect truely blinding speed in this speed demon!!!!!
>
>When will the WOCA-NY take place ???
>/stefan

It started this morning! (April 2)

Saverio

>_____________________________________________________________________________
>Stefan Gimeson / (e91sg@efd.lth.se) | Lund Institute Of Technology >
>Tunavagen 39 B660/_____________________________| _/ _/_/_/_/ _/ _/ <
>S-223 63 Lund / * |(Boing,Boom,Tsack!)| _/ O O _/ _/ _/ >
>_________________/ U*MEN| ( -KRAFTWERK ) | _/ L _/ _/_/_/_/ <
>Sweden | * |--------------------| _/ \_/ _/ _/ _/ >
>Phone (0)46-362977 * * | (XTCIZNRG4U) | _/_/_/_/ _/ _/ _/ <
>==..one you lock the target...two you bait the line..======================== >
>=..three you slowly spread the net & four you catch the man!!================<
>----------------------------------------------------------------------------->
>
>
>
```

1904. Re: Atari Disk reader for PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 22:36:48 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <1993Apr2.223648.29624@freenet.carleton.ca>
Source record: 39504

In a previous article, andrew@minster.york.ac.uk () says:

>Does anyone know of a PD program to allow my 286 PC to read Atari, probably
>TOS1.0 formatted disks?
>
>-Andrew

All you have to do is use the WRITE MS-DOS BOOT SECTOR option in
DCFORMAT or DIAMONDFORMAT and your PC can read any ATARI floppy!

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

1905. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 22:47:20 UTC
From: ghelect@unssun.scs.unr.edu
Message-ID: <1993Apr02.224720.2504@physics.unr.edu>
Source record: 39501
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

```
>> What software will it run?
>
>>-----
>>Marc Barrett -MB- | email: barrett@iastate.edu
>>-----------------------------------------------
>
> Of all follow-ups to this April fools joke, -MB- seems to be the only
>one who fell for it! Gee, Marc, this really proves you beleive in anything
>you hear (or say!). :)
>
> /Peter
```

To be fair I fell for it too... I can't stand Marc, but... :-)

1906. Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-02 23:10:35 UTC
From: kllove@vigilanti.ecn.uoknor.edu
Message-ID: <C4vppo.26I@constellation.ecn.uoknor.edu>
Source record: 39527

knarf@amsev.sta.sub.org (Frank Bartels) writes:

>I never said I had a Connect with 57600 bps! The serial line between my
>Falcon and my ZyXEL is at 57600 *Baud*! The best Connect I get with my ZyXEL
>is 16800bps/V.42bis.

>I think 57600bps will never be able on a normal telephone line!

>Knarf

Will someone tell me the difference between baud and bits/sec.?

All I know for certain is that they are different and that 300 baud is
~300 bps.

How does one calculate the baud and bps rates?

adTHANKSvance,
Kenneth Love

1907. Anyone seen good "reasonable' zmodem sources?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 02:22:59 UTC
From: wilsont@rahul.net
Message-ID: <C4vyMB.5t5@rahul.net>
Source record: 39505

After trying unsuccesfully trying to wade through the zmodem.doc and zsrc15. sources, I was wondering if any of you knew where I could find some?

archie of course gives me 100's of locations, alot with the same junk.

Books, sources, a better Zmodem doc, anything... please tell me about it. thanks!

also, I just got grzsz.lzh from AA, and it works with multi-tos fine, but it has that wretched window that pops up. Kind of annoying, any better "quiet" versions?

Thank you!!!!

--
Timothy Wilson <wilsont@rahul.net>

1908. Re: C= chooses RISC Chip for future amigas. !!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 03:11:20 UTC
From: dwdyer@eskimo.com
Message-ID: <C4w0v4.2B8@eskimo.com>
Source record: 39507
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

swithing@ic.sunysb.edu (Scott Withington) writes:
> GOOD NEWS!!!!!
>
> My brother just informed me that he found out from one of his fellow Clarkson
> Engineering graduates who works for Commodore, that Commodore has chosen the
> RISC chip of future amigas! (drum roll please...) As many have speculated,
> it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
> Lew Eggerechts speech. Better yet they will be showing in a semi-private
> session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
> high-end AAA Chip set! (This computer is not due out until mid 1994, how-
> ever) Expect truely blinding speed in this speed demon!!!!!
>

Hmmm...old rumor...April 1 date in the header....

Either not too original or just a coincidence.

--
Wayne Dyer, aka || -- THIS SPACE UNDER CONSTRUCTION --
dwdyer@eskimo.com || -- STAY TUNED FOR MORE DETAILS --

1909. Re: Floppy Disk Latency

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 05:30:41 UTC
From: thad@cup.portal.com
Message-ID: <78740@cup.portal.com>
Source record: 39506
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

In article <jimomura.02qq@tndb.UUCP>
jimomura@tndb.UUCP (Jim Omura) writes:

| [...]
| As I've mentioned before, anyone keeping data long-term would be
| well advised to re-format and re-backup important information, EVERY
| year or for less important information, every 2 or 3 years. Leaving
| disks for 5 years and over is *very* risky.

Nothing personal, Jim, but your statement (above) is utter bullshit.

I have Amiga 3-1/2" floppies from mid-1985 that are still 100% readable.
Not one has failed (and, as many have seen here at my home, I have over
4000 (yes, four thousand) Amiga floppies). All my Amigas have either 2
or 3 floppy drives and I just don't have any problems. AND I'm a heavy
smoker. Dust, dead spiders in the computers, etc. and still no problems.

I have 5-1/4" disks from the real early 1980's that are still in perfect
shape (and are still used quite regularly, on UNIX, C64, and other machines).
Yes, I still use my C64 (though mostly for EPROM burning nowadays).

And I even have 8" floppies (from late 1978) which are still used to boot
two of my remaining VAX 11-780 boxes. No errors yet after 15 years.

I'd be more concerned about the longevity of boot EPROM data; the expected
lifetime of THOSE is only 10 years and I dump all systems' EPROM code to
floppy for archival storage.

Thad Floryan [thad@btr.com, thad@cup.portal.com, thad@netcom.com]

1910. Mint/G++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 08:36:56 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1993Apr3.083656.4885@sactoh0.sac.ca.us>
Source record: 39510

The summary says it all. I want to run G++. Plain and simple.
I sure hope it's possible because I'm having some problems
getting practically everything to run under Mint.

Anyway, if it is possible to run G++ only, could some kind soul
inform me as to what steps I need to take in order to get it
running.

Thanks alot.
--

- jhp@sactoh0.SAC.CA.US What else can I say? -

1911. Re: Overscan For Mega 'E

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 08:41:44 UTC
From: ue@nathan.do.open.de
Message-ID: <H.eg.DhOwiRM&NjU@nathan.do.open.de>
Source record: 39509
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1p02ufINNr05@golem.wcc.govt.nz>, Steve Wells writes:

Hi Steve,
>The Overscan available on atari.archive.umich.edu (and elsewhere, including
>commercially), will NOT work on any machines above the STFM!
>(Or Mega-ST).
>It will not (apparently) work on TOS versions newer, or older, than 1.2
>(1.02), or 1.4 (1.04).
Overscan does not depend on the TOS version. I'm using Autoswitch Overscan
(the commercial version) on a MEGA ST (NO E!) with TOS 2.06 without any
problems (to be honest, there is one problem: My monitor can only display
672 x 480 pixels).

Let's get it right: There are three versions of overscan: the pd version,
the commercial versions called AutoSwitch OverScan (AOS) and OverScan TT.
None of these works on a STE or MEGA STE. OverScan TT is the only version
which works on a TT.

>If you have an STE, Mega-STE, TT, Falcon, you can forget about this
>overscan. (The Falcon has overscan, so you don't really need it anyway).
This is incorrect, too. There's a speical version of overscan called "overscan
TT" which works on the TT and increases the screen by ~ 50%. This version
is sold by Overscan for ~ 350 DM.
The latest produkt by Overscan is called "Screenblaster" and works only on
the Falcon. It offers up to 800 x 600 pixel in 256 colours with 87 Hz....

/s/Udo
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

1912. Re: Mag!X

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 09:09:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A17069@K.maus.de>
Source record: 39408

Hi!

In article 1993Mar31.230050.132590@zeus.calpoly.edu (01.04.93), smiller@farad.elee.calpoly.edu wrote:

S>what is Mag!X ? And what are it's capabilities?

Mag!X is a TOS extension from Germany, which allows cooperative multitasking with GEM programs. This came _before_ MultiTOS, so maybe some people will think it's obsolescent nowadays (although I wouldn't agree with that, MTOS is far too big for those older/smaller STs).

Sorry, but I don't know any more details, since I don't have it. (Oh, well, I know about the price, which is about 100$ for the german version.)

Regards,
Andreas

1913. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 10:40:03 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1993Apr3.104003.19723@netnews.louisville.edu>
Source record: 39508

In article <1pbaj4INNn8e@tamsun.tamu.edu>, lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>Who still uses UniTerm? (Please post to Net)
>
>I do. But this ageless software is aging. It doesn't take advantage of the
> For Emulation, I have never
>seen anything more reliable since I started using it in 1987 (and I have spent
>a lot of money trying many alternatives).
>
>--
>Mark Lehmann Senior Texas A&M University
>lehmann@cs.tamu.edu

I still use UniTerm, and I' also use Windows on a PC a lot. I can't find a program for that platform that's as good for Vax communication as the Uniterm is on the ST (of course I can't find a program for anything on Windows that's as good as the ST...). You can pay a lot of money for something comparable in the US--but nothing low end on the PC compares, and nothing on the ST compares when you need to run the ST as a Vax terminal that is, which is what I do most of the time.

Robert Royar
prefer (RobertRoyar@Delphi.Com)

1914. Re: Real Time misconceptions (was:

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 14:25:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A17045@K.maus.de>
Source record: 39409

E>>OS-9 is a Realtime Multitasking Operating System therefore it has to
E>>be very fast while multitasking. But the visualisation is done using
E>>the graphical extensions named before. This does not mean that a
E>>normal 68000 system would be fast but it would run, tough.

E>demonstrated here is the classic misconception about real time
E>operating systems. A "real time" os does not have to run fast. it
E>just has to run *predictably*. a RTOS will include in its
E>specification how long it takes to do various things like interupt
E>latency, scheduler overhead and different os calls.

Sorry, but you are wrong! My company is capable of selling systems
including a wide range from 68000 to 68040 CPUs. Nobody of our customers
is currently buying a 68000 system because of the big delays from
recognizing the interrupt to calling the appropriate interrupt service
routine (a simple DIVU blocks the CPU for over 100 clock cycles). Also
the more interrupts you want to control the less time you want to be
used for the various interrupt service routines. But less time means that
the CPU must execute the instructions faster.

You are right that a RTOS has documented specifications.

E>Once you have this information, you can design a real time system (i.e.
E>a system where getting an answer late is the same as getting an answer
E>wrong).

And a slow system would never get more than a heavy delayed interrupt
signal causing this system not to reach normal RTOS specifications.

E>I usually sum up the difference between fast and real-time as "quick as
E>a bunny" vrs "predictable".

Not versus, both are wanted! I prefer "quick bunnies" that have
"predictable" reaction timings.

E>If you look at os-9 using the above definition of a RTOS, you will find
E>out that os-9 isn't a fully documented RTOS because it is missing its
E>execution time specification.

That's totally wrong! Ask Microware for details about the execution time
for various CPUs but don't write about things you don't know. Every OS
system call, process scheduling times and the interrupt delay timings
before reaching the interrupt service routine have been measured and are
available from Microware distributors.

Regards,
Robert

1915. Re: Overscan For Mega 'E

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 15:37:00 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr3.153700.9588@tdb.uu.se>
Source record: 39511
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The reason why overscan doesn't work on STE/Mega STE is that the DE (Display Enable) signal that controls the borders are created and processed within one single chip, which makes it next to impossible to modify. In the old ST the DE signal is created by the GLUE-chip (if memory serves me) and then fed into the SHIFTER-chip. The overscan-mod works by providing the SHIFTER with another signal than that from the GLUE and by patching TOS so that it understands the new screen-format. Until recently (when the TEC was released) there has never been any demand for a version of overscan for TOS-versions other than 1.2 and 1.4.

Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
||| Gardskarsvagen 6B Fidonet : Daniel Eriksson @ 2:205/229
||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
/ | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

1916. Re: Floppy Disk Latency

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 19:21:54 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr3.192154.6313@mnemosyne.cs.du.edu>
Source record: 39512
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

I also routinely restore files from backups made in 1985-1987. The disks are mostly either Brown Disk or Memorex brands. Interestingly, almost all of them I got for free when they were rejected by a disk formatter where I used to work which was tuned to be ultra-sensitive to disk problems. (The disks from that place are used in 747 and 757 autopilots, that's why the formatting machine was ultra-picky.)

Sometimes my 1040ST (1986 vintage) fails to read such old disks. But then, lately it has been failing to read new disks with increasing frequency. The drives in the Falcon and MSDOS machines read the 1986 disks without any trouble, though.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

1917. Re: Floppy Disk Latency

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 22:04:00 UTC
From: st1my@rosie.uh.edu
Message-ID: <3APR199316040367@rosie.uh.edu>
Source record: 39517
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

In article <78740@cup.portal.com>, thad@cup.portal.com (Thad P Floryan) writes...
>In article <jimomura.02qq@tndb.UUCP>
>jimomura@tndb.UUCP (Jim Omura) writes:
>
>| [...]
>| As I've mentioned before, anyone keeping data long-term would be
>| well advised to re-format and re-backup important information, EVERY
>| year or for less important information, every 2 or 3 years. Leaving
>| disks for 5 years and over is *very* risky.
>
>Nothing personal, Jim, but your statement (above) is utter bullshit.
>
>I have Amiga 3-1/2" floppies from mid-1985 that are still 100% readable.
>Not one has failed (and, as many have seen here at my home, I have over
>4000 (yes, four thousand) Amiga floppies). All my Amigas have either 2
>or 3 floppy drives and I just don't have any problems. AND I'm a heavy
>smoker. Dust, dead spiders in the computers, etc. and still no problems.
>
>I have 5-1/4" disks from the real early 1980's that are still in perfect
>shape (and are still used quite regularly, on UNIX, C64, and other machines).
>Yes, I still use my C64 (though mostly for EPROM burning nowadays).
>
>And I even have 8" floppies (from late 1978) which are still used to boot
>two of my remaining VAX 11-780 boxes. No errors yet after 15 years.
>
>I'd be more concerned about the longevity of boot EPROM data; the expected
>lifetime of THOSE is only 10 years and I dump all systems' EPROM code to
>floppy for archival storage.
>
>Thad Floryan [thad@btr.com, thad@cup.portal.com, thad@netcom.com]
What about GALs. How long does it take those to revert back to their original
state?

1918. Linux port to Atari ST -- Is anyone doing one?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-03 23:33:42 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.ea.S3Z9eBmICag@kynes.bison.mb.ca>
Source record: 39518

Anyone working on porting Linux to the Atari ST? Linux, in case you don't know, is a freely available UNIX port for the IBM PC.

I've had a chance to use this for a bit on a formerly DOS-infected computer. It's very FAST, and has an incredible number of people porting almost every remotely useful UNIX application to it! C-news, uucp, X-windows, fax, a pile of news-readers & mail-readers, tcp/ip, slip, ALL the GNU software, etc., etc.

Comparing MiNT/MultiTOS to Linux,

<-> MiNT appears to have been built on top of TOS (and inherits many of TOS's problems).

<+> Linux runs on it's own. You never even boot DOS! It's a fresh start, with none of the old DOS problems (e.g. 640k memory limit, etc., etc.).

There is a real opportunity here to breathe some fresh life into the Atari line up. Take a look at comp.os.linux. The traffic is extremely high!

With the obvious hardware advantages the Atari has over the IBM, an Atari Linux port would be an extremely powerful beast.

BTW, a port to the Am*ga is already underway. We'd better catch up, eh?
--

```
_____________________________________________________________________________
| _ /| | Russell Ochocki
| \`o.0' | rdo@kynes.bison.mb.ca
| =(___)= |-------------------------------------------------------------
| U | A closed mouth gathers no foot.
|_________|_____________________________________________________________
```

1919. Re: Pascal on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 03:00:45 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <yVog2B1w165w@sys6626.bison.mb.ca>
Source record: 39521

Juergen_Hahn@m4.maus.de (Juergen Hahn) writes:

> Sure, but I don't know if it is available in the USA. If it is, try Pure
> Pascal! PurePacal comes from the same company with made PureC and is a fully
> Turbo-Pascal 7.0 compatible compiler with integrated IDE und objectiv-pascal
> support. The code-quality is somtimes better than PureC and the compile is
> realy quick! In Germany it costs about $250,-.

I've tried out the demo for Pure Pascal and really enjoyed using it!
However, with the documentation, as well as the help files, in German I
would have some trouble. Is there any other manual or Pascal book I could
buy that would give me information on how to use the ST-specific features
(eg. GEM/VDI)?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

1920. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 03:35:46 UTC
From: ken@isgtec.com
Message-ID: <4483@isgtec.isgtec.com>
Source record: 39407

In article <C4sxnA.Atv@dscomsa.desy.de> wwc@dxhra2.cern.ch (Wolfgang Wander) writes:
> In article <1993Mar31.231648.5397@solace.hsh.se> hasse@solace.hsh.se (Hans Holmberg) writes:
> >[CoNnect...]
> >It only lacks 1 feature that I really need...
> >24 lines by 80 columns (in a readable fontsize). I'll probably stick to
> >Uniterm until I get a new computer and monitor. Otherwise Connect is okay.
>
> There is a font in the package called CONNECT.FNT which is a little smaller
> than the normal ATARI-Font but still well readable.
> In both ways you can select the (little) smaller fonts in the Display
> dialogue...

Yes, this does work well, but to me it is far too small and looks very poor. In many cases I had trouble distinguishing similar characters from one another. It also takes up less than the full screen area because of the font size used. So for me Connect is unusable on a 640x400 screen. However it is extremely well done, and is IMO by far the best windowed terminal program on the ST. It is one of only three term programs I have tested that has correct and/or adequate vt100 emulation: Flash 1.6, Uniterm 2.0e, and Connect. I have tried just about all others (never seen Interlink though, but that's about the only one I haven't tried).

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1921. Re: telecommunicating > 19200bps

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 03:49:29 UTC
From: ken@isgtec.com
Message-ID: <4484@isgtec.isgtec.com>
Source record: 39410

In article <1993Apr1.175048.9408@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> Whatever you say. I'm using 19.2k on the ST<->modem connection, with
> RTS/CTS flow control, and I don't have any TSR fixing the flow control. I
> connect with various systems from 2400bps up through 14.4k V.42bis, and I
> have no problems at all.
> I suggest you check your modem configuration.

It's not the modem setup, it is definitely using RTS/CTS. As I said, the handshaking seems to be there, it does have a noticeable effect, but it still drops the odd character. I use a simple test - log on to a Unix system, go to a directory with a LOT of files, say 500. Then do a "ls -l". This fails on my STe with Flash 2 - it runs along for a while, but eventually drops chars. BTW, if I load the patch prog TURBOCTS 1.32, this fixes it 100%. However, if I load TURBOCTS within Flash 2.1, it crashes. It also crashes in many other places, in addition to its bugs.

> > erronious blanks in the capture buffer
> Chances are those aren't blanks, they're FS (0x1C) characters, which
> Flash II uses to mark start/stop points for its review feature. I don't
> like them either, and there's a good chance that in the next release
> you'll have the option of turning off the review feature and eliminating
> those FS chars.

Interesting, thanks for the info.
However I have removed Flash 2 from my disk and doubt I will ever look at it again.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1922. Re: Linux port to Atari ST -- Is anyone doing one?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 03:54:05 UTC
From: sourada@iastate.edu
Message-ID: <sourada.733895645@vincent1.iastate.edu>
Source record: 39520

In <H.ea.S3Z9eBmICag@kynes.bison.mb.ca> rdo@kynes.bison.mb.ca (Russell Ochocki) writes:

>With the obvious hardware advantages the Atari has over the IBM, an
>Atari Linux port would be an extremely powerful beast.

The Atari vs. _the_ IBM? There are many flavors of each (especially
if you include PCompatibles...), and just as Linux won't run on 286 or
lower PC's, it couldn't run (with all the goodies, at least) on lower
end ST's, it would require a TT or Falcon to be very worthwhile (for
speed, memory, graphics, networking and protection/paging reasons). A PC
that runs Linux well has quite a bit more muscle than an ST. (Don't get
me wrong, I hate PC's too :-)

I don't particularly see any advantage to porting Linux as opposed to
something neater like Mach. I've always seen Linux as Unix for the PC's.
(Mach is a slightly better idea for something to port, it's big claim
is that the Hurd will sit on top of it...)

Anyway, enough of my discouragement. Port it, the more the merrier :-)

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

1923. Re: Australian Falcon - It just gets better ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 11:48:56 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbebd7b@Kralizec.fido.zeta.org.au>
Source record: 39430

Original to: karlm@mel.dbce.csiro.au
In a message of <31 Mar 93 23:54:48>, karlm@mel.dbce.csiro.au (3:713/602) writes:

k> Like the above says - it just gets better. I went to my local atari
k> dealer on wednesday to finally look (hands on) at the new falcon 030.
Uh,
k> atari seem to have sent it to south australia or something. It should
be
k> here by friday, but ring us before you come - just to make sure they
k> haven't sent it to china or something.

Who _is_ your local dealer?

k> Another thing - price for 4 meg 65HD Falcon is Aus$1950, not too bad,
but
k> get this :-
k> " A video adaptor MUST be purchased seperately; whether you wish to
k> use an ATARI or VGA monitor."
k> Said adaptor is another Aus$59. What is going on? Will the goddamn
thing
k> ever be released? If it is, is this sort of a kit form computer? i.e.
k> you build it youself from components? I'd be interested to hear if the
k> same applies in U.S., U.K., Deutschland, France, etc...

Me too - as far as I was told, the adapters were in the boxes of the
machines here... If they're not, I can make a killing making them up for
less 8)

k> Karl.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1924. Re: Writing to the screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 11:51:26 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbebe10@Kralizec.fido.zeta.org.au>
Source record: 39431

Original to: evanlang@sdf.lonestar.org
In a message of <31 Mar 1993 09:20:>, evanlang@sdf.lonestar.org (3:713/602) writes:

d>> [Perhaps Atari should have hired the authors of NVDI to rewrite the low-
d>> lev graphics in the new ROMs?]
e>
e> How fast is NVDI is comparison to Warp9. Is it completely compatible
e> with MiNT and TOSWIN, and how much is it?

Faster. 8) Seriously, it replaces lots more than W9 does, and generally comes out much better. It also includes GDOS buit in (with similar speed characteristics 8). It also works just fine with MiNT and Toswin. (and gives quite bearable screen speed with two or three windows running with Gdos fonts in them)

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1925. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 11:54:40 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbebf05@Kralizec.fido.zeta.org.au>
Source record: 39432

Original to: lehmann@cs.tamu.edu
In a message of <31 Mar 1993 05:35:>, lehmann@cs.tamu.edu (3:713/602)
writes:

l> Who still uses UniTerm? (Please post to Net)
l>
l> I do. But this ageless software is aging. It doesn't take advantage of
l> the aditional hardware on the newer machines and it is becoming less
MiNT
l> and MultiTos usable with every MultiTOS release.

[more about rewriting Uniterm]

Personally, I wouldn't bother. Everything that Uniterm does, CoNnect does
better, with perhaps the single exception of running fullscreen - and given
that you can do 80x25 in a window with CoNnect, that's hardly an issue
anyway.

Not to mention that, providing you don't let the MiNT dist. kit rename your
/dev/ serial devices 8) it works _flawlessly_ under MiNT and MTos...

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1926. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 11:58:50 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbec040@Kralizec.fido.zeta.org.au>
Source record: 39433

Original to: mjl-b@minster.york.ac.uk
In a message of <29 Mar 93 15:12:57>, mjl-b@minster.york.ac.uk (3:713/602) writes:

m> mjl-b@minster.york.ac.uk (?), via Kralizec 3:713/602
m>
m> In article <3_800_8422bac4ef5@Kralizec.fido.zeta.org.au>
m> michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>> ... - an
>> issue which atari can probably address with a serious look at the
>> scheduler (ie tweaking it to drop everything and grab the thread
>> responsible for the most recent user action etc...).
m>
m> You have to be damn sure that a change in scheduling policy is going
m> to produce the effect you require before you bung it in an OS release.

Agreed - if not, you make yourself look pretty silly 8)

m> The technique generally used (certainly in Unix-style schedulers) is to
m> prioritise I/O-bound processes over CPU-bound processes.

Yup, however in a single-user environment like the ST, there's only likely to be one user-bound process at a time - and that's only likely to want CPU time at rare intervals. However, it needs very quick _response_ time...

m> This makes for good interactive response because I/O bound processes are
m> generally those that are interactive. They get most of the CPU time and
m> soon become CPU-bound, so their priority falls.

Again, on a multiuser system that is likely to be the case. Prioritizing I/O bound processes on a single-user system is likely to lead to things like database reindexes, compiles, spellchecks and the like monopolising the system, and degrading its response time to an unacceptavble point.

m> My general point is that scheduling theory is more complicated and
m> subtle than you might imagine.

Oh, I know, I know 8)

m> | Mathew Lodge | "What's your name, boy?" "Kate." "Isn't
that

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1927. Re: Writing to the screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 12:02:40 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbec067@Kralizec.fido.zeta.org.au>
Source record: 39434

Original to: wz@echo.chem.tu-berlin.de
In a message of <31 Mar 93 12:12:21>, wz@echo.chem.tu-berlin.de (3:713/602) writes:

>> * CQWK 1.7 *
w> how about mT-QWK ??

IMHO is probably better still 8)

w> Bye Wolfgang

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1928. Re: How to implement non-modal dialogs in GEM ?????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 12:05:28 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbec132@Kralizec.fido.zeta.org.au>
Source record: 39435

Original to: rep@theta.informatik.tu-chemnitz
In a message of <31 Mar 1993 17:02:>, rep@theta.informatik.tu-chemnitz
(3:713/602) writes:

r> Hi,
r>
r> As the subject says, I'm interested in programming a non-modal dialog
r> in a normal GEM program, but unfortunately I don't know how to do this.
r> It seems to be a very stupid question, I know, since there are some
r> excellent libraries around that handle all this stuff, but I really want
r> to understand how this can be done.
r>
r> So if you know how to do this please send me some hints or
r> an algorithm.

Make that two of us... I'd greatly appreciate some concrete info on doing
this 8)

\`miff` /|\
(ps if you are mailing a reply, send to msmith@pax.tpa.com.au)

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1929. SCRIPT III

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 12:06:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1pmj0uINNeo0@golem.wcc.govt.nz>
Source record: 39522

Well I have the Mono only version of Script 1, sold by Magamax,
is there a way I can update to the a English version of Script 3..??

Or has Magamax closed down..??

I have just had a look at Script 3 demo, it now runs in medium resolution..

I think this would be the best Word Processer for the Atari, I have found
it easy to use and with all the font options this takes a lot of beating,
The output looks very nice on my cheap HP. Deskjet.

I did here that the Megamax version did not sell to well in the USA,
was this because it was Mono only..??

May be Megamax should have another look, as that is no longer a problem,
thats if they are still around..

What other stuff from Application Systems did Megamax sell..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

1930. Re: Falcon Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 12:08:24 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bbec25d@Kralizec.fido.zeta.org.au>
Source record: 39436

Original to: neil@cs.hw.ac.uk
In a message of <29 Mar 93 08:31:48>, neil@cs.hw.ac.uk (3:713/602) writes:

>> When I was talking to the Guys at Atari U.K. thy told me it was
>> compatible with the Mac Appletalk, but this tells me nothing as I don't
>> know about the Mac either.
n>
n> Yes the Atari LAN port is _HARDWARE_ compatible with Appletalk BUT I
have
n> yet to see or hear about any software compatibility. Does PowerNET work
n> with an Appletalk network? Having seen TOPS from Sun working on Macs and
n> PC's I think support for that too would be a boon.

The biggest problem here is the appletalk protocol - it sucks completely.

I spent a day or two (and a catering pack of barf bags) browsing the
relevant Inside Macintosh volume, and came away thinking that regardless of
how popular it may be, I wouldn't want to embark on it without the help of a
number of experienced Mac networking gurus.

Now, maybe I'm just a total loser - so if anyone else out there has anything
to say on the subject I'd love to hear it...

n> my own ! ! Neil Forsyth

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1931. Re: Floppy Disk Latency

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 13:30:01 UTC
From: fheitkamp@desire.wright.edu
Message-ID: <1993Apr4.083001.8207@desire.wright.edu>
Source record: 39523
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

In article <3APR199316040367@rosie.uh.edu>, st1my@rosie.uh.edu (Stich, Christian E.) writes:
> In article <78740@cup.portal.com>, thad@cup.portal.com (Thad P Floryan) writes...
>>In article <jimomura.02qq@tndb.UUCP>
>>jimomura@tndb.UUCP (Jim Omura) writes:

>>I have 5-1/4" disks from the real early 1980's that are still in perfect
>>shape (and are still used quite regularly, on UNIX, C64, and other machines).
>>Yes, I still use my C64 (though mostly for EPROM burning nowadays).

Gee, I'd say your either lucky or the environment your in is very
favorable to disks. I only have between 100-200 disks that are at
most 10 years old, and had to throw a few away and not the oldest
ones either!
>>
>>Thad Floryan [thad@btr.com, thad@cup.portal.com, thad@netcom.com]
> What about GALs. How long does it take those to revert back to their original
> state?
Fred Heitkamp, ** Not an organization **

>

1932. Re: Floppy Disk Latency

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 14:49:08 UTC
From: thad@cup.portal.com
Message-ID: <78794@cup.portal.com>
Source record: 39406
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

In article <3APR199316040367@rosie.uh.edu>
st1my@rosie.uh.edu (Stich, Christian E.) writes:

|In article <78740@cup.portal.com>, thad@cup.portal.com (Thad P Floryan) writes
|>[...]
|>I'd be more concerned about the longevity of boot EPROM data; the expected
|>lifetime of THOSE is only 10 years and I dump all systems' EPROM code to
|>floppy for archival storage.
|
|What about GALs. How long does it take those to revert back to their original

|state?

Sorry, I don't have the answer (re: GALs). While we're at it, *what* are
"GALs"? (I presume you're referring to some type of semiconductor memory! :-)

I am familiar with PALs and ROMs, etc. and no databooks I have suggest that
we'll be needing to worry about those during our lifetimes.

The information about EPROM lifetime was taken from Intel (and other) data
books (re: charge depletion).

Thad Floryan [thad@btr.com, thad@cup.portal.com, thad@netcom.com]

1933. Re: Linux port to Atari ST -- Is anyone doing one?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 15:00:07 UTC
From: jhenders@wimsey.bc.ca
Message-ID: <C4ysC8.A7A@wimsey.bc.ca>
Source record: 39524

In article <sourada.733895645@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

>I don't particularly see any advantage to porting Linux as opposed to
>something neater like Mach. I've always seen Linux as Unix for the PC's.
>(Mach is a slightly better idea for something to port, it's big claim
>is that the Hurd will sit on top of it...)

And with any luck, the Falcon won't be too far behind the Hurd in
release dates either. ;-). Seriously though, there's a project under way
in the Amiga community to port linux. Someone commented that it's pretty
hairy because the kernal code is very Intel specific, and doen't port
easily. I'd think tweaking MiNT's kernal, if there's any room left to
speed it up, and trying to make it more posix compatable, would give
you better results.
It's still not going to work worth a darn on anything less
than an 030, and even a Falcon might be a bit sluggish, maybe slightly
faster than linus on a 386zsx.

--
John Henders " Only _my_ words are relevant to the issue "
jhenders@jonh.wimsey.bc.ca <1992May11.073237.14684@rotag.mi.org>
T.K.O.O.C.C kevin@rotag.mi.org (Kevin Darcy)

1934. Re: Floppy Disk Latency

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 17:07:21 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02qw@tndb.UUCP>
Source record: 39417
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

In article <78740@cup.portal.com> thad@cup.portal.com (Thad P Floryan) writes:
>In article <jimomura.02qq@tndb.UUCP>
>jimomura@tndb.UUCP (Jim Omura) writes:
>
>| [...]
>| As I've mentioned before, anyone keeping data long-term would be
>| well advised to re-format and re-backup important information, EVERY
>| year or for less important information, every 2 or 3 years. Leaving
>| disks for 5 years and over is *very* risky.
>
>Nothing personal, Jim, but your statement (above) is utter bullshit.

Ahem. It is not "bullshit". Mind your manners. :-)

>I have Amiga 3-1/2" floppies from mid-1985 that are still 100% readable.
>Not one has failed (and, as many have seen here at my home, I have over
^^^^^^^^^^^^^^^^^^

Now *that* is hard to believe. Especially since I know that
I'm certainly not the only person to have failures right-out-of-the-box
occasionally, even today. If you know your statistics, you have to believe
that if even 1 out of 10,000 disks is unformattable right out of the box,
then assuming a bell-curve, more than that will be "marginal" and will
be unreliable (lose data over a "short" period), and some of these will
eventually go unformattable over time. And this is exactly what my
experience has been, and it has been similar to what other people whose
reports I trust have said. As for your report, I "note" it, but I
don't give it much weight because when I look at what you're saying,
you're experience is "ambiguous". Look at my next comment.

>4000 (yes, four thousand) Amiga floppies). All my Amigas have either 2
>or 3 floppy drives and I just don't have any problems. AND I'm a heavy

Actually, that may just mean that the individual floppy disks, and
drive unit don't get hard use. That's possible. I know that Bruce
Tonkin had to replace floppy drives (5.25") after about a year of service
each. He actually *did* use drives that hard (as a professional duplicator).
Then again, I never had problems with Shugarts/Panasonics, but Tandons were
a waste of time. I never got a Tandon that worked within spec. That may
have been "luck of the draw," but brands matter. And floppy disks likewise
wear out more if you use them more. That's why your report doesn't mean
much.

...

>I'd be more concerned about the longevity of boot EPROM data; the expected
>lifetime of THOSE is only 10 years and I dump all systems' EPROM code to
>floppy for archival storage.

Well, the "official" expected lifetime of floppies back in the
'80s was only 5 years (which is why I expected the failure rate I got).
So what you're doing would look backwards, but the real key is to have
many and *varied* backups, and to re-backup regularly. As for your
experiences with 5.25" and 8" floppies, well, yes, I've got a few years
under my belt with those too, and I know people with probably more than
you (actual hours of disk usage that is). But the 1985 - 90 period
for 3.5" floppies was a particularly bad one. I've noticed a definite
improvement since then, and I certainly *never* had the problems with
5.25" and 8" technology that I had over the same years. On the other
hand, the early years of 5.25" were spotty too, but by around 1987 they
were so good that I was using "white box" disks fairly regularly. Even
still, as late as 1987 - 1989 I can remember buying 5.25", especially from
BASF which were so badly warped that the heads would float and not be able
to format them.

But I've digressing a fair bit. The point is that reliability
experience with 5.25" and 8" disks from after '85 doesn't translate that
well to the 3.5" of the same period. So I can't say that what you have
said *so far* means that much. Again, to summarize, you seem to have
a lot of floppy disks for your Amigas, but it doesn't sound like you use
them much. Also, have you even gone through your '85 - '87 disks to see
if they are intact? I hope you take the time to check a few random samples
(say about 20 disk) and report back. I'll look forward to it.

Also, it sounds like you'd be doing us a favour if you pointed out
what brand of floppies you're using. I can say that since around 1990
I've been using mainly Kao disks and I can't recall a bad Kao disk
out-of-the-box so far. From 85-90 I was using mainly Dysan, Fuji, Sony
and Precision "brand names" but also maybe about 20% "white box". As my
latest report points out, the "white box" disks from that period seem to
have turned out a disaster. And I've replaced 2 drive units, now that I
think about it. Slight differences in drives (speed, "wobble" and head
alignment) might be adding slightly to the read failures.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

1935. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 17:33:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.NMRpqzloeKc@semprini.tdkcs.waterloo.on.ca>
Source record: 39538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1p8h7rINNn9c@golem.wcc.govt.nz>, Steve Wells writes:
> Depends on your pref's I suppose, Gemini, 2meg of RAM is minimum due to
> the large executable size preventing you from running any large
> programs. Teradesk will run okay in 1meg, but still, I can't see how
> *anyone* operates properly in less than 2meg of RAM! (1meg using
> plain old TOS 1.2 is almost unbearable....)

I think that if I were using MiNT all the time, I'd probably either use
Terradesk instead of Gemini (and have TOSWIN loaded), simply because
it's smaller. When a newer MiNT/MultiTOS-aware Gemini is released,
it'll be much nicer.

Oh yah, and Steve Sowerby (that might be spelled wrong, sorry Steve!) is
working on a nice (and I do mean _nice_) MiNT/MultiTOS desktop
replacement. It just went into its first beta a little while ago...
Handles weird filesystems, does file operations in the background, etc,
etc...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1936. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 18:21:10 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.9Cy_vGi29xM@semprini.tdkcs.waterloo.on.ca>
Source record: 39539

In <wmtwen.733486619@rw8.urc.tue.nl>, Erlend Nagel writes:
> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> > You can't run 640x480x16bit noninterlaced on a VGA, because it would take
> >so much bus bandwidth that the CPU wouldn't get anything done. (This,
> >IMO, makes a strong argument for a fixed screen location and dual-ported RAM.)
>
> Isn't dual ported RAM terribly expensive compared to the RAM that is
> used as main memory?

So incredibly expensive that a card with 1M of VRAM (capable of
1024x768x16) is less than $100 US... Atari isn't cheap; they're just
stupid.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

1937. Development (GCC) under Mint? (No flames please)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 18:53:59 UTC
From: mgm@world.std.com
Message-ID: <C4z360.80C@world.std.com>
Source record: 39525

I've seen alot of people mention that they do their programming under MiNT. I realize the advantages this could have - unix compatibility, multitasking/threading, and so on - but I have a question...

Is it horrendously slow?

Better phrased: The software I've been working on is huge. It's well over 500K of source in over 100 files. Under TOS, using bammi's version of make and version 2.31 of gcc, a full recompile takes approximately 2 hours. Under MiNT, would it be even slower? Do I need a faster machine (I do anyway)?

--

1938. Falcon resolutions/colors...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 19:30:45 UTC
From: jared@midiline.la.ca.us
Message-ID: <yPyH2B1w165w@midiline.la.ca.us>
Source record: 39526

In all documentation (i.e. articles and newsbits), the Falcon is quoted as having a dozen or so resolutions, but none of them go beyond 640x480. True color is fine, but what if we Atarians want 1024x768 in 65,000 colors? What then? And is the Falcon capable of 24-bit video? If i'm not mistaken, you need 1Mb of RAM (at least) and 16.7 million colors.

Can someone give me some REAL detailed specs on the Falcon? Is it or is it not a 32-bit computer? Does it or does it not have a 32-bit address bus? Does it or does it not have 24-bit video (and resolutions above 640x480) capabilities? And why, o WHY did they put the silly thing in a case that was outdated after the last 1040ST's rolled off the line? I say they should've taken the MEGA ST case and made that the new style for the TT and Falcon...

What is this little bird REALLY capable of doing? Or are we going to see it go into a dying swoop along with the weak software market for the Atari ST? Where is US support? Seems everything nowadays is made in Europe or England, or Canada, and it's "imported" and "distributed" by US companies that COULD be making their own software instead of just licensing it or whatever. BTW, I happen to be writing this little note of my Mega ST2, so I must like the Atari somewhere...

Note: Over an Apple //c, 286-16, Amiga 500, and 386DX-33, I've stayed with (and always come back to) the Atari ST series. What is it about them that keeps me coming back? Hmm... must be GEM and TOS (grin).

Jared

Please make all replies in Email to: jared@midiline.la.ca.us
/l

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

1939. Re: ICD Link/SCSI floppy question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-04 22:40:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A60265@MS.maus.de>
Source record: 39411

In article C4tsnq.23J@unx.sas.com, Rick Tatem (snoret@egon.unx.sas.com)
wrote:
>I've read posts from people using the ICD Link to hook up a 20MB floptical
>drive to their ST. What I would like to know is, will the link work
>with a SCSI floppy (1.44MB/720KB)? I fiddle with hardware at work, including
>SCSI floppy drives. The drive I have on my desk now can read/write either
>1.44MB or 720KB DOS/ST disks. It can also read/write 1.44MB Mac disks.
>
>If I were to attach this type of drive to my ST with an ICD Link, would
>it work? Would I need MetaDOS or some other special driver software (that
>perhaps doesn't come with the Link) ?

The harddisk driver is responsible for that. The question is: will
ICD's driver support normal floppies (== media without root sector).
I'm not sure (our driver -- HuSHI -- does it, but I doubt that it is
available in the US).

1940. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 00:06:34 UTC
From: healy@nosc.mil
Message-ID: <1993Apr5.000634.12112@nosc.mil>
Source record: 39412

I still use Uniterm.

Mike Healy

healy@nosc.mil

1941. What's this darn GIFLITE format?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 02:24:26 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1po58qINNoqk@shelley.u.washington.edu>
Source record: 39528

I was doing a hex read of a gif file that I was unable to view using standard GIF viewers, and I noticed a word in the header...GIFLITE.

I think this is some different type if GIF87a format, and I really need some code or description on how to decode this format. If anyone has any info, please write. I know GEM View can decompress this format. Does anyone know, or can anyone contact Dieter Fiebelkorn, the author, to see if I could get info on it from him. I'm really desparate. No one from comp.graphics seems to write me back.

Thanks for any help given!!!

Stuart Denman
stusoft@u.washington.edu

1942. Re: How to implement non-modal dialogs in GEM ?????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 02:33:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12800@uqcspe.cs.uq.oz.au>
Source record: 39530

rep@theta.informatik.tu-chemnitz.de (Ralph Eppert) writes:

> As the subject says, I'm interested in programming a non-modal dialog
> in a normal GEM program, but unfortunately I don't know how to do this.
> It seems to be a very stupid question, I know, since there are some excellent
> libraries around that handle all this stuff, but I really want to understand
> how this can be done.

Others have explained the technique of using objc_draw() for drawing
the contents of a window, and writing your own form_do() to handle
clicks. The only truly modal component of GEM forms is the edit
cursor - since it is state apart from the OBJECTs in the form.

I have done this for the GEMformwindow class in my GEM++ library, which
is a GNU C++ class library for writing GEM applications. My solution
to the edit cursor problem was to use a "click-to-type" approach - the
window initially has no cursor, and the user clicks in an editable
field to type, then types input, and presses return to end the input.
I also check for clicks and end the input if those happen. It works
very well.

As soon as I find a G++ 2.3.3 for the ST, I'll upload GEM++ (G++ 2.3.1 has
some bugs).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1943. GNU C++ 2.3.3 - PLEASE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 02:36:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12801@uqcspe.cs.uq.oz.au>
Source record: 39529

Does ANYONE have binaries for GNU C++ 2.3.3? I am using 2.3.1 and it
has some VERY annoying bugs in it. These bugs have been fixed in 2.3.3
(according to the ChangeLog).

Unfortunately, I don't have enough diskspace on the Sparc to recompile
it, and nowhere near enough CPU at home (but plenty of diskspace).

MiNT or TOS version is fine (MiNT makes no difference).

Beware that a G++ that was filed as "G++233" on a.a in the disrib kit
recently turned out to be version 2.2.2! Gads, even OLDER than the
TOS version!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1944. Re: Iconizing (Iconifying)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 02:41:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12802@uqcspe.cs.uq.oz.au>
Source record: 39531

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>Warwick Allison writes:

>> I'd like to see a new window part (ICONIFIER) added to the current
>> list (CLOSER, FULLER, MOVER, ...), used for iconification (or "iconization")
>> (or "iconifying").

>That'd be nice... Maybe MS would sue us for copying Windblows... :)

Hehe... are they sueing the X Window System too? That's the system with
iconification that I'm familiar with (for those that don't know, iconification
is when you turn the window into a small icon, which may then be clicked on
the return the original large window. It's great for saving screen-space
in multitasking environments).

>> Currently, I just use the "FULLER". Okay, it's confusing, but I don't
>> think the "FULLER" is a very useful widget anyway, and many window types
>> don't have any use for it (eg. any that cannot be resized).

>In the application I'm writing now, I was going to use Alt-click on the
>fuller icon to iconize the window... Click on the fuller won't do
>anything (since this app won't want to take up all that much screen
>space).

Ah, I hadn't considered alt-clicks. Maybe the CLOSER could Iconify while
ALT-CLOSER could Quit (since quit is a dangerous operation).

The main problem is that of consistency with existing applications, that's
why I suggest we think of a standard solution.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1945. Re: SIMMs memory upgrade question ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 03:04:27 UTC
From: monnier@di.epfl.ch
Message-ID: <1po7jr$l1h@disun41.epfl.ch>
Source record: 39532

In article <1993Mar31.155449.5693@dcc.uchile.cl> scastro@dcc.uchile.cl writes:
>
> Hiya outthere ...
> well here is my trouble ... among a st'fans group we've been trying to
> upgrade the old ST's we own and obviously the first upgrade to do was a
> memory upgrade ... we tried and make it but (this is the sad part of
> the tale ... :^( ) we got it using 9 or 8 chips SIMMS but we culdn't get
> it working out with 3 chip SIMMS . The problem is that here it's almost
> imposible to get 9 or 8 chips SIMMS ... so ...
>
> what's the f%^$#%^%^# problem with 3 chip SIMMS ?!?!?!?!
>
> pppplease ... can someone help us ...??? :^)
>
>Seba.

I seem to remember hearing of such problems before (not only for STs
but for PCs too). They were due to the refresh that is not quite the
same on the 4Mbits chips: there is twice more rows to refresh (1024
intead of 512) on the 4Mbits chips than on the 1Mbits and this
additional bit was not used by the refresh mechanism. This explanation
was for a PC. As far as I know, the ST doesn't really need to refresh
its memory because the scanning done by the video circuitry has the
same effect, but maybe the scanning is not 'exhaustive' !

If that's the problem, ... you'd better find 8-chips SIMMS !
(there has to be another solution, but it is unlikely to be trivial)

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

1946. HP550C colour printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 07:10:19 UTC
From: cemn@marlin.jcu.edu.au
Message-ID: <1993Apr5.071019.29861@marlin.jcu.edu.au>
Source record: 39534
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

I am looking for a printer driver for the hp550C colour printer
which allows the usage of Black and YMC.

Please respond by email to
cemn@groper.jcu.edu.au
michaeln@wench.ece.jcu.edu.au

mike
--

JOKE == (:->) Michael Nielsen @ 1993
cemn@groper.jcu.edu.au Disclamer :- I'm Innocent

1947. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 08:30:52 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Apr5.083052.16756@zaphod.earth.ox.ac.uk>
Source record: 39536

In article <3_800_8422bb500e5@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
>Original to: and@thor.mim.uni-hannover.de
>In a message of <22 Mar 93 19:18:27>, and@thor.mim.uni-hannover.de
>(3:713/602) writes:
>
> >> High resolution. MultiTOS version was, I think, 1.0.
> >> If it really would be this bad, why hasn't anybody complained? Maybe
> a>
> a> Nobody ever used MultiTOS, except a few developers with 16 MB 32MHz TTs.
>
>Hmm, I only have 8, and it hoots along quite nicely...

I only use MiNT on its own, but on both my machines (an old 520STM + 2.5MB
RAM and an 8MB TT) it runs reasonably.

>
> a> I tried 4 (!) different machines:
> a> ST
> a> Mega STE
> a> TT
> a> Falcon
> a> It was all the same.
> a>
> >> perhaps? What factors influence the speed (besides multitasking)?
>
>Your setup - what other programs you're running...
>
> a> I think MultiTOS is usable on a 32 MHz TT with a lot of TT-RAM. It's not
> a> very fast on a Falcon or TT without TT-RAM. It's impossible to use on a
> a> 8 MHz ST. But on all machines Qindex is about 70%-90% of TOS speed, but
> a> it feels much slower.
>
>It's very usable on a TT, yes. It's also quite bearable for normal
>task-switching applications on a falcon, or, say, for letting Calamus print
>while you type something into a text editor. On an ST(e) you really don't
>want too much happening in the background - although it's quite practical
>for task-switching.
>
> a> I did not use GDOS or fonts, I used NVDI (on a TT). It's not the time
> a> for low level graphics output that makes it. It's the long long long
> a> reaction time when the user uses keyboard or mouse, and it ist the CPU
> a> time itself.
>
>Hmm, I never have any problems with mouse or keyboard response times -

>whilst I think that a few improvements could be made there, it's not a major
>problem.

The main problem MiNT and hence MultiTOS has is that it relies upon the hard disk driver below it for disk access. This means that EVERY time the disk is accessed the whole machine goes to sleep! What is needed is for the disk driver to be integrated with MiNT in such a way that all disk accessing is asynchronous and interrupt driven. In this way, any process requiring disk access will have to wait, but the rest of the machine can carry on with whatever it wants to do. I'm sure this is the major reason for the perceived slow down.

>
> a> Andreas Kromke and@thor.mim.uni-hannover.de
>
>\`miff` /|\
>
>--- ScanMail 0.68 X0501
> * Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1948. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 09:04:43 UTC
From: monnier@di.epfl.ch
Message-ID: <1posnb$ld5@disun41.epfl.ch>
Source record: 39535

In article <C4vppo.26I@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uoknor.edu (Kenneth L Love) writes:
>Will someone tell me the difference between baud and bits/sec.?
>
>All I know for certain is that they are different and that 300 baud is
>~300 bps.
>
>How does one calculate the baud and bps rates?
>
> adTHANKSvance,
> Kenneth Love

I don't know the difference for sure, but I've heard once that bps was what you would expect whereas bauds denotes the frequency of the electrical signal going on the phone line.

For example, I seem to remember that at 2400bps, bits are not only coded by different frequencies but also different amplitudes so that 2400bps was actually 1200bauds.

All this is highly not sure... any body has better info ?

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

1949. Re: SIMMs memory upgrade question ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 09:29:20 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr5.092920.25859@tdb.uu.se>
Source record: 39537

It could also just be a normal PSU-problem. The PSU supplied with most STs and STEs aren't powerful enough. In some cases it's so close that a memory-upgrade will cause the computer to crash. Believe me, I've got first-hand experience! My problem was that I had a STE with 2 meg RAM and a T16 card. When I popped in the two extra simms to get 4 meg the computer stopped working in 16 MHz. I tried a whole bunch of different simms since my friend sells simms for a living (almost :-). Finally I tried switching the PSU after a tip from a guy at the nowadays closed-down Atari Scandinavia. Voila, it worked! The only valid explanation must be that the extra power needed when running at 16 MHz (I'm told that the processor wastes 4 times as much effect if the clock is doubled) was too much to carry for the PSU if all four simm-slots was occupied too.

BTW, the symptom when booting the computer with 4 meg and 16 MHz was that the screen would start to flicker heavily and also leave some crap just as if the memory wasn't refreshed properly. However, this only happened if the screen-memory was located in the upper 2 meg of memory. Also, the computer actually booted and started GEM properly in most cases and I could run a couple of programs (if I could see what I was doing :-) before it crashed. Aparently the refresh didn't work in the lower 2 meg bank either.

Now I own a MSTE 4/85 which refuses to be upgraded to a HD-floppy. If I connect an external SF314 the internal 1.44-megger works just fine, but the SF314 won't work at all. With no external drive I can only read from the internal, every write is unsuccessful. Isn't life funny? ;-)

I wonder what strange symptoms I will get with the Falcon I'm about to buy.

Snailmail: Daniel Eriksson Internet: m91der@tdb.uu.se OR den@hgs.se
||| Gardskarsvagen 6B Fidonet : Daniel Eriksson @ 2:205/229
||| 814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
/ | \ SWEDEN Voice : +46 26 72905 OR +46 26 72901

1950. Re: high density on ST, what TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 10:53:40 UTC
From: wrighttj@uhura.aston.ac.uk
Message-ID: <1993Apr5.105340.15114@aston.ac.uk>
Source record: 39540

Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
: hubert@swi.psy.uva.nl (Herry Hubert) writes:
:
: >Does anybody know what TOS I need at least, to make my high density drive work.
: >And if, p.e. I need to use TOS 1.6 or higher, do I need an expansion board for
: >TOS 1.6, or does it fit in my rom-sockets?
:
: You need TOS 2.06 and for that you need an extension board.

Could have fooled me; I'm using a high density drive on TOS 1.4 and it
works fine. You just have to set the seek rate to 6ms, and there are
loads of PD programs to do that, although I use the NeoDesk control
panel. You also have to take a higher rate clock into the drive
somewhere; I'm not entirely sure of where though. I _think_ there's a
text file detailin the mod somewhere on an archive site... (not very
helpful, I know... :))

:
: **************************************
: * Uwe Seimet *
: * seimet@rhrk.uni-kl.de *
: * seimet@chemie.uni-kl.de *
: *------------------------------------*
: * I really hate this damned machine, *
: * I wish that they would sell it. *
: * It never does that what I mean *
: * but only what I tell it. *
: **************************************

--
Tim Wright. \ Being Human just isn't
wrighttj@uhura.aston.ac.uk \ enough fun.

1951. Re: The BEST FTP Site..?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 12:33:42 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734013114@rw8.urc.tue.nl>
Source record: 39392

sheppard_r@kosmos.wcc.govt.nz writes:

>The problem that I have with tu-clausthal is no mailable New list file
>or a last 7 days like tu-berlin, but other than that its a good site...
Well I always get the complete list of programs once a month and print
it using mpage on 8 pages per A4 and then browse it to see what is new
or what I have not yet looked at.
If you really just want the atari list. I think there is an index file
in the pub/atari/newitems dir.

Erlend.

1952. Re: Floppy Disk Latency

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 12:39:27 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734013296@rw8.urc.tue.nl>
Source record: 39391
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

Oh well, I had some problems using floppys too. But the strange thing was that almost new Maxell floppys gave me the most problems. I heard that this is caused by the luxureous amount of fibers that coat the inside of the floppy. That makes it sometimes too hard to spin the disk at a high enough speed.
Anyway, after having used my floppy-drive for 7 or 8 years, 9 out of 10 3M disks that originate from these very early beginnings (I payed more than $50 a box for these back then) still work perfectly. And now I used a cleaner on my drive I hardly get any disk errors any more. Especially when I set the drive seek to verify. So I was worried about the reliability of floppies, but most floppies will last for a very long time.

Erlend.

1953. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 12:56:32 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734014020@rw8.urc.tue.nl>
Source record: 39393

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>> Isn't dual ported RAM terribly expensive compared to the RAM that is
>> used as main memory?

>So incredibly expensive that a card with 1M of VRAM (capable of
>1024x768x16) is less than $100 US... Atari isn't cheap; they're just
>stupid.

Oh, maybe, I don't really care. But I think I have come up with a solution to the problem that Ian Lepore described with having the entire 14 meg populated with dual ported Video RAM. If 14 Meg is too expensive for most people, and programs still expect that they can place physbase anywhere in memory, maybe it is a good idea to make all of the ST memory dual ported video RAM. Then only programs that use Fastram would be affected by this, and programs that use FastRAM are mostly professional applications and these usually do not do something that seems te me to be very MultiTOS unfriendly, like changing physbase. That would cause the need for 4 meg of dual ported vram in current atari models. And after hearing a bit about current prices, it might very well be possible to include such an amount of memory. That way there is no need for atari to provide us with yet another guideline for programs, because this would be totally transparent to all programs. It could be included easily in future Falcon models. And we are still able to upgrade to 14 meg if we can afford to buy 14 meg of dual ported ram. Need cheap ram? Add some fast ram. If we do not do something like Ian suggested (2 Meg basepage of dualported vram) and the rest normal ram, we are even ready for future versions of graphics processors that use more memory because they use e.g. 24 bit for color. Hmmm my fantasy is carrying me away a bit. But if this is a feasible option, maybe someone should ask Atari to consider this in future computers. (I am sure they already did consider this, but thought we wouldn't appreciate the benefits it brings, compared to the price we pay for it, after all the current Falcon does not suffer very very much from the video display, except perhaps in some screenblaster modes.)

Erlend.

1954. Re: high density on ST, what TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 13:24:16 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Apr5.132416.8595@rhrk.uni-kl.de>
Source record: 39394

wrighttj@uhura.aston.ac.uk (Auntie Tim) writes:

>Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
>: hubert@swi.psy.uva.nl (Herry Hubert) writes:
>:
>: >Does anybody know what TOS I need at least, to make my high density drive work.
>: >And if, p.e. I need to use TOS 1.6 or higher, do I need an expansion board for
>: >TOS 1.6, or does it fit in my rom-sockets?
>:
>: You need TOS 2.06 and for that you need an extension board.

>Could have fooled me; I'm using a high density drive on TOS 1.4 and it
>works fine. You just have to set the seek rate to 6ms, and there are
>loads of PD programs to do that, although I use the NeoDesk control

Yes, it works with additional programs. For TOS 2.06 you don't need them any
more. Additionally the TOS 2.06 desktop allows to format HD disks, the TOS
1.04 desktop doesn't. Of course you can take other programs to format HD
disks.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1955. Pure C++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 13:31:41 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <C50Iwt.Axr@newcastle.ac.uk>
Source record: 39395

Does anyone have any information on Pure C++. I was told by a friend that it was at final Beta test in March, with a release date sometime in April.

Do any of our German netters have any information on this product.

I would appreciate a technical description of what the product consists of ie. Incremental compiler, linker, class browser, graphical debugger tool etc.

Thanks in advance

- Chris

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1956. Real World C++ Programming for TOS-- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 14:00:35 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr5.140035.4387@cs.ruu.nl>
Source record: 39396

dear friend class Person x,

We would like to know C++ on the ST/TT is so rarely used. Are there any programmers out there who have successfully written a GEM application using GNU (or any other) C++. Are there any hidden traps we should watch out for? Or is it just that a simple hello.cc generates at least 58K of code with ALL optimisation and symbol stripping flags on [of course, using the C++ style cout stuff] ?

Are there any users of the GEM++ library except for Warwick and his class [sorry, Warwick] ?

isLong(sizeof(our appreciation))

Diederik Hoogenboom
Annius Groenink
--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

1957. Re: Window Resizing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 14:21:33 UTC
From: dbshapco@bcars6a0.UUCP
Message-ID: <1993Apr5.142133.17361@bnr.ca>
Source record: 39397

In article <A16885@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writes:

|> One can't. The AES does this automatically for windows that have arrows and
|> scroll bars, and does nothing for windows that don't.

I tried out earlier advice, and indeed scroll bars will cause the AES to force a minimum window size on drag-sizing. The arrows are not needed. I just used a value of 1000 for the drag box size, which covers the entire scroll area and so scrolling is not possible (I didn't check to see if messages were generated when the scroll bars were manipulated -- they are obviously still active, as you get a scroll outline when you click down on them, but they can't actually be moved).

The AES does not enforce this minimum in sizing requests from the application, and so an application can still use wind_set to force the window to be (ridiculously) small.

Thanks for advice from all . . .

Cheers,

Brad

1958. Re: Linux port to Atari ST -- Is anyone doing one?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 14:30:03 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Apr05.143003.1@gst-soft.demon.co.uk>
Source record: 39398

Linux is being ported more generally to a 68xxx based enviroment, that doesn't just mean Amigas, it also means macs and ST's. However it is only being ported for 68030 and upwards, because the lesser 68xxx based processor have no memory protection (that might be 68020 and lower I can't remember). Hence only TT's and Falcons are going to be supported unless someone does try and write some MP stuff for 000, 010's and 020's...stable...I think not!

There is a Linux 68000 mailing list that informs you of the current status of the project, though I can't remmber the address off hand.

Chris Wood.
cwood@gst-soft.demon.co.uk

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

1959. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 15:35:17 UTC
From: sanders@sci.kun.nl
Message-ID: <C50oMu.LLp@sci.kun.nl>
Source record: 39399

In <1posnb$ld5@disun41.epfl.ch> monnier@di.epfl.ch (Stefan Monnier) writes:

>In article <C4vppo.26I@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uoknor.edu
(Kenneth L Love) writes:
>>Will someone tell me the difference between baud and bits/sec.?
>>
>>All I know for certain is that they are different and that 300 baud is
>>~300 bps.
>>
>>How does one calculate the baud and bps rates?
>>
>> adTHANKSvance,
>> Kenneth Love

>I don't know the difference for sure, but I've heard once that bps was
>what you would expect whereas bauds denotes the frequency of the
>electrical signal going on the phone line.

>For example, I seem to remember that at 2400bps, bits are not only
>coded by different frequencies but also different amplitudes so that
>2400bps was actually 1200bauds.

>All this is highly not sure... any body has better info ?

Well, I'm not sure either but since I didn't see any other followup
(yet) I'll give it a try. I think the baud rate shows the 'real'
number of binary digits sent over the line, whereas the 'bps', bits
per second rate shows the number off 'useful' bits, since the modem
protocols add extra stop bits and such. If I remember correctly, most
modems send 10 bits for every byte (one of which is a stop bit), so a
baud rate of 2400 would actually have about 1920 bps.

PS. Hmmm, that last figure sounds familiar, but where I know it from
has nothing to do with modeming. It's the max. number of horizontal
dots an A4 9-needle matrix printer can do in quadruple density :-)

> Stefan
>--
>---
>----- Alors voila, Clyde a une p'tite amie ! -----
>----- Elle est belle et son prenom c'est .. Bonnie ! -----
>----- ... -----

Sander SToks
sanders@sci.kun.nl

1960. Using samples in Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 15:50:15 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1993Apr5.155015.13314@ericsson.se>
Source record: 39401

Hi,

I'm currently writing a game and I would love to include some samples that
I've made into the game. Can anyone tell me how to go about doing this?
I'm using Ian Lepore's Heat n' Serve Sozobon C v1.4 (GemFast v1.8) and a
520 STFM (TOS 1.62) upgraded to 2 Megs.

Any help greatly appreciated,
Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/ | Osmond family. (A Rimmer)

1961. Re: high density on ST, what TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 16:02:52 UTC
From: oliver@oktagon.rd.sub.org
Message-ID: <H.ea.1NH7czJRid2@oktagon.rd.sub.org>
Source record: 39428

In <1993Apr2.101606.11264@rhrk.uni-kl.de>, Uwe Seimet writes:
>>Does anybody know what TOS I need at least, to make my high density drive work.
>>And if, p.e. I need to use TOS 1.6 or higher, do I need an expansion board for
>>TOS 1.6, or does it fit in my rom-sockets?
>
>You need TOS 2.06 and for that you need an extension board.

Wrong! You don't need TOS 2.06 to use HD-disks. TOS 1.04 is also able to
manage reading from and writing to HD-disks, but you need TOS 2.06 to _format_
HD-disks from the desktop. But with TOS 1.04 you can format them with most
of the actual copy- and format-programs available, so there should be no
problem.

Ciao,
Oliver

--
Oliver Klink, Pommernweg 8 # eMail oliver@oktagon.rd.sub.org
D 24782 Buedelsdorf, FRG # or oliver@npsbbs.seven.sub.org

1962. Falcon Speed and monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 16:08:42 UTC
From: hubert@swi.psy.uva.nl
Message-ID: <C50q6I.2wo@swi.psy.uva.nl>
Source record: 39402

Does anybody know if Falcon Speed, the PC emulator for Falcon 030, support the VGA monitor in color, cos I thought I read it could only have VGA in monochrome and that sucks. If it doesn't support color VGA, is there another emulator or upgrade of FS coming out, that will support color VGA (or better: color SVGA)?

thanks

Herry

1963. Re: HP550C colour printer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 16:33:18 UTC
From: mjw@crosfield.co.uk
Message-ID: <1993Apr5.163318.18771@crosfield.co.uk>
Source record: 39400
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

In article <1993Apr5.071019.29861@marlin.jcu.edu.au> cemn@marlin.jcu.edu.au (Michael Nielsen) writes:
>
>
> I am looking for a printer driver for the hp550C colour printer
>which allows the usage of Black and YMC.
>

There is a very good program available in the UK called HP_CHROME which creates HP std, plus, 500, 500C and 550C output formats. It comes as a PD version available from most PD sources and also as a full blown package for a small fee.
It takes DGAS or NEO files and produces fair results.

Mike Wilsher
--
____ Mike Wilsher x 4060
/ __
|\ / @ \
\ _______| \ .:|>

1964. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 16:44:08 UTC
From: psurge@cs.utexas.edu
Message-ID: <ls0oeoINNe75@saltillo.cs.utexas.edu>
Source record: 39403

In article <C4vppo.26I@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uoknor.edu (Kenneth L Love) writes:
>
>Will someone tell me the difference between baud and bits/sec.?
>
>All I know for certain is that they are different and that 300 baud is
>~300 bps.
>
>How does one calculate the baud and bps rates?
>
> adTHANKSvance,
> Kenneth Love

Ok, here we go, straight from my Networks class earlier this semester:

Data rate VS Modulation Rate

Data rate: The # of bits transmitted per second (bps)

Modulation rate: The # of signal changes transmitted per second (baud)

Historically: modems transmitted one bit signal change and thus the data rate equalled the modulation rate.

Today: with 2^n distinct signal values, each signal represnets n bits, Data rate = n * (modulation rate)

INCONSISTANCY: many modems are described incorrectly. A "9600 baud" modem is really a "9600 bps" modem! It is really a 2400 baud modem, assuming 16 unique signal levels.

I would also check the Specifications for CCITT V series interfaces which indicate the different V.xx numbers, their bps and corresponding Baud rate.

I will let you chew on that for a while until someone else tries to explain it better.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"M-U-S-I-C we see was never ment to be M-I-C-K-E-Y-M-O-U-S-E" --P.I.D

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

1965. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 17:32:00 UTC
From: taylors@hubcap.clemson.edu
Message-ID: <1993Apr5.173200.29697@hubcap.clemson.edu>
Source record: 39404
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>e91sg@efd.lth.se (Stefan Gimeson) writes:

>>In article <1993Apr1.130455.28373@sbcs.sunysb.edu> swithing@ic.sunysb.edu (Scott Withington) writes:

>>>...that Commodore has chosen the
>>>RISC chip of future amigas! (drum roll please...) As many have speculated,
>>>it is the DEC Alpha!

>The Alpha for a low cost computer like AMIGA's? Oh I see, it's first of April..

No, it's not for low-end machines. It's most probably not even for high-end personal machines. It's probably going to end up focused at the work-station crowd. And it will most definately NOT be low-cost.

--
taylors@hubcap.clemson.edu | "I" before "e" except after "c", +
Amiga | And when sounding like "ay" as in "neighbor" and "weigh", |
Rules | And on weekends and holidays and all throughout May, |
Supreme + And you'll always be wrong no matter WHAT you say! +

1966. Re: Linux port to Atari ST -- Is anyone doing one?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 17:49:09 UTC
From: tevans%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Apr5.114909.26337@hellgate.utah.edu>
Source record: 39405

Chris Wood (cwood@gst-soft.demon.co.uk) wrote:
: Linux is being ported more generally to a 68xxx based enviroment, that
: doesn't just mean Amigas, it also means macs and ST's. However it is
: only being ported for 68030 and upwards, because the lesser 68xxx based
: processor have no memory protection (that might be 68020 and lower I
: can't remember). Hence only TT's and Falcons are going to be supported
: unless someone does try and write some MP stuff for 000, 010's and
: 020's...stable...I think not!

: There is a Linux 68000 mailing list that informs you of the current
: status of the project, though I can't remmber the address off hand.

I believe you mail to linux-activits@niksula.hut.fi and just put
the phrase "X-Mn-Key: join 680x0" as your body. Then when ever
anybody mails to linux-activists@niksula.hut.fi and puts the
phrase "X-Mn-Key: 680x0" in the body you will be sent a copy of the
letter. (You can send mail the same way to the group and it will be sent
to everybody on the mailing list.)

It should be just that easy, however if you have problems, let me know.

tevans@cs.utah.edu

1967. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 21:33:25 UTC
From: Barnard@forge.franken.de
Message-ID: <Ri7Js*iy0@forge.franken.de>
Source record: 39440
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C4touq.54G@news.iastate.edu>, Marc N. Barrett writes:

[...]
> What software will it run?

Everything, which is written on Apr, 1st.

Oh, come on, Marc. If you've really missed this, then you should *really*
buy a Mac and leave us alone.

Allooooooha!
Henning

--
\\ _ Henning Schmiedehausen - barnard@forge.franken.de _ // Amiga -
\X/ --- Home of Barnard's Software Forge - ECG038 --- \X/ Learning to Fly

He's a Unix Wizard,
I just can't get the gist
A Unix wizard's
Got such a mental twist -- Jamie Mason <jmason2@gpu.utcs.utoronto.ca>

1968. Re: high density on ST, what TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 22:28:31 UTC
From: hubert@swi.psy.uva.nl
Message-ID: <C517rJ.5vy@swi.psy.uva.nl>
Source record: 39414

At first thanks for the replies.
As I don't want to spend too much money on my Atari, I don't feel like getting myself a TOS 2.06. I don't have any money at all, and I can get a TOS 1.4 for free (on Eproms). All the rest I already have... Besides, if I do have any money to spend (hopefully this summer), I'll buy a Falcon 030. So the only thing I will change on my ST is another TOS and memory upgrade (cos I got the simms for free as well :)
Thanks alot for the info

Herry

1969. Re: SCRIPT III

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-05 22:37:25 UTC
From: hubert@swi.psy.uva.nl
Message-ID: <C5186E.60A@swi.psy.uva.nl>
Source record: 39413

sheppard_r@kosmos.wcc.govt.nz writes:

>Well I have the Mono only version of Script 1, sold by Magamax,
>is there a way I can update to the a English version of Script 3..??

I'm very much looking for script III as well, but I doubt whether it's
released yet.

>I have just had a look at Script 3 demo, it now runs in medium resolution..

Script 2.1, which I use, also works in medium resolution, but I prefer to use
it in mono, cos that looks much better. The only way to get a true WYSIWYG.
Script 2.1 already has a lot of new features, which I knew already from MS word
4.0 on a Mac, which makes it the best word processor I've ever seen on an Atari
and believe me, I've seen a lot. :)

>I think this would be the best Word Processer for the Atari, I have found
>it easy to use and with all the font options this takes a lot of beating,
>The output looks very nice on my cheap HP. Deskjet.

You're right. Script makes 1st word+ look like shit, and even That's write
ls

looks kinda fragile compared to it.

Herry

1970. Re: Development (GCC) under Mint? (No flames please)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 01:34:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1pqmnsINNk83@elroy.jpl.nasa.gov>
Source record: 39415

In article <C4z360.80C@world.std.com> mgm@world.std.com (michael g moncur) writes:
> I've seen alot of people mention that they do their programming
>under MiNT. I realize the advantages this could have - unix
>compatibility, multitasking/threading, and so on - but I have a
>question...
>
> Is it horrendously slow?
>
> Better phrased: The software I've been working on is huge. It's
>well over 500K of source in over 100 files. Under TOS, using bammi's
>version of make and version 2.31 of gcc, a full recompile takes
>approximately 2 hours. Under MiNT, would it be even slower? Do I
>need a faster machine (I do anyway)?

Yes, MiNT will make your system slower. Not a great deal slower though,
particularly if you're still using your system the exact same way as before,
i.e., running a single shell, a single make, a single compile procedure, etc.
If you try to start a bunch of additional processes in parallel, things will
certainly slow down further; there's only so much CPU time available after all.

I suggest, while you consider buying a faster machine, you structure your code
dependencies such that you don't need to do a full recompile too often!
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

1971. Need sources for HV capacitors.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 04:37:17 UTC
From: rkim@mars.uucp
Message-ID: <1993Apr5.213718.4721@nic.csu.net>
Source record: 39416
Cross-posted to: sci.electronics,comp.sys.atari.st.tech

Recently, my video monitor went dead, no picture, some low distorted sound. I didn't hear the tell-tale cracking that indicated HV at work, nor are the filaments at the far end of the tube glowing orange, just nothing.

On examining the power board, I noticed the largest capacitor with a very bad bulge at the top. Naturally, I want to replace it, but I can't find any sources.

The electrolytic capacitor is 330 mF at 250WV. It has radial leads, and is roughly 1 1/2 inches long, 1 1/8" wide. The dimensions are important since the whole board fits in a metal cage, leaving little room.

Living in the Los Angeles area, I've been to numerous stores (Dow Radio, All Electronics, ITC Elect, Sandy's, Yale Elect) with empty hands.

Can anyone suggest sources for high-voltage capacitors? Mail order is fine, although I'd rather check out a store to compare the can. I'm going to try a video electronics store, hopefully they'll have HV caps.

(By the way, the monitor is a ATARI SC1224, Goldstar circuitry, Masushita tube. Anyone else had problems?)

Thanks in advance,
Rich K.

email> rkim@opus.calstatela.edu

1972. STE and Interlacing...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 05:33:42 UTC
From: gverrill@ic.sunysb.edu
Message-ID: <1993Apr6.053342.18542@sbcs.sunysb.edu>
Source record: 39423

Hi!

I have a 4-meg 1040STe and I am using the double.prg on a color monitor to get a 640x400 interlaced 4 color screen. Is there anyway to trick the system into thinking I am using a monochrome monitor or think it is ST-hi but in four colors? Some programs, take gemview for example, will use the extra room on screen but still think it is just a 640x400 medium resolution screen. As a result pictures are squashed vertically. I just want someway of having the system think the current screen resolution is 2 (640x400) and also still use the four available colors. Thanks very much!

-Michael Rose

1973. Re: Floppy Disk Latency

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 05:57:00 UTC
From: st1my@rosie.uh.edu
Message-ID: <6APR199300571690@rosie.uh.edu>
Source record: 39421
Cross-posted to: comp.sys.amiga.hardware,comp.sys.atari.st.tech

In article <78794@cup.portal.com>, thad@cup.portal.com (Thad P Floryan) writes...
>In article <3APR199316040367@rosie.uh.edu>
>st1my@rosie.uh.edu (Stich, Christian E.) writes:
>
>|In article <78740@cup.portal.com>, thad@cup.portal.com (Thad P Floryan) writes
>|>[...]
>|>I'd be more concerned about the longevity of boot EPROM data; the expected
>|>lifetime of THOSE is only 10 years and I dump all systems' EPROM code to
>|>floppy for archival storage.
>|
>|What about GALs. How long does it take those to revert back to their original
>
>|state?
>
>Sorry, I don't have the answer (re: GALs). While we're at it, *what* are
>"GALs"? (I presume you're referring to some type of semiconductor memory! :-)
>
>I am familiar with PALs and ROMs, etc. and no databooks I have suggest that
>we'll be needing to worry about those during our lifetimes.
>
>The information about EPROM lifetime was taken from Intel (and other) data
>books (re: charge depletion).
>
>Thad Floryan [thad@btr.com, thad@cup.portal.com, thad@netcom.com]

GALs (Generic Array Logic, manufacturer: Lattice) are devices similar to PALs.
The differences are that GALs are erasable and reprogrammable (just like EPROMs)
and also they are much more versatile (1 type of GAL replaces (theoretically)
several types of PALs; theoretically because it's not always possible to replace
PALs with GALs due to their slightly different specifications). I don't have
any information handy right now to check the internals of GALs but I would
assume that their internal structure is similar to E2PROMs, at least in terms
of matrix information being stored in capacitors (-> charge depletion).

Christian

1974. Re: What's this darn GIFLITE format?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 07:55:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <78906@cup.portal.com>
Source record: 39418

GIFLITE is a utility that can compress GIF pictures (which are already compressed) an average of 30% more than normal. It does this with varying loss of detail..

GIFLITE compressed pictures are still compatible with regular GIF files and viewers.. (I *have* had some problems viewing them with some ST GIF viewers though..), in contrast to the JPEG compression method which requires that the file be uncompressed before viewing.

I've used GIFLITE on my PC for quite a while now, and the 30%+ savings in disk space has been quite nice. The PC GIF viewers I use are completely compatible, and handle GIFLITE'd files just fine.

BobR

1975. Re: Real World C++ Programming for TOS-- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 09:14:34 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.734087674@mi.el.utwente.nl>
Source record: 39419

In <1993Apr5.140035.4387@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:

>We would like to know C++ on the ST/TT is so rarely used. Are there any
>programmers out there who have successfully written a GEM application using
>GNU (or any other) C++. Are there any hidden traps we should watch out
>for? Or is it just that a simple hello.cc generates at least 58K of code
>with ALL optimisation and symbol stripping flags on [of course, using the
>C++ style cout stuff] ?

There are two more problems:

1) You need lots of memory. Not many ST users have 4Mb -- and i am afraid
that is on the small side for complex programs (based on VM stats running
g++ on a sparc.)
2) Reported compile times on the St are terrible -- having to wait 1 minute
for a iostream-based hello.cc is too long.

These two are my reasons not to use g++ on the ST. If somebody can confirm
that 4Mb really is enough for normal g++ program i might upgrade -- but i want
to be sure first.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

1976. Help us with keyboard chip!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 10:59:22 UTC
From: pasha@isi.itfs.nsk.su
Message-ID: <AAAAMmhSJ4@isi.itfs.nsk.su>
Source record: 39426

We have a trouble with Atari MEGA ST keyboard.
We can not just call the firm because we live in Russia.
There is a chip inside, and everything goes as it
has been damaged. Its code name is HD6301V1P.
We can not get such a chip, so we need to know
as much as possible about it to replace it by
some equivalent. We know that 6301 is a single-chip
microcomputer with built-in ROM. We need a chip
description and the contents of its ROM if it is
available. Is it possible to get already programmed
one and where?
Or maybe anybody can supply us with description of
Atari Keyboard. What signals go from Atari to keyboard
and back? Is it compatible with PC keyboard?
Please, help us!

1977. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 13:13:34 UTC
From: dcc@dcs.ed.ac.uk
Message-ID: <C52Cqn.7Is@dcs.ed.ac.uk>
Source record: 39420
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr5.173200.29697@hubcap.clemson.edu>, taylors@hubcap.clemson.edu (C. Taylor Sutherland III) writes:
> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
> >The Alpha for a low cost computer like AMIGA's? Oh I see, it's first of April..
>
> No, it's not for low-end machines. It's most probably not even for high-end
> personal machines. It's probably going to end up focused at the work-station
> crowd. And it will most definately NOT be low-cost.
>

But give it a chance. The current one-off price of a 200MHz 21064-AA is around L1700 (US$2500), but that will drop sharply. Remember that the 68000 was a workstation processor when it first appeared - now it's barely enough for a games machine (A600, Sega and Nintendo all have extra hardware). I would expect to see the first Alpha machines used by serious home enthusiasts (the kind who have an A4000/Quadra/486DX now) by late 1994, probably in the form of PC replacements running Windows NT, or possibly Unix machines. DEC's biggest potential market is power PeeCee users, who would otherwise be after a 586 or Pentiwhatsit, and it is in Microsoft's interest not to be tied to Intel forever.

Dave
--
David Crooke, Department of Computer Science, University of Edinburgh
Janet dcc@ed.dcs : Internet dcc@dcs.ed.ac.uk : IP talk dcc@129.215.160.2
Work: JCMB Rm 3310, King's Bldgs, W Mains Rd., Edinburgh EH9 3JZ. 031 650 6013
Home: 2FL, 39 Woodburn Terr, M'side, Edinburgh EH10 4ST. Tel: 031 452 9067

1978. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 14:16:08 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02rw@tndb.UUCP>
Source record: 39357

In article <C50oMu.LLp@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>In <1posnb$ld5@disun41.epfl.ch> monnier@di.epfl.ch (Stefan Monnier) writes:
>
>>In article <C4vppo.26I@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uoknor.edu
(Kenneth L Love) writes:
>>>Will someone tell me the difference between baud and bits/sec.?
>>>
>>>All I know for certain is that they are different and that 300 baud is
>>>~300 bps.
>>>
>>>How does one calculate the baud and bps rates?
>>>
>>> adTHANKSvance,
>>> Kenneth Love
>
>>I don't know the difference for sure, but I've heard once that bps was
>>what you would expect whereas bauds denotes the frequency of the
>>electrical signal going on the phone line.
>
>>For example, I seem to remember that at 2400bps, bits are not only
>>coded by different frequencies but also different amplitudes so that
>>2400bps was actually 1200bauds.
>
>>All this is highly not sure... any body has better info ?
>
>Well, I'm not sure either but since I didn't see any other followup
>(yet) I'll give it a try. I think the baud rate shows the 'real'
>number of binary digits sent over the line, whereas the 'bps', bits
>per second rate shows the number off 'useful' bits, since the modem
>protocols add extra stop bits and such.

...

That's not it. The estimated "baud rate" is the number of
state changes per second. The *actual* baud rate might not cut
that for various reasons, but it's usually very close. The estimated
maximum "bps" or bits per second is usually very close to the baud
rate in serial transmission systems, though a "bps" rating for
an 8 bit parallel port would be 8 times the "baud rate" (assuming
a byte is transmitted per state change and all perfectly timed -- not
necessarily true). But again, the real "bps" is often not up to the
rated value for various reasons.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

1979. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 14:22:28 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02s2@tndb.UUCP>
Source record: 39356

In article <ls0oeoINNe75@saltillo.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>In article <C4vppo.26I@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uoknor.edu (Kenneth L Love) writes:
>>
>>Will someone tell me the difference between baud and bits/sec.?
>>
>>All I know for certain is that they are different and that 300 baud is
>>~300 bps.
>>
>>How does one calculate the baud and bps rates?
>>
>> adTHANKSvance,
>> Kenneth Love
>
>Ok, here we go, straight from my Networks class earlier this semester:
>
>---
> Data rate VS Modulation Rate
>
>Data rate: The # of bits transmitted per second (bps)
>
>Modulation rate: The # of signal changes transmitted per second (baud)
>
>
>Historically: modems transmitted one bit signal change and thus the data
> rate equalled the modulation rate.
>
> Today: with 2^n distinct signal values, each signal represnets n
> bits, Data rate = n * (modulation rate)
>
>INCONSISTANCY: many modems are described incorrectly. A "9600 baud" modem
> is really a "9600 bps" modem! It is really a 2400 baud
> modem, assuming 16 unique signal levels.

...

I disagree, which in this case is NOT the same as saying that
you're wrong. It's not inconsistent because "baud" refers to a
"state change" and a change in signal level can be considered a
"state change", so terminology can be considered properly used.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

1980. Re: Falcon Speed and monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 14:55:01 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.734108038@rw8.urc.tue.nl>
Source record: 39422

hubert@swi.psy.uva.nl (Herry Hubert) writes:

>Does anybody know if Falcon Speed, the PC emulator for Falcon 030, support the
>VGA monitor in color, cos I thought I read it could only have VGA in monochrome
>and that sucks. If it doesn't support color VGA, is there another emulator or
>upgrade of FS coming out, that will support color VGA (or better: color SVGA)?

As far as I know there will be newer versions that support color SVGA
for all programs. At the moment however, there is only a Windows 3.1
driver that can use color SVGA.

Erlend.

1981. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 16:08:41 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C52KuH.MBG@tsegw.tse.com>
Source record: 39372

monnier@di.epfl.ch (Stefan Monnier) writes:

>In article <C4vppo.26I@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uoknor.edu
(Kenneth L Love) writes:
>>Will someone tell me the difference between baud and bits/sec.?
>>
>>All I know for certain is that they are different and that 300 baud is
>>~300 bps.
>>
>>How does one calculate the baud and bps rates?
>>
>> adTHANKSvance,
>> Kenneth Love

>I don't know the difference for sure, but I've heard once that bps was
>what you would expect whereas bauds denotes the frequency of the
>electrical signal going on the phone line.

>For example, I seem to remember that at 2400bps, bits are not only
>coded by different frequencies but also different amplitudes so that
>2400bps was actually 1200bauds.

>All this is highly not sure... any body has better info ?

Hmm.. From E&CE324 (Computer Structures) comes the following definition:

Baud - the number of SYMBOLS sent per second.
BPS - Bits per second.

For the slower modems, (<=2400, I think), Baud=bps (ie ONE signal per bit
is sent) which is why many people (incl. myself sometimes) get confused.

I don't remember exactly, but I think 9600 bps modems are really 2400 baud,
with each SYMBOL representing FOUR bits (4*2400 = 9600). In a similar manner,
14 400 would just be SIX bits per symbol (6*2400 = 14 400)..

How does one symbol represent 6 bits? Different frequency contents, phase
shift, etc.

For non-phone lines, you can do lots of other neat stuff. If you had a detector
on either end capable of distinguishing 256 levels of voltage in 1/1000 of a
second accurately, you could send 8 bits * 1000 baud = 8k/s...

I have a feeling E&CE411 Digital Communications (continuation to E&CE 318) will
probably also shed some more light on the subject..

Mattias
--

Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

1982. RESULT: comp.sys.atari.advocacy passes 170:36

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 16:33:18 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1psbceINNbdt@rodan.UU.NET>
Source record: 39424
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

Voting for the creation of new newsgroup comp.sys.atari.advocacy was closed on
1st April, 1993. The final result was:

Yes votes: 170
No votes: 36

Yes - No: 134 (must be over 100)
Ratio Yes/No: 82.5% (must be over 66.7%)

This proposal has passed its voting stage.

Please check your vote. If there are no significant irregularities or
objections reported after the 5-day consulting period, then the group will be
created.

Thankyou to all who voted, YES or NO!

David Oakley, proposer comp.sys.atari.advocacy

170 Yes votes were cast, and were as follows:

1 Al-Rashid Shahir alrashi@ecf.toronto.edu
2 Allison, Warwick warwick@cs.uq.oz.au
3 Anderson, David stewart@yvax.byu.edu
4 Anisko, Robert anisko@usdtsg.daytonoh.ncr.com
5 Anthony, Lea cca92001@uk.ac.bham.ibm3090
6 Atwood, Mark matwood@peruvian.cs.utah.edu
7 Baffoni, Mike baffoni@aludra.usc.edu
8 Baljeu, R.J. v892307@si.hhs.nl
9 Bergman, Leif pvt1-117@nada.kth.se
10 Bernardo, Marcelino mbernar@erenj.com
11 Blumberg, Seth slb22@cunixb.cc.columbia.edu
12 Booth, Wayne trek\@ihlpb!att!com
13 Breese, Justin fsjwb3@alaska
14 Brian, Cooper bcc@eyring.com
15 Brink, Ate ate@cs.ruu.nl
16 Brod, Claus clausb@hpbeo79.bbn.hp.com: YES
17 Brown, Alan dogbowl@dogbox.acme.gen.nz
18 Browne, Christopher cbbrowne@csi.uottawa.ca
19 Bunch, John sixhub!myst!jbunch@crdgw1.ge.com
20 Burghardt, Aaron aburgh@iastate.edu
21 Buschhaus, Karl karlb@csd4.csd.uwm.edu
22 Caple, Steve spook@cyberhm.royle.org
23 Card, Peter pjc@jet.uk
24 Castellano, Nicholas entropy@gnu.ai.mit.edu
25 Chapman, Ian essex.ac.uk

Churchill, Dave ac255@freenet.carleton.ca
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Collis, John john@albemuth.equinox.gen.nz
Cotsell, Bruce b.cotsell@ucl.ac.uk
Cummins, John cummins@a.cs.okstate.edu
Current, Michael currentm@carleton.edu
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Franklin, Greg franklig@gas.uug.arizona.edu
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Gilbert, Ben bgilbert@cs.washington.edu
Goggin, Dave dt4@cs.ucsb.edu
Grabnar, Matija matija.grabnar@ijs.si :YES
Grimm, Steven koreth@hyperion.com
Groenink, Annius V. avgroeni@cs.ruu.nl
Gustavsson, Per sp1pergu@his.se
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Hjort, Henrik sp1henhj@his.se
Hoffman, Andreas Andreas_Hoffmann@k.maus.de
Hohmuth, Michael hohmuth@freia.inf.tu-dresden.de
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Hutchinson, John hutch@ilmen.lanl.gov
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Kilian, Jens jensk@hpbeo82.bbn.hp.com
Kitowicz, Jack, ac382@freenet.carleton.ca: YES

76 Klassa, John klassa@cs.wm.edu
77 Klockars, Johan d8klojo@dtek.chalmers.se
78 Koehling, Martin Martin_Koehling@un.maus.de
79 Kreymer, Arthur KREYMER@FNAL.FNAL.GOV
80 Krimen, Ed ekrimen@wet.com
81 Krohn, John enjk@atuvm.atu.edu
82 Kurza, John jtk4177@hertz.njit.edu
83 Lai, C.W. v892127@si.hhs.nl
84 Lange, Eberhard el@qua.crl.melco.co.jp
85 Lavi, Mark J. markjl@acs.bu.edu
86 Lee, Chen-Ming cmlee@netcom.com
87 Lehett, John JJL101@PSUVM.PSU.EDU
88 Levis OS/2, Mike mlevis@ringer.cs.utsa.edu
89 Lingnau, Anselm lingnau@math.uni-frankfurt.de
90 Lister, john jsl-a@minster.york.ac.uk
91 Lodge, Mathew mjl-b@minster.york.ac.uk
92 Love, Kenneth kllove@mailhost.ecn.uoknor.edu
93 Lundberg, Andrew lundberg@cs.jhu.edu
94 Lundquist, Eric LUNDQUIST@PANAM2.PANAM.EDU
95 Lynbech, Christian lynbech@daimi.aau.dk
96 magro, joseph jmagro@baron.ncsa.uiuc.edu: YES
97 magro, william wmagro@uiuc.edu: YES
98 Malham, Dave dgm2@vaxa.york.ac.uk
99 Marble, Chris cmarble@hmcvax.claremont.edu
100 Marshall, Keith pcxkrm@unicorn.nott.ac.uk
101 Maynard, Jay jmaynard@nyx.cs.du.edu: YES
102 McCormack, Sean jmcrmack@unix2.tcd.ie
103 McDonald, Kier cs92kam@brunel.ac.uk
104 McGuire, Ed ed@intellection.com
105 McLaggan, Dougie mclaggan@movies.enet.dec.com
106 McNicol, David cabp09@cc.strath.ac.uk
107 Mountifield, Tony tony@microware.co.uk
108 Nagel, Erlend wmtwen@urc.tue.nl
109 Newman, Ken ken@isgtec.com
110 Noest, Boerge borgen@stud.cs.uit.no
111 Nummelin, Arto euaanu@eua.ericsson.se
112 O'Bryan, Mark obryan@gumby.cc.wmich.edu
113 Oakley, Andrew evilandi@vnet.ibm.com: YES
114 Oakley, David dxo@uk.ac.bham.cs
115 Ochocki, Russell rdo@kynes.bison.mb.ca
116 Oke, Simon okes@essex.ac.uk
117 Oosterhoff, Auke UBADIC06@EBCESCA1
118 Paetau, Rasmus paetau@mits.mdata.fi
119 Page, Donald donaldp@sco.com YES
120 Park, Michael mpark@u.washington.edu
121 Paschall-Zimbel, David davidli@simvax.lambed.umn.edu: YES
122 Pelletier, Yves pelletier@nyongwa.cam.org
123 Peterschmidt, Kurt kurt.peterschmidt@cray.com
124 Peterson, Brian brianp@netcom.com
125 ? ptucker@elli.une.ed.au: YES

126 Quinn, Michael mjquinn@pucc.princeton.edu: YES
127 Rae, Ian imr@uk.ac.bham.cs
128 Rauch, Felix rauch@avalon.physik.unizh.ch
129 Ravens, Waldi walra%moacs11@nluug.nl
130 Reed,Dan ma0dmr@ss1.bath.ac.uk: YES
131 Rice, Rob rrice@mail.sas.upenn.edu
132 Ridd, Chris C.J.Ridd@cs.bham.ac.uk
133 Schaaf, Richard rscha@ctp.com
134 Schr"oder, Martin L15D@ALF.ZFN.UNI-BREMEN.DE
135 Schulze, Thomas ts@uni-paderborn.de
136 Schuster, Bernd schuster@edag.ptdg.sharp.co.jp
137 Schwingen, Michael rincewind@discworld.oche.de
138 Singleton, john singlejf@cs.aston.ac.uk
139 Skar, Anders anderss@edb.tih.no
140 Sobek, Ralph Ralph.Sobek@cerfacs.fr
141 Spacek, Mark spacek@cactus.org
142 Spear, Geoffrey gspear+@CMU.EDU
143 Steve Jr, Michael msteve@magnus.acs.ohio-state.edu
144 Stevenson, David djs@jet.uk
145 Stoks, Sander sanders@sci.kun.nl
146 Stuyvesant, Eric erics@agora.rain.com
147 Syratt,Richard richard@op.ph.ic.ac.uk
148 Tagliaro, Paolo mandela@sabrina.dei.unipd.it
149 Tashian, Carl tashiacm@ctrvax.vanderbilt.edu
150 Thomas, David spx2djt@cardiff.ac.uk
151 Tomlinson, Howard u1j64@keele.ac.uk.has.better.chips
152 Tveito, Oodvar oddvar.tveito@tf.tele.no
153 van Oostrum, Piet piet@cs.ruu.nl
154 Vance, Joachim jvance@einstein.oac.uci.edu
155 Vasileff, david dvasilef@indiana.edu
156 Veenstra, Hendrik Jan hjv@phil.ruu.nl
157 Venable, Rick rvenable@helix.nih.gov
158 Verhoeven, marco Marco_Verhoeven@nextjk.wlink.nl
159 Vizor, Nick csi080@uk.ac.coventry.cch
160 von Gunten, Ralf VONGUNTENR@ezinfo.vmsmail.ethz.ch
161 Wagner, Gary grw@ukc.ac.uk
162 Weber-Fahr, Christoph, wefa@kit.uni-kl.de: YES
163 Wells, Steven WELLS_S@Kosmos.WCC.Govt.NZ
164 White, stephen sfwhite@sciborg.uwaterloo.ca
165 Willekens, Jan jan@nextjk.wlink.nl
166 Winter, Matthew wintermi@cs.aston.ac.uk
167 Wokoun, Douglas af623@cleveland.Freenet.Edu
168 Wood, Victor rm4y@vm.op.dlr.de
169 Woodbury, Gregory ggw@wolves.durham.nc.us
170 Yannikos, Marinos nino@vmars.tuwien.ac.at

36 No votes were cast, and were as follows:

1 Benningfield Jr., Robert F. benningf%aurfs1%aurgate@mcnc.org
2 Carr, Dave carr@otto.cit.buffalo.edu
3 Coile, Steve scoile@gmuvax.gmu.edu

4 da Silva, Peter peter@ficc.ferranti.com
5 Fee, Charles cxf111@psuvm.psu.edu
6 Fenelon, Peter pete@minster.york.ac.uk
7 Fink, Oliver hagar@tpki.toppoint.de
8 Hatz, Mike mhatz@nyx.cs.du.edu
9 Hendrickson, Eric edh@staff.tc.umn.edu
10 Hooover, Bruce hooverb@cs.wvu.wvnet.edu
11 JACOBI, MIKE SYSTEM@EAGLE.NAVSSES.NAVY.MIL
12 Johannes, Gronvall joha@clinet.fi
13 Juul, Arne arnej@lise.unit.no
14 Kaltefleiter, Roland kaltef@theo-physik.uni-kiel.dbp.de
15 Klink, Oliver oliver@oktagon.rd.sub.org
16 Lake, Marshall mlake@irscscm.uucp address
17 lau, stephen lau@ai.sri.com
18 Lehovich, Andre andrel@brown.edu
19 Lindahl, Greg gl8f@virginia.edu
20 Miller, Ricahrd rick@bcm.tmc.edu
21 Moorcroft, Marc smarry@zooid.guild.org
22 Nesbitt, Murray mjn@pseudo.uucp
23 Noh, Jay jnoh@genesis.mcs.com
24 Olson, Eric ejo@kaja.gi.alaska.edu
25 Owens, Bill owens@acsu.buffalo.edu
26 Petro, Herbert hmpetro@mosaic.uncc.edu
27 Plutchak, Joel plutchak@porter.geo.brown.edu
28 Power, Matt mhpower@athena.mit.edu
29 Rogers, Steve srogers@tad.eds.com
30 Ryan, Sean fsspr@aurora.alaska.edu
31 Sanchez, Eugenio al198723@academ01.mty.itesm.mx
32 Sanchez-Pe~a, Eugenio al198723@academ01.mty.itesm.mx
33 sheldon, steve sheldon@iastate.edu
34 Spiker, Robert W. rws3n@Virginia.EDU
35 Trier, Stephen trier@ins.cwru.edu
36 Vries, Robert de robert@and.nl

Any invalid votes I have received, I have tried to reply to. Sorry if you do
not appear above, and if you think that you should do, please contact me.

I am currently on holiday, so I can't guaruntee an immediate responce!
-- .___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |
ST7 8QQ England.| |_/ |_| _|/

1983. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 17:33:15 UTC
From: ken@isgtec.com
Message-ID: <4504@isgtec.isgtec.com>
Source record: 39429

In article <C50oMu.LLp@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
> In <1posnb$ld5@disun41.epfl.ch> monnier@di.epfl.ch (Stefan Monnier) writes:
> >In article <C4vppo.26I@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uoknor.edu (Kenneth L Love) writes:
> >>Will someone tell me the difference between baud and bits/sec.?
> >>All I know for certain is that they are different and that 300 baud is
> >>~300 bps.
> >I don't know the difference for sure, but I've heard once that bps was
> >what you would expect whereas bauds denotes the frequency of the
> >electrical signal going on the phone line.
> Well, I'm not sure either but since I didn't see any other followup
> (yet) I'll give it a try. I think the baud rate shows the 'real'
> number of binary digits sent over the line, whereas the 'bps', bits
> per second rate shows the number off 'useful' bits, since the modem

This is most amusing, all these people guessing at this question and all giving different answers! (And all totally wrong!) The baud rate denotes "symbols/sec", where the meaning of a symbol depends totally on the encoding scheme used to modulate a carrier by the modem. High-speed modems use VERY complicated encoding schemes to produce high bps (bits-per-second, pretty unambiguous) rates but still fairly low baud rates. The technique used in general is to produce more complex "symbols" that are sent over the phone line, although the number of symbols/sec is still quite low and can be transmitted in such a way as to not be mangled by the miserable electrical characteristics of phone lines. Many parameters can be adjusted in the encoding, including frequency, phase, amplitude, and probably some others... Most modems nowadays are rated in bps, the baud rating is quite irrelevant to the user, and is a holdover from the old days when bps and baud were quite similar.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1984. TT and VGA monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 18:28:31 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1psi4fINNgkp@rs1.rrz.Uni-Koeln.DE>
Source record: 39425

Hi folks,

a couple of days ago I saw a posting here in c.s.a.st.tech that
was about the phenomenon of VGA monitors displaying a large,
unused area on the right side of the screen when hooked up to a
TT. Could someone mail that posting/these postings to me? I
didn't pay much attention to the thread when it was on, but now I
am offered a used VGA monitor unexpectedly, and I experience that
very phenomenon.

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

1985. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 19:59:05 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C52vII.30x@tsegw.tse.com>
Source record: 39371
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.misc,comp.sys.amiga.applications,comp.sys.amiga.advocacy

pochanay@cae.wisc.edu (Adisak Pochanayon) writes:

> For STTNG fans a new improved Gordy smiley]) he he hehehe....

I'm Sure Geordi would appreciate a proper spelling of his name (even if it
is April 1st).. Of course, I probably just put my foot in my mouth by
spelling it wrong..

However, Gordy would be pronounced GORD-EE (as opposed to GORD-ON).
You need the e before the o to make the g soft.

Remember Sesame Street? G...Grover... G... George.. I love that skit :-)

Mattias

--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

1986. Re: Falcon Speed and monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 20:45:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1psq5hINN763@golem.wcc.govt.nz>
Source record: 39427

>Does anybody know if Falcon Speed, the PC emulator for Falcon 030, support the
>VGA monitor in color, cos I thought I read it could only have VGA in monochrome

>and that sucks. If it doesn't support color VGA, is there another emulator or
>upgrade of FS coming out, that will support color VGA (or better: color SVGA)?

It will support the 'standard' 640*480*256 VGA on the MS-DOS machine.
There is 486/33Mhz emulator in the works which will be quite capable
of this & more (although whether they'll use the extra graphics remains
to be seen).

Compo' should have finished it by now (they've had quite a while).

1987. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 21:17:26 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <62674@aurs01.UUCP>
Source record: 39260

In article <C4vppo.26I@constellation.ecn.uoknor.edu> kllove@vigilanti.ecn.uoknor.edu (Kenneth L Love) writes:
>knarf@amsev.sta.sub.org (Frank Bartels) writes:
>
>>I never said I had a Connect with 57600 bps! The serial line between my
>>Falcon and my ZyXEL is at 57600 *Baud*! The best Connect I get with my ZyXEL
>>is 16800bps/V.42bis.
>
>>I think 57600bps will never be able on a normal telephone line!
>
>Will someone tell me the difference between baud and bits/sec.?

Sure. Most commercial modems today use a modulation format know as Phase Shift Keying, or PSK. In a binary PSK system one differentiates between a 1 and a 0 transmitted over a given time interval (Baud interval) by shifting the phase of a carrier signal by 180 degrees. If instead of 0 and 180 degrees you change the phase of the carrier by increments of 90 degrees, two bits can be transmitted in the same baud interval. So while the baud rate hasn't changed, the number of bits transmitted per baud interval has doubled. Using a combination of phase and amplitude changes, several bits can be transmitted in a single baud interval. This is known as Quadrature Amplitude Modulated Phase Shift Keying, or QAMPSK.

Note that not all of the transmitted bits are used to carry data. Some are used for complex error correction schemes, such as Trellis code modulation using the Viterbe algrorithm employed by V.32bis. This makes it often unclear how to calculate the bit rate based soley on the baud rate and the number of data bits transmitted per baud interval.

In a nutshell, Baud = number of symbols per second
bps = number of bits per second.

The theoretical limit of baud rates over 4KHz bandwidth phone lines is around 2500 baud, so anybody who claims he has a 9600 baud modem is using the wrong terminology.

>All I know for certain is that they are different and that 300 baud is
>~300 bps.

Yeah, generally 300 baud modems use Frequency Shift Keying (FSK), which generally only transmit one bit per baud interval, so baud and bps are both accurate in this intsance.
>
>How does one calculate the baud and bps rates?

bps = baud rate * 2^(number of bits per baud interval - 1)

Note again that some of the transmitted bits may be "redundancy bits"
used for error correction, rather than part of the transmitted data.

This stuff used to be simpler.

****
Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
* GEnie: J.WHITCOMB3 *
****

1988. Re: What's this darn GIFLITE format?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 23:27:58 UTC
From: au215@cleveland.Freenet.Edu
Message-ID: <1pt3lu$m9a@usenet.INS.CWRU.Edu>
Source record: 39437

In a previous article, stusoft@hardy.u.washington.edu (Stuart Denman) says:
+I was doing a hex read of a gif file that I was unable to view using
+standard GIF viewers, and I noticed a word in the header...GIFLITE.
+I think this is some different type if GIF87a format, and I really need
+some code or description on how to decode this format.

I've seen a couple of "GIFLITE" files, and I think they are created by some PC application. These files contained an extension block, as introduced in Compuserve's GIF89a format document. (Thus, any GIF file with an extension block should have a version number of GIF89a or later. Unfortunately, this does not always seem to be the case.)

When decoding, the only practical thing to do with extension blocks is to skip them. I posted a program ("FIXGIF") a while back to load a GIF file, strip the extension block, and save it again, which worked fine with those pesky GIFLITEs - at least, the ones I had.

Just as "," ($2c) introduces the image descriptor within the GIF file, "!" ($21) introduces an extension block (where you would have been expecting to find the comma). The next byte gives the type of extension block, e.g. comment ($fe), application ($ff), plain text ($01), graphics control ($f9). There then follows one or more series of <block size (byte), data block>. (The length of the data block is given by the preceding byte.) A block size of zero terminates the extension block, and if all is going to plan, the next byte will be either "," or "!".

So the 68000 assembly code would look a bit like this:

```
.start cmpi.b #'!',(a0)
bne.s .okay ; if no extension block, nothing to do
addq.l #2,a0 ; if so, we don't care what type it is
.loop clr.l d0
move.b (a0)+,d0 ; get block size into d0 and skip block size
tst.b d0 ; block size of zero?
beq.s .start ; if so, back to start to look for another
adda.l d0,a0 ; otherwise skip data block
bra.s .loop ; and prepare to skip another
.okay ....
```

Hope this helps,
Stephen

1989. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-06 23:57:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12862@uqcspe.cs.uq.oz.au>
Source record: 39438

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>Erlend Nagel writes:
>> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>
>>>... a strong argument for a fixed screen location and dual-ported RAM.
>>
>> Isn't dual ported RAM terribly expensive?

>Atari ... they're just stupid.

Come now, I think there are a LOT of people that are very glad Atari (and
Amiga) don't have a fixed-location screen. All these bigscreen emulators
with hardware scrolling, and almost every game takes advantage of the
excellent flexibility an arbitrary-location screen gives. Even the hardware
scrolling feature of MiNT (great for those with slow computers!) would not
be possible with fixed-location screen memory.

Atari computers aren't ONLY used for GEM applications! (Despite Ian L)
Atari computers aren't ONLY used for TTY applications! (Despite Chris H)

Fixed-location memory is fine for some applications, but arbitrary-location
gives flexibility.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

1990. Re: Writing to the screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 02:01:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A19788@K.maus.de>
Source record: 39264

>Now, is it legal to toggle logbase between applications like that? I
>thought about multitasking and logbase is per application. Any other
>problems with doing things this way? Will moving physbase cause a problem (
>I think I have to restore it when I make any AES call though, right?)

You're using different OS levels. There is no warranty that the screen the VDI uses is the same one XBIOS uses. Once you have a graphics card, this might easily happen.

For text windows. why not allocate a screen buffer containing character and attributes for each visible cell?

- Peter -

1991. Re: Australian Falcon - It jus

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 02:04:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A19789@K.maus.de>
Source record: 39267

>Wowza! A$59 is a tad steep for a dumb adaptor, I reckon. What's that,
>about US$45? Gimme a break, here! When you buy a Falcon, you should at
>least get your _choice_ of the SC or VGA adaptors then if you want the other
>one, pay for it. If they are going to actually ask that much for their
>adaptors, I'm going to take up a sideline of making the darn things!

Here in Germany the retail price for the "ST monitor adaptor" is
DM 22,- (1 US$ = 1.60 DM today), and a VGA adaptor is included with every
Falcon 030.

- Peter -

1992. Re: ICD Link/SCSI floppy question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 02:08:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A19790@K.maus.de>
Source record: 39266

>The harddisk driver is responsible for that. The question is: will ICD's
>driver support normal floppies (== media without root sector). I'm not sure (
>our driver -- HuSHI -- does it, but I doubt that it is available in the US).

Well, at least, the ICD The Link package reads "floptical compatible", so it
SHOULD handle normal floppies (never tried it though).

1993. Amoeba groups.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 03:35:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1pti6cINN93u@golem.wcc.govt.nz>
Source record: 39439

WHY DO PEOPLE KEEP CROSS-POSTING THESE AMIGA POSTS TO THE ATARI AREAS!?

The basic facts maybe, but huge discussions we don't need, they just turn into flaming matches!

If the message header mentions an amiga group - please ignore it, it just end up as a big, 'amiga is better than the st.... no it isn't, the st is better etc.' argument!

1994. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 06:24:48 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Apr7.012448.17711@bsu-ucs>
Source record: 39352

> [more about rewriting Uniterm]
>
> Personally, I wouldn't bother. Everything that Uniterm does, CoNnect does
> better, with perhaps the single exception of running fullscreen - and given
> that you can do 80x25 in a window with CoNnect, that's hardly an issue
> anyway.

I;d hope you're talking about a newer version of Connect than I have (I have v1.80). When I unpacked it and tried to tused it it crashed straight away, I zero'ed the disk and put the archive on it and haven't seen it since.

Uniterm's #1 plus: IT IS SOLID!

-Matt

1995. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 06:55:10 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.734165710@vincent1.iastate.edu>
Source record: 39341

In <3_800_8422bbebf05@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>[more about rewriting Uniterm]

>Personally, I wouldn't bother. Everything that Uniterm does, CoNnect does
>better, with perhaps the single exception of running fullscreen - and given
>that you can do 80x25 in a window with CoNnect, that's hardly an issue
>anyway.

>Not to mention that, providing you don't let the MiNT dist. kit rename your
>/dev/ serial devices 8) it works _flawlessly_ under MiNT and MTos...

It's nice to know that it *should* work with MiNT. I changed the
configuration file so MiNT wouldn't rename modem1, but now CoNnect just
crashes when I try to run it. Are there any other side effects from
the MDK that I need to change?

Thanks,

Aaron
aburgh@iastate.edu

>\`miff` /|\

>--- ScanMail 0.68 X0501
> * Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

1996. Re: Writing to the screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 08:36:14 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr7.083614.2245@tdb.uu.se>
Source record: 39342

Evan Langlois (evanlang@sdf.lonestar.org) wrote:
: How fast is NVDI is comparison to Warp9. Is it completely compatible with
: MiNT and TOSWIN, and how much is it?

It's not only completely compatible with MiNT and TOSWIN, but also with MTOS.
MTOS would be a _real_ hog on my MSTE if it wasn't for NVDI. :-)

NVDI is also quite cheap, at least in Germany.

/Daniel Eriksson

1997. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 09:15:26 UTC
From: etlgtme@etlxd30.ericsson.se
Message-ID: <1993Apr7.091526.7856@ericsson.se>
Source record: 39343
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article 19158@nosc.mil, healy@nosc.mil (Mike Healy) writes:
>Maybe they got a pile of 520 STFms in a warehouse somewhere
>they want to get rid of :-)
>
>
Nope !! Darryl Still said that Atari do not have a warehouse full of STFMs somewhere. In fact, Atari are having to manufacture the new FMs from scratch and to be able to meet the new price point the manufacturing technique is such that it will be very difficult to upgrade them. I really don't know what they could do to make it so difficult. If we are talking about memory upgrades then I reckon I had a pretty hard DIY job when I upgraded my STFM up to 2 Megs, the most difficult part being unsoldering the video shifter chip and soldering a socket back on. Not having much experience with a soldering iron didn't help and I thought I'd toasted the chip and shorted a track but everthing went OK. So, I don't know what they can do to make it harder. Maybe the MMU will be surface mounted with no socket for piggy backing, that would be a bitch.

Anybody got any ideas how the new FMs could be made difficult (next to impossible) to upgrade ??

Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/ | Osmond family. (A Rimmer)

1998. Atari Stuff Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 09:28:46 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C53wzz.sp@brunel.ac.uk>
Source record: 39344

```
Wanted cheap Hard Disk for Atari ST
Also cheap SM124

---------------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
| cs89bsm@brunel.ac.uk | \/ \/ \/ \/ |
---------------------------------------------------------------------

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---------------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

1999. Re: Writing to the screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 10:09:45 UTC
From: djs@jet.uk
Message-ID: <1993Apr7.100945.2627@jet.uk>
Source record: 39347

In <3_800_8422bbebe10@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Original to: evanlang@sdf.lonestar.org
>In a message of <31 Mar 1993 09:20:>, evanlang@sdf.lonestar.org (3:713/602)
>writes:

> d>> [Perhaps Atari should have hired the authors of NVDI to rewrite the
>low-
> d>> lev graphics in the new ROMs?]
> e>
> e> How fast is NVDI is comparison to Warp9. Is it completely compatible
> e> with MiNT and TOSWIN, and how much is it?

>Faster. 8) Seriously, it replaces lots more than W9 does, and generally
>...
Also, Warp9 seems less compatible. I sold it within a few weeks of buying it
because it was just about the same speed as the TurboST that I already had,
and would not run with a few programs I regularly use (Cubase and Logistix,
for example). The instructions, though, claim they are compatible with
Cubase if you set up an `override' file, but I couldn't get this to work.

--
+--+
| David Stevenson +44 235 465028 Yeo 5, F'bro 2, 3rd and rising! |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2000. Blitter Chips..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 11:05:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1puch2INNc82@golem.wcc.govt.nz>
Source record: 39345

*** BLITTER CHIPS ***...

Hi can any one tell me were I can get a Blitter Chip,
I don't need the socket as I can get that here..

So a Address and Phone No. would do thanks, and If you have a price
that would do nicley thanks...

NOTE: Please No 800 Phone Numbers..

B.C. Computers or Computervision ..?? Used to come on here some times,
are they still around, there was another firm that sold Atari parts,
are they still around, I did buy some 8 bit chips from one of them some
time back..??

Thanks...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2001. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 13:20:08 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C547pK.DB0@dscomsa.desy.de>
Source record: 39346

>It's nice to know that it *should* work with MiNT. I changed the
>configuration file so MiNT wouldn't rename modem1, but now CoNnect just
>crashes when I try to run it. Are there any other side effects from
>the MDK that I need to change?

Try to run MTOS without any additional programs. There are some, that
install an onw IOREC and declare it private. This will cause CoNnect
to exit with an Memory Violation.

Wolfgang

PS: And you need CoNnect 1.96!

2002. Re: Pure C++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 13:52:11 UTC
From: reich@winx06.informatik.uni-wuerzburg.de
Message-ID: <1993Apr7.135211.7354@informatik.uni-wuerzburg.de>
Source record: 39348

Chris Forker - Nav Arch- (Chris.Forker@newcastle.ac.uk) wrote:

: Does anyone have any information on Pure C++. I was told by a friend that it was
: at final Beta test in March, with a release date sometime in April.

: Do any of our German netters have any information on this product.

: I would appreciate a technical description of what the product consists of ie.
: Incremental compiler, linker, class browser, graphical debugger tool etc.

: Thanks in advance

: - Chris

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: | e-mail: Chris.Forker@newcastle.ac.uk | Dept. Marine Technology |
: | voice: +44 91 222-8557 | Newcastle University |
: | fax: +44 91 2616059 | Newcastle upon Tyne |
: | | NE1 7RU ENGLAND |
: +-=--=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+
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: | e-mail: Chris.Forker@newcastle.ac.uk | Dept. Marine Technology |
: | voice: +44 91 222-8557 | Newcastle University |
: | fax: +44 91 2616059 | Newcastle upon Tyne |

Sorry, Chris, but there is not much hope of Pure C++ ever. I asked about this last
year and this year at the CeBIT fair in Hannover. They told me that they are not
developping C++ because they did not see enough chance to sell it.

What they are announcing is a pretty new Profiler for Pure C and Pure Pascal.
The Profiler is announced for may.

Stefan Reich@winx04.informatik.uni-wuerzburg.de

2003. Re: Real World C++ Programming for TOS-- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 14:29:38 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr7.142938.23492@cs.ruu.nl>
Source record: 39349

In klamer@mi.el.utwente.nl (Klamer Schutte) writes:

>avgroeni@cs.ruu.nl (Annius Groenink and Diederik Hoogenboom) write:
>
>>We would like to know C++ on the ST/TT is so rarely used. Are there any
>
>There are two more problems:
>
>1) You need lots of memory. Not many ST users have 4Mb -- and i am afraid
> that is on the small side for complex programs (based on VM stats running
> g++ on a sparc.)
>2) Reported compile times on the St are terrible -- having to wait 1 minute
> for a iostream-based hello.cc is too long.
>
>These two are my reasons not to use g++ on the ST. If somebody can confirm
>that 4Mb really is enough for normal g++ program i might upgrade -- but i want
>to be sure first.

OK, that's the compiling bit. I've got a TT and if I create a ramdisk for
temp folder etc. CC1PLUS compiles at a bearable speed. We're more worried
about the code it generates. It is well known that C++ linkers have trouble
deciding which code is used; also the GNU linker is not as smart as the Pure
linker, in that it includes or discards complete object files, while the pure
linker sees fragments of code within single object files. For what we call
'real world atari programming' you need better linking. A GNU C program is
about 5/4 times bigger than one compiled with Pure C if is DOES NOT use
printf. How about when I've translated it to C++, which I am very tempted to
do. I suppose we'll just have to wait for Pure C++. April, wasn't it?
Sounds good.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

2004. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 14:43:01 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <62855@aurs01.UUCP>
Source record: 39259

```
>>How does one calculate the baud and bps rates?
>
>bps = baud rate * 2^(number of bits per baud interval - 1)

Er, what I meant to write was:

bps = baud rate * number of bits per baud interval
**********************************************************************
*Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina*
* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
* GEnie: J.WHITCOMB3 *
**********************************************************************
```

2005. GCC 2.3.3-- crashes on TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 14:59:37 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr7.145937.25422@cs.ruu.nl>
Source record: 39350

I just downloaded the GCC 2.3.3. C++ compiler and it crashes
(a private memory violation). Did anybody get it to work?
BTW, it is NOT the 2.2 version renamed 2.3.3 that people on this grouped
warned for.

--
Annius V. Groenink -- phone (private): +31 5700 29396
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, Deventer (same phone)

2006. Different fonts in UNITERM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 15:10:44 UTC
From: boyd@gauss
Message-ID: <C54Ctw.9qM@mailer.cc.fsu.edu>
Source record: 39351

I have never been able to get UNITERM to load and use a different font.
Could someone who has done this post the pertinent chunk of their default
macro?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2007. appl_tplay()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 16:51:47 UTC
From: ken@isgtec.com
Message-ID: <4522@isgtec.isgtec.com>
Source record: 39355

I'm having some problems using appl_tplay(), any experts out there? I'm trying to play back a single event, which I am using exactly according to the description in the Laser C manual, three args, a char buffer containing 6 bytes for the event, and two ints, the number of events (1) and a speed value which is supposed to be 100 for normal speed. I get about 10-12 bombs when I call it. Is there any setup that must be done before calling appl_tplay?

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2008. Re: STE and Interlacing...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 17:08:30 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr7.120830.17009@miavx1.acs.muohio.edu>
Source record: 39376

In article <1993Apr6.053342.18542@sbcs.sunysb.edu>, gverrill@ic.sunysb.edu (Gregory Verrill) writes:
> I have a 4-meg 1040STe and I am using the double.prg on a color
> monitor to get a 640x400 interlaced 4 color screen. Is there anyway
> to trick the system into thinking I am using a monochrome monitor or
> think it is ST-hi but in four colors? Some programs, take gemview for
> example, will use the extra room on screen but still think it is just a
> 640x400 medium resolution screen. As a result pictures are squashed
> vertically. I just want someway of having the system think the current
> screen resolution is 2 (640x400) and also still use the four available
> colors. Thanks very much!

How well does this program work? And will it work on a ST? Where do I get it?

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((()))))))))}}}}}}}}=======----- 7-APR-1993

2009. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 18:25:40 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr7.182540.18001@mnemosyne.cs.du.edu>
Source record: 39353

```
>> Falcon video should use dual-ported ram.
>Atari computers aren't ONLY used for GEM applications! (Despite Ian L)
>Atari computers aren't ONLY used for TTY applications! (Despite Chris H)
>
>Fixed-location memory is fine for some applications, but arbitrary-
>location gives flexibility.

I didn't propose an absolutely fixed screen location. I suggested a
window in which the screen could be moved around. For example, the upper
2mb of RAM could be dual-ported, and the screen could be located anywhere
therein. This would preserve the ability to do page-flipping for smooth
animation, while giving all the benifits of VRAM (primarily the
elimination of bus contention, which can only get worse as the video modes
get better. You want 1024x768 truecolor? You'd better believe that it'll
take dual-ported ram to make that work.)

--
================================================================================
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
================================================================================
```

2010. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-07 20:36:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1pvdvqINNfpv@golem.wcc.govt.nz>
Source record: 39354

>Personally, I wouldn't bother. Everything that Uniterm does, CoNnect does
>better, with perhaps the single exception of running fullscreen - and given
>that you can do 80x25 in a window with CoNnect, that's hardly an issue
>anyway.

How can you get 80*25 in a window?

(Without using a small-font which ends up giving you perpetual-squint)

2011. Re: What's this darn GIFLITE format?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 00:17:10 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1pvqu6INN76v@shelley.u.washington.edu>
Source record: 39358

Yes, Stephan, that does help, but unfortunately I had to figure this out on my own by comparing binaries of GIF files. Now I have the docs to GIF89a so I'm all clear. All I need now in some good, clear JPEG uncompression code.

Anyone?

Stuart Denman
stusoft@u.washington.edu

2012. Re: Australian Falcon - It just gets better ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 00:49:59 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1993Apr8.102000.20129@levels.unisa.edu.au>
Source record: 39388

>
>> Falcon 030, "A video adapter must be purchased...another Aus$59."
>
> That doesn't sound right, are you sure of that? As I've mentioned
> recently, the Falcon video adapters are just little plugs with 19 pins on
> one side of the plug, and 15 on the other side. No active electronics in
> the plug at all.
>
I know it doesn't sound right, but it is true. Also, I think only
4M/60MB hard disk versions are being sold in OZ. I have only seen 5
falcons in the past 2 weeks & they were all snapped up quickly. As far
as I understand the _ENTIRE_ quota for Falcons in australia (and perhaps
the world) has already been allocated to each dealer, so when they sell
out of their quota they will not be able to get anymore for the rest of
this year...

Kym

"`Get back' I screamed, `I'm an Australian!'.I new this was a pretty
lame excuse and prepared myself for the truth. `Australia is merely an
Island of Antarctica' came the voice,`and of no further significance.'
Suddenly I understood the secret of Atlantis."
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

2013. Re: Australian Falcon - It just gets better ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 01:04:05 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <694@highett.mel.dbce.csiro.au>
Source record: 39359

Just what I thought. The plug IS just a straight wire-thru, but the dealer insists you need it. I will make my own when I buy my 030 or 040, it's going to cost my arm, leg and dare I say a testicle as well.

C'mon Atari, even Amigas with similar specs are half the price..

K.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

2014. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 03:23:20 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.anaxPOfR0wM@semprini.tdkcs.waterloo.on.ca>
Source record: 39360

In <H.ea.9Cy_vGi29xM@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
[...]
> So incredibly expensive that a card with 1M of VRAM (capable of
> 1024x768x16) is less than $100 US... Atari isn't cheap; they're just
> stupid.

Whoops, speaking of stupid... That should be 1024x768x256 colours.

If the cards were more flexible (or the software), it could handle a
nicer 1280x960x16 or maybe a much nicer 1600x1280x16 (that's exactly 1M,
assuming my brain isn't suffering from the same problem it was a few
days ago).

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2015. Re: Falcon's "PDS"

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 03:27:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.LYkbfmsS87I@semprini.tdkcs.waterloo.on.ca>
Source record: 39361

In <ekrimenC4u1pn.Er9@netcom.com>, Ed Krimen writes:
> There is no such thing as a Chromax. I doubt it will ever see the light
> of day, much like Lexicor's Leonardo board.

Yah, I heard George mentioning how the tiny Atari market made him lose money on the thing already. :-(

> Look towards the Crazy Dots and Cybercube boards.

I'll take Cybercube. From what I've heard, it's a great deal faster than the CrazyDots board...

Then again, from the look of things, the Falcon won't be for sale in North America within the year, so I'll go look at those nice Centris 650s and the Zeos '486s (to drop OS/2 on). :-\

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2016. Re: high density on ST, what TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 03:29:04 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.XjkEwCy5rHw@semprini.tdkcs.waterloo.on.ca>
Source record: 39362

In <1993Apr2.101606.11264@rhrk.uni-kl.de>, Uwe Seimet writes:
> hubert@swi.psy.uva.nl (Herry Hubert) writes:
>
> >Does anybody know what TOS I need at least, to make my high density drive work.
> >And if, p.e. I need to use TOS 1.6 or higher, do I need an expansion board for
> >TOS 1.6, or does it fit in my rom-sockets?
>
> You need TOS 2.06 and for that you need an extension board.

My ST has TOS 1.4, and the high density drive works quite fine.
Required a 3rd party expansion card though.

The only thing TOS 2.06 would give me is the ability to format a high
density floppy on the desktop; not necessary, since I prefer 1.64M
floppies to 1.44M floppies.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2017. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 06:58:55 UTC
From: VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Apr8.065855.16404@bernina.ethz.ch>
Source record: 39363

In <1pvdvqINNfpv@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

> >Personally, I wouldn't bother. Everything that Uniterm does, CoNnect does
> >better, with perhaps the single exception of running fullscreen - and given
> >that you can do 80x25 in a window with CoNnect, that's hardly an issue
> >anyway.
>
> How can you get 80*25 in a window?
>
> (Without using a small-font which ends up giving you perpetual-squint)

Never hear about Overscan? You need very few parts and some software to add
this feature to your Atari. Then you can use a 80*25 window, with a GDOS-IBM
font. A perfect terminal emulation tool, Yep!

|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
|Technical collaborator | Hotel-de-Ville 7, CH-2400 Le Locle, Switzerland |
|Vox:(039) 341212 * FAX:(039) 312607 * Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch|
| Happiness is the only belonging which multiplies when you share it... |

2018. Re: Hard drive help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 08:05:42 UTC
From: preisser@mozart.uni-koblenz
Message-ID: <1q0mcmINN5h6@uniko.uni-koblenz.de>
Source record: 39370

In article 26774@westminster.ac.uk, avsec@westminster.ac.uk (Philip Shore) writes:
> I am about to get hold of a bare hard drive. So what things do I need to buy ?
> I know I'll have to get a case,power supply, and host adapter(ICD The Link)
> but is there anything else ?
No, that's all, but perhaps you'll need a SCSI Hard-Disk-Drive :-) and some cables to connect them all.

> I've been told that it does not have the same connections as a bare drive
> that goes in a PC. Does that mean it's not SCSI and makes it useless ?
The Atari ST doesn't have a SCSI connector but the host adapter has one.

2019. Re: GCC 2.3.3-- crashes on TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 09:13:35 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1993Apr8.091335.5802@ericsson.se>
Source record: 39366

In article 25422@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>I just downloaded the GCC 2.3.3. C++ compiler and it crashes
>(a private memory violation). Did anybody get it to work?
>BTW, it is NOT the 2.2 version renamed 2.3.3 that people on this grouped
>warned for.
>

I went to the trouble of downloading this monster but couldn't get it to work either. I can't remember if I got some obscure error message or just the prompt back with no error message, anyway, it didn't work and it wasn't an installation problem 'cos I wrote a "hello world" prog using an include statement for an include file that didn't exist eg "include <rubbish.h>" and GCC didn't complain about it !! I deleted it and fetched Heat n' Serve Sozobon 1.4. LOVELY !! ANSIfied too !

BTW, I tried this on a 2Meg STFM and not a TT, same result though.

Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | Osmond family. (A Rimmer)

2020. Re: GCC 2.3.3-- crashes on TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 09:24:09 UTC
From: etlgtme@etlxd20.ericsson.se
Message-ID: <1993Apr8.092409.6122@ericsson.se>
Source record: 39367

In article 5802@ericsson.se, etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:
>In article 25422@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>>
>>I just downloaded the GCC 2.3.3. C++ compiler and it crashes
>>(a private memory violation). Did anybody get it to work?
>>BTW, it is NOT the 2.2 version renamed 2.3.3 that people on this grouped
>>warned for.
>>
>
>I went to the trouble of downloading this monster but couldn't get it to work
>either. I can't remember if I got some obscure error message or just the prompt
>back with no error message, anyway, it didn't work and it wasn't an
>installation problem.........(more stuff deleted)

OOPS!! Just checked which revision I was talking about and it was 2.3.1 not
2.3.3.

Grant.

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/ | Osmond family. (A Rimmer)

2021. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 09:34:14 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <1993Apr8.093414.5134@informatik.uni-bremen.de>
Source record: 39364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Several people have mentioned the desktop replacement Ter(r?)adesk
recently. Is this commercial software? If not, could someone kindly
point me to an ftp-server where it is available?

Thanks in advance,

Christoph
--

"Wizard, your life force is running out."

2022. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 10:06:26 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.734263586@groucho>
Source record: 39369

01mbmccabe@leo.bsuvc.bsu.edu writes:

>> Personally, I wouldn't bother. Everything that Uniterm does, CoNnect does
>> better, with perhaps the single exception of running fullscreen - and given
>> that you can do 80x25 in a window with CoNnect, that's hardly an issue
>> anyway.

>I;d hope you're talking about a newer version of Connect than I have (I have
>v1.80). When I unpacked it and tried to tused it it crashed straight away, I
>zero'ed the disk and put the archive on it and haven't seen it since.

>Uniterm's #1 plus: IT IS SOLID!

I wonder why nobody seems to mention the fact that Connect is unacceptably
s-l-o-w, and has an error in the VT100 emulation. When remotely working with
VI thru Conect, the 'append' command ('A') didn't work right. Very annoying.

--
Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy
University of Utrecht -- The Netherlands
** ...and with what sense of history do we view our bright new world, with **
** the video nasty blasting through the set of our next door neighbour... **

2023. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 11:21:37 UTC
From: pmakital@vipunen.hut.fi
Message-ID: <PMAKITAL.93Apr8112137@vipunen.hut.fi>
Source record: 39365

In article <3_800_8422bbebf05@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

Personally, I wouldn't bother. Everything that Uniterm does, CoNnect does
better, with perhaps the single exception of running fullscreen - and given
that you can do 80x25 in a window with CoNnect, that's hardly an issue
anyway.

I have tried two or three versions from various ftp-sites and CoNnect has
never worked at my system, no matter what version. So that's about it.

--
//
/// pmakital@vipunen.hut.fi ////// Helsinki University of Technology //////
////////////////////////////////// Suomi Finland //////
//

2024. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 11:38:09 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <C55xnM.9A0@dscomsa.desy.de>
Source record: 39368

In article <PMAKITAL.93Apr8112137@vipunen.hut.fi> pmakital@vipunen.hut.fi (Pertti M{kitalo) writes:
>
>I have tried two or three versions from various ftp-sites and CoNnect has
>never worked at my system, no matter what version. So that's about it.

There has been a problem concerning TOS 1.04 or older in versions 1.80 or older of CoNnect. This is solved. The actual version is 1.96.

Wolfgang

2025. Re: Help us with keyboard chip!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 12:20:16 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.eg.DuqI&KoZx1Y@danubix.ulm.sub.org>
Source record: 39389

In <AAAAMmhSJ4@isi.itfs.nsk.su>, Zemtsov P.A. writes:
[..]
>has been damaged. Its code name is HD6301V1P.

I have an old 'not in use' ST520+ Keyboard with this Chip built in, tell me
your postal address, i'll (try to) send it to you.

[...]
>some equivalent. We know that 6301 is a single-chip
>microcomputer with built-in ROM. We need a chip
>description and the contents of its ROM if it is
>available. Is it possible to get already programmed
>one and where?

I got a printed ROM-Listing, but i think, the above offer will be the better
way.

>and back? Is it compatible with PC keyboard?

Not at all.

>Please, help us!

I'm trying :-)

cu l8ter mfG herby@danubix.ul.open.de

--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* herby@danubix.ul.open.de ccc_damp@dulruu51.bitnet *
* Forchenweg 14 W-7900 Ulm/Donau Voice: 0731-6021657 *
* ULM: Letzte Stadt vor Bayern Don't marry, beer happy *

2026. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 12:35:20 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Apr8.123520.27958@unix.brighton.ac.uk>
Source record: 39373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What I heard was that Atari found a load of old stfm bits in a warehouse
and decided to knock out some cheap fm's with em.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

2027. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 13:21:36 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.734275296@groucho>
Source record: 39377

wwc@dxhra1.cern.ch (Wolfgang Wander) writes:

>Of course CoNnect is slower than UniTerm as it runs in GEM-windows. But this
>has on the other hand the advantage, that you can run several sessions in
>parallel and can run CoNnect on any graphics hardware.
>Anyway - for good speed with GEM-Programs you will need an VDI accellerator
>like Warp 9 or better NVDI. And with them CoNnect displays more then 5000
>characters per second on my TT.

I *do* use NVDI, and still found it unacceptably slow. Mega ST2 and 2400 baud
modem. But maybe I indeed used an older version -- I don't quite remember.
Where can the latest version be found?

>A bug in the vt-emulation?
>No certainly - the actual version works very fine, especially with vi. You
>probably tested CONnect 1.0? Or you had a wrong setup?
>CoNnect actually has a cleaner vt-emulation than UniTerm or any other Terms-
>program on the ATARI. (test this using the program vttest!)

I think my setup was OK, but, as said before, maybe I indeed used an older
version. I'll give it another try as soon as someone tells me where I can find
the latest version. I currently use the last version of Rufus, and it works
decent -- about 99% of what I want from a terminal program. But that's only
99%, not 100... :).

--
Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy
University of Utrecht -- The Netherlands
** ...and with what sense of history do we view our bright new world, with **
** the video nasty blasting through the set of our next door neighbour... **

2028. HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 13:49:17 UTC
From: esuoc@csv.warwick.ac.uk
Message-ID: <1q1agtlNN2jt@violet.csv.warwick.ac.uk>
Source record: 39375

Hello,
I'm creating a Virtual Reality Engine on a SUN SPARC ... I've managed
to program he whole 3D graphics engine in C++ ... and works amazingly
fast!
The problem is displaying objects using the "painter's" method; where
objects furthest away are displayed first etc. It may sound easy but then
you have to consider displaying objects which are above and below, and
left and right.....
For example: Imagine your self above the ground, imagine a cube is on the
ground and another cube just above it....

```
* (viewpoint) | You would need to draw cube B first then
\ | cube A.....
\ |
\ |
|
[ ] (cube A) |
[ ] (cube B)
------------------------------------ (ground)
```

The major headache comes when you have a situation like this....

```
[ ] (cube A) | Here you would need to draw cube A then B,
| then cube D then C.....
[ ] (cube B) |
(viewpoint) |
* ------- |
|
[ ] (cube C) |
|
[ ] (cube D)
------------------------------------ (ground)
```

Can anyone HELP me?????
Thank you!
Ajay (Alias Thor) 8*)

email: cstadfz@csv.warwick.ac.uk

2029. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 14:21:37 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C56582.B28@dscomsa.desy.de>
Source record: 39374

In article <hjv.734263586@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>01mbmccabe@leo.bsuvc.bsu.edu writes:

>I wonder why nobody seems to mention the fact that Connect is unacceptably
>s-l-o-w, and has an error in the VT100 emulation. When remotely working with
>VI thru Conect, the 'append' command ('A') didn't work right. Very annoying.

Of course CoNnect is slower than UniTerm as it runs in GEM-windows. But this
has on the other hand the advantage, that you can run several sessions in
parallel and can run CoNnect on any graphics hardware.
Anyway - for good speed with GEM-Programs you will need an VDI accellerator
like Warp 9 or better NVDI. And with them CoNnect displays more then 5000
characters per second on my TT.

A bug in the vt-emulation?
No certainly - the actual version works very fine, especially with vi. You
probably tested CONnect 1.0? Or you had a wrong setup?
CoNnect actually has a cleaner vt-emulation than UniTerm or any other Terms-
program on the ATARI. (test this using the program vttest!)

Wolfgang

Wolfgang

2030. Modula-2 Debugger

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 15:34:51 UTC
From: d3hq@unb.ca
Message-ID: <1993Apr8.153451.6225@jupiter.sun.csd.unb.ca>
Source record: 39378

Does any know where I can get a Modula-2 debugger for the Atari ST, like XDBX for Xwindows? I am presently using the ANA-Systems Modula-2 shareware package found at archive.umich.edu. Are there any other Modula-2 packages around for the Atari ?

2031. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 16:51:59 UTC
From: ken@isgtec.com
Message-ID: <4527@isgtec.isgtec.com>
Source record: 39390

In article <jimomura.02rw@tndb.UUCP> jimomura@tndb.UUCP (Jim Omura) writes:
> That's not it. The estimated "baud rate" is the number of
> state changes per second. The *actual* baud rate might not cut
> that for various reasons, but it's usually very close. The estimated
> maximum "bps" or bits per second is usually very close to the baud
> rate in serial transmission systems, though a "bps" rating for
> an 8 bit parallel port would be 8 times the "baud rate" (assuming
> a byte is transmitted per state change and all perfectly timed -- not
> necessarily true). But again, the real "bps" is often not up to the
> rated value for various reasons.

That's not it either. Bps and baud rate are not "usually very close"!
It depends on the encoding scheme for the bits. Also your use of estimated
vs. actual is fairly bogus. Parallel ports are entirely different, as
are direct serial connections (i.e. no modems)! We are talking about encoding
signals by modulating a carrier through a phone line.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2032. Re: HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 17:15:07 UTC
From: a908570@server1.tiuk.ti.com
Message-ID: <C56D98.CA@csc.ti.com>
Source record: 39380

```
> The problem is displaying objects using the "painter's" method; where
> objects furthest away are displayed first etc. It may sound easy but then
> you have to consider displaying objects which are above and below, and
> left and right.....
> The major headache comes when you have a situation like this....
>
>
> [ ] (cube A) | Here you would need to draw cube A then B,
> | then cube D then C.....
> [ ] (cube B) |
> (viewpoint) |
> * ------- |
> |
> [ ] (cube C) |
> |
> [ ] (cube D)
> ------------------------------------ (ground)
```

It all depends on how you calculate the distance to the objects.
If you calculate the "exact" distance from the viewpoint in 3-dimensions
to, say, the center of the cubes you should get slightly different
distances which indicate cube D is further than cube C etc.
Cubes should be easy, especially when they don't intersect each other.

I don't think comp.sys.atari.st.tech is the right place for
a question about 3D graphics on a SUN, mail me and/or try
rec.games.programmer if this doesn't get you on the right tracks.

John Keay.

2033. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 17:16:16 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1279@usdtsg.DaytonOH.NCR.COM>
Source record: 39383

In article <hjv.734263586@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
[stuff deleted]
>I wonder why nobody seems to mention the fact that Connect is unacceptably
>s-l-o-w, and has an error in the VT100 emulation. When remotely working with
>VI thru Conect, the 'append' command ('A') didn't work right. Very annoying.

Just curious - what does happen when using 'A'ppend? (I usually use
'a' instead of 'A' - guess I'll have to see it later :-)

Anyways, since Connect uses the VDI, it will be slower,
but should be more compatible with various resolutions in the long
run. Uniterm is faster but only works (correct me if I'm wrong) in
ST Medium and ST Hi resolutions. Connect should work in pretty much
any resolution (in particular the Falcon's plethora of resolutions).
This will allow, for instance, using the 640x480x16 mode to do
standard 16-color ANSI. Likewise, I'd think it would also work properly
on the various resolutions of graphics cards (Crazy Dots, etc), as
well as with virtual screen drivers like DOUBLE2 and MonSTEr.
I'm not totally sure, but I would guess using the VDI is how
Connect deals with the various fonts as well (?)...

To get around the slowness, just use Warp9, NVDI, or some other
screen accelerator - it makes a difference. Actually, I'd recommend
using a screen accelerator regardless of whether you want to use
Connect or not - the speedup on the desktop alone is worth it
in my opinion...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"some people get by ... with a little understanding...
some people get by ... with a whole lot more..."

2034. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 17:16:28 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.734289388@vincent1.iastate.edu>
Source record: 39381

In <C547pK.DB0@dscomsa.desy.de> wwc@dxhra1.cern.ch (Wolfgang Wander) writes:

>>It's nice to know that it *should* work with MiNT. I changed the
>>configuration file so MiNT wouldn't rename modem1, but now CoNnect just
>>crashes when I try to run it. Are there any other side effects from
>>the MDK that I need to change?

>Try to run MTOS without any additional programs. There are some, that
>install an onw IOREC and declare it private. This will cause CoNnect
>to exit with an Memory Violation.

Turns out it was the TOS 1.4 fixes that was interfering. BTW, it also
caused the modem setup cpx to crash.

> Wolfgang

>PS: And you need CoNnect 1.96!

Already have it!

Thanks,

Aaron

2035. CoNnect (was: Re: Hi Ho UniTerm)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 17:54:40 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.93Apr8195438@zloty.cs.tu-berlin.de>
Source record: 39379

> I'll give it another try as soon as someone tells me where I can find
> the latest version.

ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de):
FR-- 301531 13-Mar-1993 /pub/atari/modem/conne196.lzh
ftp.uni-kl.de:
FR-- 297426 28-Mar-1993 /usr/ftp/pub/atari/telecom/conn196.lzh
ftp.germany.eu.net:
FR-- 383901 03-Apr-1993 /comp/atari-st/telecom/conn1_96.zoo

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 1000 Berlin 10 | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

2036. DEC RZ55 hard disk - success

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 18:02:04 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C56FFH.39A@news2.cis.umn.edu>
Source record: 39382

Thanks much for the messages sent by folks about my recent query regarding getting a DEC RZ55 hard drive working with an ICD Host Adapter. It appears that these particular disks are built in such a way that they do not start spinning when power is applied. It also appears that there is no jumper to make them start spinning up when power is supplied. The answer is to run an arcane tape test on a pvax (VAXstation 3100) while a special 'key' is inserted in the serial port to set microcode on the SCSI controller to disable the bit which supresses spinup on powerup. Not something for the home handyperson to do!

In any case, I now have a 320+ megabyte hard drive running with ICD software. I don't know how comparable the RZ55 is to other drives, but the Hard Drive test ICD includes indicates that there is a 1+ megabyte transfer rate ad 19 milliseconds. I am currently debating whether I should keep the default 32 meg partitions or split things up so that I'm using standard TOS partitions of 16 megs with the ICD accessory that allows you to activate or deactivate a particular partition. Suggestions are welcome!

-- David Paschall-Zimbel

2037. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 20:50:13 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1q2365INN16f@shelley.u.washington.edu>
Source record: 39384

jimomura@tndb.UUCP (Jim Omura) writes:

>In article <ls0oeoINNe75@saltillo.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
...
>>INCONSISTANCY: many modems are described incorrectly. A "9600 baud" modem
>> is really a "9600 bps" modem! It is really a 2400 baud
>> modem, assuming 16 unique signal levels.
...
> I disagree, which in this case is NOT the same as saying that
>you're wrong. It's not inconsistent because "baud" refers to a
>"state change" and a change in signal level can be considered a
>"state change", so terminology can be considered properly used.

I disagree; "9600 baud" is incorrect usage. Look, 2400 baud means the state changes 2,400 times per second. The fact that each state can be one of 16 "unique signal levels" only means that there's more choice when the state changes; it does not mean that the state changes more rapidly. There are still 2,400 state changes per second (2400 baud), but each change encodes 4 bits (one of 16) so you get 4 bits/state x 2,400 states/sec = 9,600 bits/sec.

--m

2038. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 21:13:38 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q24i2INNnv7@golem.wcc.govt.nz>
Source record: 39385

] > How can you get 80*25 in a window?
] >
] > (Without using a small-font which ends up giving you perpetual-squint)
]
] Never hear about Overscan? You need very few parts and some software to
] this feature to your Atari. Then you can use a 80*25 window, with a GDOS
] font. A perfect terminal emulation tool, Yep!

That's cheating though! 8-)

I'll have to get around to trying it at some stage, but the docs for the one I've seen have always been in German, and I'd rather not trust my soldering skill anywhere near processor chips etc.

(And I sure ain't paying for it since it can be gotten freely).

BTW - does anyone know how this time-out feature on Connect works, it seems quite a clever function, but I can't work out how it could possible work properly....

2039. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 21:18:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q24quINNnv7@golem.wcc.govt.nz>
Source record: 39386

] I wonder why nobody seems to mention the fact that Connect is unacceptab
] s-l-o-w, and has an error in the VT100 emulation. When remotely working
] VI thru Conect, the 'append' command ('A') didn't work right. Very anno

All terminal programs operating in a window seem to be very slow!
(Text updating).

Stick an accelerator onto the disk (Turbo ST or some such thing), and it
makes things a bit better!

Connect also doesn't look too great in medium res'. (Could be that a newer
version works better, but the version I saw had overlapping icons etc.
as it appeared to be designed for mono' use!)

I haven't seen a program *yet* with proper VT100 emulation. They all
have some features missing here & there. (Enlarged text, highlighting,
etc.) Uniterm does not have the lot, Flash has some Uniterm doesn't,
and vice-versa).

I haven't had a proper look at the VT100 emulation of Inter-Link, I'm
not too sure how good it was.

Connect is also I think programmed in C, which is hardly the swiftest, or
most compacg language! (Good for programming in though!)

2040. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 21:20:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q24v9INNnv7@golem.wcc.govt.nz>
Source record: 39387

All this Baud/BPS stuff is hardly relevant.

Usually, whatever the modem says on the front panel (2400 baud or whatever), is also how many BPS you get.

(although, say I get 240CPS, since there are 8-bits per character, I would multiply the 240 by 8 which would give me the bits-per-second.)

I gave up using baud ages ago, I just say '2400bps' even if it is in-accurate, everyone knows what I mean!

2041. Re: Desktop replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-08 22:38:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A20393@K.maus.de>
Source record: 39265

C>When a newer MiNT/MultiTOS-aware Gemini is released, it'll be much nicer.

Well, rumor has it that the author if GEMINI has finished his diploma thesis (successfully, I hope! :-)) and finds some more time to concentrate on the developement of GEMINI from now on. It was mentioned already (about a year ago, I think) that it will have full MultiTOS Support and that its shell (i.e. MUPFEL) will have a complete BASH syntax.

Since I love GEMINI (even in its current version) I hope for the best...:-)

Regards,
Andreas

2042. Re: CoNnect (was: Re: Hi Ho UniTerm)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 00:54:38 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q2hgeINNp6o@golem.wcc.govt.nz>
Source record: 39241

Some of the interesting features of the newer versions are.

An 'answering machine' for owners of Zyxel modems with voice-mailling
capability. (The expensive ones 8-)

TEK 4014 emulation.

Emulations seem to be more stable (although the VT100 emulation still doesn't
seem to work too well this this VAX unit I'm logged onto, the framed menus
still frame with letters instead of lines (This may just be my setup,
so I'm working on it)

Fully supportive of Multi-TOS and MiNT for background operations.

Not a bad little program!

2043. MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 00:57:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q2hmgINNp6o@golem.wcc.govt.nz>
Source record: 39242

Is there anyone out there who has compiled decently, one of the newer versions of MiNT? (e.g. a version 0.99 or higher).

Preferably with a good compiler that produces compact, well optimised binaries!

If anyone has, what are the chances of FTP-ing to somewhere, as the latest version I have is 0.94! (And trying to compile it with Sozobon C would I imagine be pretty terrible.... especially on my system!)

2044. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 03:04:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1q2p4qINNpni@golem.wcc.govt.nz>
Source record: 39243

In article <hjv.734275296@groucho>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>
>>Of course CoNnect is slower than UniTerm as it runs in GEM-windows. But this
>
>I think my setup was OK, but, as said before, maybe I indeed used an older
>version. I'll give it another try as soon as someone tells me where I can find
>the latest version. I currently use the last version of Rufus, and it works
>decent -- about 99% of what I want from a terminal program. But that's only
>99%, not 100... :).
>
>Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy

Well I am still trying to fing a program as good or better as Flash 1.6,
and it must have background Zmodem, I thought Rufus and GSZRZACC did this but
no it dose not, also Rufus is no good with Medium Resolution..

No Comms programs should rely on Hacks to get a decent screen speed,
and most screen hacks will kill VT100 support, it must be programed
from the start..

Also most Comms programs that I have tried with not draw VT100 Boxes,
is there a way to Fix these..?

I have tried Stalker 3, but found to many bugs and it would not draw
VT100 screen boxes correctly, puts characters instead..

So come on you Programers how about a Good Terminal program, and I think I have
tried them all, I was hoping for THE STORM, but that is now a none event, and
don't say FLASH II as I here that has more Bugs than Code..:-)..

There have been some good efforts like Rufus and Trapido, but then they get
droped for some reason or another, plus the German programers seem to think
that we all have TT's and run our ST's in mono..

So I am still waiting and it looks like for ever...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2045. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 07:56:31 UTC
From: erikjan@icce.rug.nl
Message-ID: <12588@obelix.icce.rug.nl>
Source record: 39245

In <PMAKITAL.93Apr8112137@vipunen.hut.fi> pmakital@vipunen.hut.fi (Pertti M{kitalo) writes:

>I have tried two or three versions from various ftp-sites and CoNnect has
>never worked at my system, no matter what version. So that's about it.

Same goes for me. And such a history means: goodbyyyyyyyyyyyyyyye to connect.

EJee
--

Erik-Jan Vens. E.J.Vens@icce.rug.nl
--
The ICCE usenet account
providing access to usenet news
for the ICCE Experience
_WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

2046. amoeba groups.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 08:12:38 UTC
From: john mellor <john.mellor@canrem.com>
Message-ID: <19939.4019.10954@dosgate>
Source record: 39244

```
-> WHY DO PEOPLE KEEP CROSS-POSTING THESE AMIGA POSTS TO THE ATARI
-> AREAS!?
-> The basic facts maybe, but huge discussions we don't need, they just
-> turn into flaming matches!
->
-> If the message header mentions an amiga group - please ignore it, it
-> just end up as a big, 'amiga is better than the st.... no it isn't,
-> the st is better etc.' argument!

I agree!! what is amiga some kind of new virus?? Or is that one of
those over priced paper weights. Or better still how about Roadkill.

John.
```

AMIGA>> Aunt Mary In the Garbage Again.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641
--
Canada Remote Systems - Toronto, Ontario
416-629-7000/629-7044

2047. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 12:29:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1280@usdtsg.DaytonOH.NCR.COM>
Source record: 39251

In article <1q2p4qINNpni@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
[stuff deleted]
>Also most Comms programs that I have tried with not draw VT100 Boxes,
>is there a way to Fix these..?

In Connect 1.96 (and some other versions) there is a menu under called
LANGUAGE - the default setup is the ST's character set. If you go into
the Language menu and click on "ATARI" you can then change it to "ASCII"
(or something like that) - basically though you can set up that
particular window to use the standard VT100 character set.

That's one of the nice things about Connect - setting up different
windows with different defaults, so you don't have to keep changing
settings - just use the other window :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2048. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 12:37:58 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.734359078@groucho>
Source record: 39248

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>In article <hjv.734263586@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>When remotely working with
>>VI thru Conect, the 'append' command ('A') didn't work right. Very annoying.

> Just curious - what does happen when using 'A'ppend? (I usually use
>'a' instead of 'A' - guess I'll have to see it later :-)

The cursor is positioned at the wrong place -- e.g. somewhere in the middle of
the line instead of at the end of it.

> Anyways, since Connect uses the VDI, it will be slower,
>but should be more compatible with various resolutions in the long
>run. Uniterm is faster but only works (correct me if I'm wrong) in
>ST Medium and ST Hi resolutions.

This might be true -- and I've thought of this myself -- but that doesn't
explain why Rufus (window/VDI too) is so much faster than Connect...

> To get around the slowness, just use Warp9, NVDI, or some other
>screen accelerator - it makes a difference. Actually, I'd recommend
>using a screen accelerator regardless of whether you want to use
>Connect or not - the speedup on the desktop alone is worth it
>in my opinion...

I'm already using NVDI approx. since it first came out. Of course -- I'm not
that brain-dead :).

--
Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy
University of Utrecht -- The Netherlands
** ...and with what sense of history do we view our bright new world, with **
** the video nasty blasting through the set of our next door neighbour... **

2049. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 12:42:26 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.734359346@groucho>
Source record: 39249

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>All terminal programs operating in a window seem to be very slow!
>(Text updating).

Except that Rufus is a whole lot faster than Connect...

>I haven't seen a program *yet* with proper VT100 emulation. They all
>have some features missing here & there. (Enlarged text, highlighting,
>etc.) Uniterm does not have the lot, Flash has some Uniterm doesn't,
>and vice-versa).

Yes, agreed. But I'm only interested in a program that emulates the codes *I*
happen to encounter in daily practice :). For all the rest of the codes it may
crash the ST horribly as far as I'm concerned :).

>Connect is also I think programmed in C, which is hardly the swiftest, or
>most compacg language! (Good for programming in though!)

Uhhmm... you mean assembler would be the only reasonable language for this kind
of applications...?

--
Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy
University of Utrecht -- The Netherlands
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2050. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 12:51:02 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C57vp3.7CE@dscomsa.desy.de>
Source record: 39246

In article <1q24quINNnv7@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Connect also doesn't look too great in medium res'. (Could be that a newer
>version works better, but the version I saw had overlapping icons etc.
>as it appeared to be designed for mono' use!)

Newer versions of CoNnect support med-res also and icons won't overlap
any more.

>I haven't seen a program *yet* with proper VT100 emulation. They all
>have some features missing here & there. (Enlarged text, highlighting,
>etc.) Uniterm does not have the lot, Flash has some Uniterm doesn't,
>and vice-versa).

Which one is missing on CoNnect? Enlarged text, highlighting, _blinking_
etc they are all built-in...

Wolfgang

2051. Re: CoNnect (was: Re: Hi Ho UniTerm)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 13:02:59 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C57w90.7IH@dscomsa.desy.de>
Source record: 39247

In article <1q2hgeINNp6o@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Some of the interesting features of the newer versions are.
>
>Emulations seem to be more stable (although the VT100 emulation still doesn't
>seem to work too well this this VAX unit I'm logged onto, the framed menus
>still frame with letters instead of lines (This may just be my setup,
>so I'm working on it)

This is your setup. Open the nationality (,-) dialog and change
the ATARI Font to vtxxx(ISO). Change Bank 0 to American and Bank 1
to garphics...

That's it.

Wolfgang

2052. Re: HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 13:57:56 UTC
From: jdb@mnfep.inri.com
Message-ID: <1993Apr9.135756.23522@inri.com>
Source record: 39252

Why not calculate the distance from the viewpoint to each object,
and then render furthest-first? You'll have to pick a single point
to represent the location of each object, but that's always been
a problem (i.e., two intersecting polygons will not be properly
rendered with this painter's method).

Use the pythagorian theorem for distance (sqrt((vx-ox)^2 + (vy-oy)^2
+ (vz-oz)^2), I think).

--
11011011 J. David Beutel INRI "I am, therefore I am."

2053. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 15:28:25 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.734369305@groucho>
Source record: 39253

wwc@dxhra1.cern.ch (Wolfgang Wander) writes:

>I see. This is a problem concerning your tab setup. Probably you set the
>tab distance in CoNnect to another value than 8. You can avoid tab
>problems at all if you set stty -tabs for your terminal. Anyway
>CoNnect can handle tabs correctly.

I'll give it a try. ThanX.

--
Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy
University of Utrecht -- The Netherlands
** ...and with what sense of history do we view our bright new world, with **
** the video nasty blasting through the set of our next door neighbour... **

2054. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 16:26:58 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC585oz.B38@netcom.com>
Source record: 39254

In article <1q2hmgINNp6o@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>Is there anyone out there who has compiled decently, one of the newer
>versions of MiNT? (e.g. a version 0.99 or higher).
>
>If anyone has, what are the chances of FTP-ing to somewhere, as the latest
>version I have is 0.94!

A binary version of MiNT 0.95 is available for anonymous FTP on atari.archive,
I think.

All later versions of MiNT may be distributed in source code form only.
Distribution of binary versions is a copyright violation, which could
result in legal action; it will also make it unlikely that future freeware
versions of MiNT will ever be available.

If you want a binary version of MiNT and don't want to compile it yourself,
buy MultiTOS. The freeware version of MiNT is unsupported software, which
is why it's available in source code form only.

Eric

2055. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 16:49:04 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <C586ps.9uq@dscomsa.desy.de>
Source record: 39250

In article <hjv.734359078@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>>When remotely working with
>>>VI thru Conect, the 'append' command ('A') didn't work right. Very annoying.
>
>> Just curious - what does happen when using 'A'ppend? (I usually use
>>'a' instead of 'A' - guess I'll have to see it later :-)
>
>The cursor is positioned at the wrong place -- e.g. somewhere in the middle of
>the line instead of at the end of it.

I see. This is a problem concerning your tab setup. Probably you set the
tab distance in CoNnect to another value than 8. You can avoid tab
problems at all if you set stty -tabs for your terminal. Anyway
CoNnect can handle tabs correctly.

Wolfgang

2056. Re: HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 16:49:44 UTC
From: hmallat@daredevil.cs.hut.fi
Message-ID: <1q49f8INNps2@sauna.cs.hut.fi>
Source record: 39234

In <1993Apr9.135756.23522@inri.com> jdb@mnfep.inri.com (J. David Beutel) writes:

>Use the pythagorian theorem for distance (sqrt((vx-ox)^2 + (vy-oy)^2
>+ (vz-oz)^2), I think).

Except that you won't need to calculate the square root. If a>b then
a^2>b^2, as distances are positive real numbers. Speeds things up
quite a lot.
--
Been Dazed and Confused for so long it's not true, |
Wanted a woman, never bargained for you. | hmallat@niksula.hut.fi
Lots of people talk and few of them know, |
Soul of a woman was created below. Yeah! |

2057. CoNnect

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-09 20:25:15 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.734387115@groucho>
Source record: 39255

In a previous article I said CoNnect was slower than Rufus. I haven't been able to do exact benchmarks, but I just tried the most recent version (1.96) and must say that at least it feels as fast as Rufus (and that's what counts, isn't it? :). For the rest the program IMO is *very* good, although there are still some quirks left as far I'm concerned. I wrote the author on these and thus will wait with posting my comments until I received a reply from him, in order to avoid having to post another rectification in case I'm mistaken or overlooking something :).
Everybody in modemland: download the thing and start using it!

--
Hendrik Jan Veenstra (in another life: hjv@phil.ruu.nl) -- Dept. of Philosophy
University of Utrecht -- The Netherlands
** ...and with what sense of history do we view our bright new world, with **
** the video nasty blasting through the set of our next door neighbour... **

2058. Re: Falcon's "PDS"

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-10 02:07:17 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC58wK6.CqC@netcom.com>
Source record: 39256

In article <H.ea.LYkbfmsS87I@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>
>I'll take Cybercube. From what I've heard, it's a great deal faster than
>the CrazyDots board...

It's also a great deal more expensive too. No doubt you get what you pay
for though. It's an excellent board, although a bit of overkill for me.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

2059. Re: CoNnect (was: Re: Hi Ho UniTerm)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-10 02:55:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q5cv8INN3l2@golem.wcc.govt.nz>
Source record: 39257

Thanks for that Wolfgang, I now have the VTxxx (ISO) character set, and
Banks reading:/

Graphic
ASCII (US)
Graphic
German

And, pretty borders! Finally, decent VT100 emulation!

2060. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-10 03:32:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q5f3hINN3ok@golem.wcc.govt.nz>
Source record: 39258

I have the VT100 character set in action, but it seems to make very little difference. The characters are no longer q's but are an odd little character. Changing the banks to Graphics, and then American (The closest is ASCII (US) so I presume that is what was meant), causes the normal ASCII characters to turn into a complete mess!

It works on Uniterm and Flash in VT100 mode, so it's not the BBS, and since others can do it, I must have something set up wrong!

Clever little program however! Set the lines to 132 characters so I can read all those wierd messages from other folks who do the same thing 8-)

I have a UK machine with TOS 1.2, I also have GDOS loaded, and the connect ANSI font. (I'm using G+PLUS if that makes any difference).

2061. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-10 05:26:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1q5lphINN49k@golem.wcc.govt.nz>
Source record: 39261

In article <C57vp3.7CE@dscomsa.desy.de>, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>In article <1q24quINNnv7@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>Which one is missing on CoNnect? Enlarged text, highlighting, _blinking_
>etc they are all built-in...
>
>
> Wolfgang

Sorry to post this to the wrong article, but I can't mail you at this address..

It was the article about vttest program, were can we get it from.?..

Thanks.....

Error occurred sending to the following user(s):
<wwc@dxhra1.cern.ch> (via dxhra1.cern.ch):
%MX-F-RETRYEXCD, retry count exceeded
-MX-F-NOHOST, no such host

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2062. Re: Australian Falcon - It just gets better ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-10 08:10:07 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <kF5R2B9w165w@dogbox.acme.gen.nz>
Source record: 39263

8918927y@levels.unisa.edu.au writes:

> I know it doesn't sound right, but it is true. Also, I think only
> 4M/60MB hard disk versions are being sold in OZ. I have only seen 5
> falcons in the past 2 weeks & they were all snapped up quickly. As far
> as I understand the _ENTIRE_ quota for Falcons in australia (and perhaps
> the world) has already been allocated to each dealer, so when they sell
> out of their quota they will not be able to get anymore for the rest of
> this year...

Think yourself lucky.

New Zealand will NOT be getting any Falcons at all, and that's the
official word from Atari Australia.

Is it any wonder that between that and the overinflated prices they're
asking for ST's and Megas in NZ along with nil after sales support
that people are dumping their ST's in favour of PC-clones or macs?

The only people still seriously buying the things here are musicians
(and that won't last too much longer).

--
Alan Brown. (SysAdmin) Palmerston North
dogbowl@dogbox.acme.gen.nz New Zealand
Dawghaus BBS -> +64 (6) 357-9245 "A wet and windy place in the South Pacific"

2063. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-10 08:41:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1q6178INN544@golem.wcc.govt.nz>
Source record: 39262

] If you want a binary version of MiNT and don't want to compile it yourse
] buy MultiTOS. The freeware version of MiNT is unsupported software, whic
] is why it's available in source code form only.

BUY Multi-TOS!? No thanks, I'm not that rich, nor that patient!

(I'd have to upgrade to a TT for it to be any use!)

2064. 1040STfm and SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-10 22:12:42 UTC
From: hubert@swi.psy.uva.nl
Message-ID: <C5AGD6.I34@swi.psy.uva.nl>
Source record: 39271

Is it possible to connect an SVGA monitor to an ordinary 1040STfm.
My color monitor recently went the way of the dodo, and I want a new one for
the time being, but as I'm really thinking of buying a Falcon 030 this summer,
I thought I'd buy a SVGA now, which I can use with my Falcon when I buy it.

Herry

2065. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 01:42:24 UTC
From: ken@isgtec.com
Message-ID: <4534@isgtec.isgtec.com>
Source record: 39268

In article <hjv.734263586@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
> I wonder why nobody seems to mention the fact that Connect is unacceptably
> s-l-o-w, and has an error in the VT100 emulation. When remotely working with
> VI thru Conect, the 'append' command ('A') didn't work right. Very annoying.

I think you're wrong here, I tried Connect extensively with vi and emacs
on Suns and SGIs, and the emulation is excellent. If Connect gets anything
right, it's the vt100 emulation. I would suspect your termcap setup, I
certainly tried append (A and a) including long lines and it works. It is
however slow, improved somewhat with accelerators like nvdi or warp9.
However the text size for 24x80 kills it for me, as I have gone on about
long enough. 8^}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2066. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 06:43:58 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02sw@tndb.UUCP>
Source record: 39272

In article <1q2365INN16f@shelley.u.washington.edu> mpark@stein.u.washington.edu (Michael Park) writes:
>jimomura@tndb.UUCP (Jim Omura) writes:
>
>>In article <ls0oeoINNe75@saltillo.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>...
>>>INCONSISTANCY: many modems are described incorrectly. A "9600 baud" modem
>>> is really a "9600 bps" modem! It is really a 2400 baud
>>> modem, assuming 16 unique signal levels.
>...
>> I disagree, which in this case is NOT the same as saying that
>>you're wrong. It's not inconsistent because "baud" refers to a
>>"state change" and a change in signal level can be considered a
>>"state change", so terminology can be considered properly used.
>
>I disagree; "9600 baud" is incorrect usage. Look, 2400 baud means
>the state changes 2,400 times per second. The fact that each state
>can be one of 16 "unique signal levels" only means that there's
>more choice when the state changes; it does not mean that the
>state changes more rapidly. There are still 2,400 state changes
>per second (2400 baud), but each change encodes 4 bits (one of 16)
>so you get 4 bits/state x 2,400 states/sec = 9,600 bits/sec.

Yeah, you're right. I don't know what I was thinking about
when I posted my message. Weird. :-)

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

2067. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 07:38:36 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC5B6KC.175@netcom.com>
Source record: 39269

In article <1q6178INN544@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] If you want a binary version of MiNT and don't want to compile it yourse
>] buy MultiTOS. The freeware version of MiNT is unsupported software, whic
>] is why it's available in source code form only.
>
>BUY Multi-TOS!? No thanks, I'm not that rich, nor that patient!

Buy one of the competing multitasking products then.

The freeware version of MiNT is not at all user friendly, nor is it designed to be. Those who want to use it should have enough computer knowledge to be able to compile it themselves. Yes, it is a bit of a hardship having to do this, but c'est la vie... The alternative (not having any freeware multitasking system) would seem to me to be less pleasant.

(Sure, it would be nice if Atari would give MultiTOS away for free. It would also be nice if they gave their computers away for free. Very few companies are able to stay in business long by giving away their products, though :-(.)

Eric

2068. Bug in MiNT/GNU libraries (latest versions)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 07:43:21 UTC
From: sourada@iastate.edu
Message-ID: <sourada.734514201@vincent1.iastate.edu>
Source record: 39270

An obscure bug, but a bug nonetheless.

64-bit integers (long long's) will not work correctly with the
current libraries. This is because the compiler and the libraries don't
agree on which order the longwords go in.

To fix this, just un-comment-out the #define WORDS_BIG_ENDIAN line
in gnulib2.c in the source (and recompile, of course.)

If it turns out that this is indeed a bug and not something I am doing
wrong (which is slightly possible), I'll be happy to provide re-compiled
libraries in the near future...

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

2069. Re: Blitter Chips..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 11:18:40 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bc7f103@Kralizec.fido.zeta.org.au>
Source record: 39331

Original to: sheppard_r@kosmos.wcc.govt.nz
In a message of <07 Apr 1993 11:05:>, sheppard_r@kosmos.wcc.govt.nz
(3:713/602) writes:

sr> sheppard_r@kosmos.wcc.govt.nz (?), via Kralizec 3:713/602
sr>
sr> *** BLITTER CHIPS ***...
sr>
sr> Hi can any one tell me were I can get a Blitter Chip,
sr> I don't need the socket as I can get that here..

No, actually you probably can't... The PLCC sockets used in the ST's were
one of the two designs that were popular in 1985... unfortunately they lost
to the other design in the name of commonality, and they are now _very_ hard
to find in this half of the world.

sr> So a Address and Phone No. would do thanks, and If you have a price
sr> that would do nicley thanks...

Well, they used to be about AUD$40.- as a spare part. Try Multilearn here
in SA, Chris can probably get you one.

sr> Roger..... sheppard_r@kosmos.wcc.govt.nz

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2070. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 11:21:26 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bc7f1b6@Kralizec.fido.zeta.org.au>
Source record: 39330

Original to: aburgh@iastate.edu
In a message of <07 Apr 93 01:42:46>, aburgh@iastate.edu (3:713/602) writes:

>> Not to mention that, providing you don't let the MiNT dist. kit rename
>> your /dev/ serial devices 8) it works _flawlessly_ under MiNT and
>> MTos...
a>
a> It's nice to know that it *should* work with MiNT. I changed the
a> configuration file so MiNT wouldn't rename modem1, but now CoNnect just
a> crashes when I try to run it. Are there any other side effects from
a> the MDK that I need to change?

Not from the MDK that I can think of. Which version of CoNnect are you using? My only experiences with MiNT are with 1.92, which has given me no major trouble after that. (there were some odd things trying to start tcsh inside a toswin window while CoNnect was running tho)

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2071. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 11:26:58 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bc7f2b5@Kralizec.fido.zeta.org.au>
Source record: 39328

Original to: etlgtme@etlxd30.ericsson.se
In a message of <07 Apr 93 08:39:24>, etlgtme@etlxd30.ericsson.se
(3:713/602) writes:

e> Anybody got any ideas how the new FMs could be made difficult (next to
e> impossible) to upgrade ??

Surface mount. Processor, gatearrays, memory. Using 4-bit wide DRams.
Crippled MMU.

Really, I don't want to think about it.

e> Grant.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2072. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 11:29:40 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bc7f3b2@Kralizec.fido.zeta.org.au>
Source record: 39329

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <07 Apr 1993 20:36:>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

>> Personally, I wouldn't bother. Everything that Uniterm does, CoNnect
>> does better, with perhaps the single exception of running fullscreen -
and
>> given that you can do 80x25 in a window with CoNnect, that's hardly an
>> issue anyway.
ws>
ws> How can you get 80*25 in a window?
ws>
ws> (Without using a small-font which ends up giving you perpetual-squint)

Well, depends on what you call a small-font. I'm typing this using the 6x6
system font on an 11" b&w tv. I chopped the line between the tuner and the
video circuitry and fed in the composite signal from the ST... I don't
squint.

But yes, that's the answer, using a slightly smaller font. Not heaps
smaller, just slightly. (ie one of the fonts that comes with CoNnect) Or of
course you can run the 100x38 screen I use on the TT.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2073. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 11:33:06 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bc7f449@Kralizec.fido.zeta.org.au>
Source record: 39327

Original to: 01mbmccabe@leo.bsuvc.bsu.edu
In a message of <07 Apr 93 06:24:48>, 01mbmccabe@leo.bsuvc.bsu.edu
(3:713/602) writes:

>> Personally, I wouldn't bother. Everything that Uniterm does, CoNnect
>> does better, with perhaps the single exception of running fullscreen -
and
>> given that you can do 80x25 in a window with CoNnect, that's hardly an
>> issue anyway.
0>
0> I;d hope you're talking about a newer version of Connect than I have (I
0> have v1.80). When I unpacked it and tried to tused it it crashed
straight
0> away, I zero'ed the disk and put the archive on it and haven't seen it
0> since.
0> Uniterm's #1 plus: IT IS SOLID!

Bogus. I've spent _hours_ trying to keep uniterm up & running for users.
If you run it on a naked system, sure. CoNnect has stayed up on my system
under MiNT for days on end.

And yes, as wolfgang said, you want 1.96 (as soon as I get a chance I'll
have it too 8)

0> -Matt

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2074. Re: 1040STfm and SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 14:19:01 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <e7Fu2B7w165w@dogbox.acme.gen.nz>
Source record: 39274

hubert@swi.psy.uva.nl (Herry Hubert) writes:

> Is it possible to connect an SVGA monitor to an ordinary 1040STfm.

"Maybe"

It depends on whether your SVGA monitor will scan at 15kHz.
If it will, then all you need to do is make a cable to adapt
the atari plug to the SVGA...

If its slowest horizontal scan rate is 30kHz, then you can make your
SVGA display Atari mono.
(Join all three colour i/p's together and connect to the mono o/p on the
Atari.)

BTW: Has anyone ever tried converting an Atari mono monitor into
a Mono VGA monitor?
I'm having problems with changing sync polarities as the VGA card
changes modes.....

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

2075. Moniterm monitor-> 'straight' ST..Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-11 20:41:18 UTC
From: wilsont@rahul.net
Message-ID: <C5C6sv.E18@rahul.net>
Source record: 39273

Can I hook one of those large moniterm's up to a stock 520ST?
(4 megs of ram)

(obviously not directly), but are there any cards/boards/ chips that can
be used?

I've heard of "pixel wonder" that uses a Motorola 6845 chip, would this do
it?

These monitors are extremely cheap it seems nowdays, and I'd like the
extra room.

Thanks.

--
Timothy Wilson <wilsont@rahul.net>

2076. IMAGE FILE OF TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-12 10:10:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qbf6sINNhib@golem.wcc.govt.nz>
Source record: 39275

Help..

Can any body mail a Imiga File Copy of a STE TOS 1.62 Roms,
UK/OZZY ones that is, if not I could still use USA ones, just to find the
patches..

I have TOS 1.6 fitted to my STE and would like to patch them to
TOS 1.62..

NOTE: You can't buy TOS 1.62 Roms, I would if I Could..

Also there were never any TOS 1.62 machines sold here in N.Z....

Thanks....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2077. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-12 12:03:02 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.51ekVsd3uB_@semprini.tdkcs.waterloo.on.ca>
Source record: 39276

In <wmtwen.734014020@rw8.urc.tue.nl>, Erlend Nagel writes:
[putting 4M or 14M of real live dual-ported VRAM into Atari computers]

> (I am sure they already did consider this, but thought we
> wouldn't appreciate the benefits it brings, compared to the price we
> pay for it, after all the current Falcon does not suffer very very much
> from the video display, except perhaps in some screenblaster modes.)

I'm sure they didn't think of it... From the benchmarks posted here, it
looks liket he Falcon is _slower_ than an ST in some of the 16-colour
modes. That's a hellish performance hit due to the video, and one of the
many reasons that I'm not going to buy one, even if they do eventually
show up in North America.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2078. Re: Iconizing (Iconifying)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-12 12:06:48 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.7Gql2oOOQ1E@semprini.tdkcs.waterloo.on.ca>
Source record: 39277

In <12802@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> Ah, I hadn't considered alt-clicks. Maybe the CLOSER could Iconify while
> ALT-CLOSER could Quit (since quit is a dangerous operation).
>
> The main problem is that of consistency with existing applications, that's
> why I suggest we think of a standard solution.

That's the main reason I figured I'd use Alt-Fuller to iconify a
window... it's not like anyone is going to go and change the existing
applications so that Closer will iconify the window, and it could be
nasty if someone got confused and accidentally closed a program they
wanted to iconify...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2079. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-12 12:09:02 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bc94e1c@Kralizec.fido.zeta.org.au>
Source record: 39326

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <08 Apr 1993 21:18:>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

ws> I haven't seen a program *yet* with proper VT100 emulation. They all
ws> have some features missing here & there. (Enlarged text, highlighting,
ws> etc.) Uniterm does not have the lot, Flash has some Uniterm doesn't,
ws> and vice-versa).

Well, vttest has a lot of nice things to say about CoNnect 8)

ws> I haven't had a proper look at the VT100 emulation of Inter-Link, I'm
ws> not too sure how good it was.

Don't bother.

ws> Connect is also I think programmed in C, which is hardly the swiftest,
ws> or most compacg language! (Good for programming in though!)

Come on steve, it's bad enough when you make little mistakes, but
blandishing your ignorance in public like that is _very_ silly.

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2080. hard disk gone fishing...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-12 15:45:38 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1281@usdtsg.DaytonOH.NCR.COM>
Source record: 39279

I have a question regarding my hard drive. My Megafile30 has, for some unknown reason, stopped functionally properly. That is, I can turn the hard drive on (prior to turning my computer on), but rather than seeing the usual blinking of the access light (which I use as my cue to turn the computer on) this access isn't happening anymore. And as such, when I turn on the computer, it doesn't seem to recognize that the hard drive is even connected.

It just did this "overnight" (i.e. it worked yesterday, doesn't today...). If anyone has any good ideas (or guesses) as to why this has happened (or more importantly, how to fix this problem) I'll appreciate it. Thanks.

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2081. NeoDesk 3.03 - TT desktop pictures?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-12 16:47:00 UTC
From: andre@cix.compulink.co.uk
Message-ID: <memo.121996@cix.compulink.co.uk>
Source record: 39278

The readme file for NeoDesk 3.03 says it can display background desktop pictures in all TT resolutions, as well as the three ST modes. However it doesn't say *how*. Does anyone know how this should be done (filename and format for the picture, etc)?

I have a very nice 640x480x16 picture I'd like to use as my desktop. I can convert it into another format (presumably it uses a modified version of the old Degas format, to cope with 150k files) but I still need to know how to get NeoDesk to load it.

Many thanks,

Andre

Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

2082. Updating disk names

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-12 20:49:18 UTC
From: renfro@crchh610.NoSubdomain.NoDomain
Message-ID: <C5E1u7.Iy3@news.rich.bnr.ca>
Source record: 39280

Does anyone know how to change the disk name (volume label) from within a program. It appeared that a GEMDOS 67 call might do the trick, but I can't get it to work. I know it is possible somehow because I have an old program called 'VOLUME.PRG' that allows you to do this.

Thanks,

Randy

2083. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 00:50:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12910@uqcspe.cs.uq.oz.au>
Source record: 39281

cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>I'm sure they didn't think of it... From the benchmarks posted here, it
>looks liket he Falcon is _slower_ than an ST in some of the 16-colour
>modes. That's a hellish performance hit due to the video ...

GROAN.

- Scrolling a 640x480 16-colour screen means moving 153600 bytes.
- Scrolling a 640x480 2-colour screen means moving 38400 bytes.
- The Falcon is 3 to 5 times as fast as an ST.
- 153600 = 4 x 38400

Understand now?

Anyone who is using 16-colour BIOS-textmode and complaining about the speed
should simply switch to a fewer-colour mode. How many colours do you need
to run GULAM in full-screen mode, anyway?

I wish my ST could do 640x200 2-colour, that way text would be twice as
fast on my colour monitor (in that mode) as my mono monitor.

The 16-colour modes, from the benchmarks posted here, have NEGLIGABLE
bus contention. Only the 256-colour and (mainly) TruColor exhibit
bus contention.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2084. 1040stf - 4meg upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 01:05:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <3041.724.uupcb@almac.co.uk>
Source record: 39298

Hy Karl

I'm trying in two weeks my self-made RAM-expansion up to 4MB with
1 MB SIM-Dram. So you can add first to 2 MB and then to 4 MB !!

I'll keep you informed!!

bye,Guy

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

2085. Re: hard disk gone fishing...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 01:45:30 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Apr13.014530.20289@ultb.isc.rit.edu>
Source record: 39282

Can you hear the motor spin? If it sounds like the motor is spinning and the usual "jet plane takeoff" doesn't come out of the drive you may have a problem known as stiction. If you do, then all the drive needs is a good slap or two. While crude, this will allow you to use your drive at least until you can get the data off so you can replace it.

Just for legal concerns, I'm going to say I can't be liable for any damages incured from the above procedure.

If your problem is truly stiction the above >>should<< work.

Good luck! Hope that helps!

+---+-----------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+-----------------------------+

2086. UUCP for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 03:26:34 UTC
From: apapouts@lotds.uucp
Message-ID: <apapouts.0dp7@lotds.uucp>
Source record: 39285

I was wondering if there are any programs which will allow the Atari St to do UUCP mail? If anyone has any info please leave reply or leave me e-mail.

--- Via UCI v1.21 (C-Net Amiga)

UUCP: apapouts@lotds.uucp.

2087. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 03:31:49 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1qdc75INNf27@tamsun.tamu.edu>
Source record: 39283

In article <1q6178INN544@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] If you want a binary version of MiNT and don't want to compile it yourse
>] buy MultiTOS. The freeware version of MiNT is unsupported software, whic
>] is why it's available in source code form only.
>
>BUY Multi-TOS!? No thanks, I'm not that rich, nor that patient!
>
>(I'd have to upgrade to a TT for it to be any use!)

So from reading this, I assume that Multi-TOS is out, easily purchasable for the Atari ST, and has bound professionally printed documentation (or at least UNIX manual quality).

Does anyone know the American distributors who are selling this program? I'd like to order it today and get an over night or same day delivery. I'm very pleased that the bug free version of MultiTOS is now available. I was getting tired or some annoying bugs in MiNT version 0.99 that I compiled.

Thanks for all of the effort Eric. I wish all the people at Atari had your diligence and enthusiasm.
--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

2088. Multisync

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 04:26:30 UTC
From: ca2ee209@troi.cc.rochester.edu
Message-ID: <1993Apr13.042630.24247@galileo.cc.rochester.edu>
Source record: 39284

I first would like to apologize for posting this as I know
my question is covered in the Faq list but I couldn't get the
FAQ list since I couldn't get anything that was posted before the
7th of April and don't fins it in news.answers wither.

My friend is selling his Panasonic Multisync Monitor and
I would like to know the scan rate that his monitor has to
support in order for me to use with my MegaSte. What other
specification of Monitor do I need to look into? What are the
models of Panasonic Multisync Monitor that has previously
been known to work with the Atari? I am planning to get
a TT this summer. Will the TT work with Multisync Monitor
also?

I need to know also what kind of switch box I need to have
in order to use it with my MegaSTE and perhaps later with the
TT? Is this box hard to make? If there is any files descripting how to make
this kind of switch box, where can I get it? Or else, what
company sell it?

Thanks in advance

...
Ling Cherd
.

2089. TT : Questions ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 07:10:25 UTC
From: porret@elde1.epfl.ch
Message-ID: <1993Apr13.081025.1@elde1.epfl.ch>
Source record: 39286

I'm thinking about buying a secondhand TT computer and, as I don't know TTs very well, I'd like to have some information and advices.

o This TT is rather an old one (it has TOS v.3.05). I know that the first TTs were supposed to work at 16MHz, and Atari used an additionnal board to speed it up to 32MHz. How is it possible to recognize such a computer (without opening it) ? Is there any notable differences between the two versions (especially with respect to performance) ?

o Does every TT version include 68882 floating point unit ?

o A test program I used indicated there was no blitter in it. Is that normal ?

o Does standard Atari VGA screen (PCT1426) withstand a graphic card with, let's say, 800x600 pixels ?

o Does the use of fast RAM significantly improve its speed ?

o Is that possible to use a Spectre GCR emulator on a TT ? If yes, which Mac would it be equivalent to ? How compatible is it with Mac programs ?

o Does a way to change resolution without rebooting exist ?

Thanks for your help.

Alain-Serge Porret | E-mail : PORRET@ELDE.EPFL.CH
Electricity Department | DecNet : 56451::PORRET
Swiss institute of technology |

2090. TT SCSI blockmode

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 07:10:39 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.734685039@cstw168>
Source record: 39288

Hi,

The atari developers doc mention that one should not use the blockmode
of the 5380 SCSI controller when programming the controller.
I was wondering if any of you could shed a light on the following
questions:
1) what does blockmode do? What are the benefits/disadvantages?
2) why should one not use blockmode?
Is this due to the dma controller not being able to handle blockmode??

Anyone any suggestion???

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

2091. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 08:23:27 UTC
From: Mark.Lewell@bbs.actrix.gen.nz
Message-ID: <1993Apr13.082327.27417@actrix.gen.nz>
Source record: 39287
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <H.ea.51ekVsd3uB_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
> In <wmtwen.734014020@rw8.urc.tue.nl>, Erlend Nagel writes:
> [putting 4M or 14M of real live dual-ported VRAM into Atari computers]
>
> I'm sure they didn't think of it... From the benchmarks posted here, it
> looks liket he Falcon is _slower_ than an ST in some of the 16-colour
> modes. That's a hellish performance hit due to the video, and one of the
> many reasons that I'm not going to buy one, even if they do eventually
> show up in North America.
>

Sigh. The Falcons that were benchmarked were the /slower/ developer
revision models. When some demo coders got their hands on production
Falcons, they are able to perform graphics manipulations in 65,536
colours that would probably be nearly impossible on even 50 Mhz 486s.
When Falcon-specific games are available in the coming months, it
will be demonstrated that the Falcon is the superior architecture
for many applications.

The tradeoff the designers made (resolutions <= 800x600) is more
than compensated by the flexibility of having up to 14 MB of graphics
memory with hardware scrolling support. The upgraded BliTTER rated
at /64 million/ pixels per second is unmatched by no other US$799
or even US$2000 computers that I know of.

Those are some of the reasons why I have to laugh when a Mac user
spouts off about the new Centris and Quadras. I predict that
when the new flight simulators for the Falcon are released and
compard with those available for the Quadra, the serious deficiencies
of the Macs will be graphically evident. Of course, when audio
capabilities are also accounted for, then the question will not
be whether Macs are getting cheaper, but if they are worth more
than a few hundred dollars.

I will also be watching the maturation of MultiTOS with great
interest. Its current capabilities--

- preemptive multitasking
- threading
- memory protection
- multiuser support(?, not sure of this)

The lack of memory protection in the Mac OS is reason enough to
avoid Macs, because one thing is certain--software memory requirements

are growing both in size and complexity. Atari should certainly publicize the defective and dangerous nature of Mac memory (mis)-management.

When Atari is given time to optimize MultiTOS to its fullest potential, it will be reason enough to buy a Falcon computer.

2092. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 10:30:24 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Apr13.103024.23789@cee.hw.ac.uk>
Source record: 39295
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr7.091526.7856@ericsson.se> etlgtme@etlxd30.ericsson.se writes:
>In article 19158@nosc.mil, healy@nosc.mil (Mike Healy) writes:
>>Maybe they got a pile of 520 STFms in a warehouse somewhere
>>they want to get rid of :-)
>>
>>
>Nope !! Darryl Still said that Atari do not have a warehouse full of STFMs
>somewhere. In fact, Atari are having to manufacture the new FMs from scratch
>and to be able to meet the new price point the manufacturing technique is such
>that it will be very difficult to upgrade them. ....

I think this is an April Fool joke. I first heard the story on Channel 4's
teletext magazine Digitizer which spouts drivel at the best of times.
When Grant said ST Doormat were carrying a similar story I thought it was
more credible but upon reflection I remember that Future Publishing are
in bed somewhat with Digitiser so it looks like a joint April Fool joke.

BTW> I wish they'd scrap Digitiser and bring back FX which was much better.
Digitiser seems to have gone down the same purile path as Gamesmaster.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+---+

2093. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 11:40:28 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1qe8rclNN12qi@rs1.rrz.Uni-Koeln.DE>
Source record: 39290

In <1993Apr7.182540.18001@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> I didn't propose an absolutely fixed screen location. I suggested a
>window in which the screen could be moved around. For example, the upper
>2mb of RAM could be dual-ported, and the screen could be located anywhere
>therein. [...]

Seems to me that's what things are like in a TT, where the screen
can only be located in ST RAM.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2094. Re: Bug in MiNT/GNU libraries (latest versions)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 11:49:11 UTC
From: d09c@alf.zfn.uni-bremen.de
Message-ID: <1993Apr13.114911.10381@informatik.uni-bremen.de>
Source record: 39289

In article <sourada.734514201@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>If it turns out that this is indeed a bug and not something I am doing
>wrong (which is slightly possible), I'll be happy to provide re-compiled
>libraries in the near future...

hmm is entropy on holiday? :-) i too found a few bugs and mailed him
and got no answer since... should i post patches here?

cheers
Juergen

2095. Re: Real World C++ Programming for TOS-- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 11:58:48 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <1qe9to$n7@irz401.inf.tu-dresden.de>
Source record: 39291

Hi!

In article <1993Apr7.142938.23492@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>do. I suppose we'll just have to wait for Pure C++. April, wasn't it?
>Sounds good.

I've just read in the german newgroup, that there's not much hope for PureC++ (next time). Sorry - I would buy it to - Pure Software's software's really smart. There's a profiler incoming - I'm waiting for it.

BTW (to avgroeni@cs.ruu.nl): Don't compare the GNU developing kit to any other developing kit. The GNU software exists on next to every computer and is quite a good tool, but it's really not perfect. We all know it has a (very) low performance and needs lots of memory - even for the plain C. But the other side is: you can get tons of stuff - just compiling on your machine, maybe with minor changes. Compare the DOS-based GNU with Borland C++ (I've never done it, maybe someone can post the result :)). I think it's originally developed for work-station, not for micros like ST.

ketchup

2096. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 13:12:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Nm7d72la5Ao@semprini.tdkcs.waterloo.on.ca>
Source record: 39293

In <12862@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> >Atari ... they're just stupid.
>
> Come now, I think there are a LOT of people that are very glad Atari (and
> Amiga) don't have a fixed-location screen. All these bigscreen emulators
> with hardware scrolling, and almost every game takes advantage of the
> excellent flexibility an arbitrary-location screen gives. Even the hardware
> scrolling feature of MiNT (great for those with slow computers!) would not
> be possible with fixed-location screen memory.

What would be wrong with putting 2M or 4M of VRAM into a machine? Or 1M,
and having nice VRAM slots (like those evil Macs) so people could (*gasp*)
_upgrade_it_themselves_? Then you can have the screen anywhere in that
1-4M of RAM (hmm, just like an ST, but much faster), and nothing changes
except the speed of graphics operations.

> Atari computers aren't ONLY used for GEM applications! (Despite Ian L)

The main disadvantage of Macs... no TTY, even if you wanted it.

> Atari computers aren't ONLY used for TTY applications! (Despite Chris H)

The main disadvantage of PCs. Then they got Windblows, and everyone went
nuts thinking it was a new thing...

And hey, I use Gemini and STalker all day... ;)

> Fixed-location memory is fine for some applications, but arbitrary-location
> gives flexibility.

It could also be done more intelligently.

Then again, what am I moaning about. The last machine Atari managed to get
out the door was a whopping 16Mhz 68000...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2097. Re: TT : Questions ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 14:06:29 UTC
From: erlingh@storlind.idt.unit.no
Message-ID: <ERLINGH.93Apr13140629@storlind.idt.unit.no>
Source record: 39292

In article <1993Apr13.081025.1@elde1.epfl.ch> porret@elde1.epfl.ch writes:

o Does every TT version include 68882 floating point unit ?

Yup. And running at 32MHz too.

o A test program I used indicated there was no blitter in it. Is that normal ?

No TTs have blitter.

o Does standard Atari VGA screen (PCT1426) withstand a graphic card with, let's
say, 800x600 pixels ?

That's what I've been told.
It won't go any higher than that though, it is not an SVGA.

o Does the use of fast RAM significantly improve its speed ?

YES !
We had 2 TTs running alongside eachother.
One with, and one without TT-ram, when you saw them running together, one
could hardly believe it was the same machine...
And the machine with TT-ram (mine) did not have burst-mode RAM, that would
have taken it even further. (Ataris TT-ram card with 16 Mb of
SAMSUNG non burst-mode RAM).

o Is that possible to use a Spectre GCR emulator on a TT ? If yes, which Mac
would it be equivalent to ? How compatible is it with Mac programs ?

I only know that it is working.
Altough some models of the TT has troubles with the GCR-floppy, I've been
told. I do not have the beast myself.

o Does a way to change resolution without rebooting exist ?

That depends on how you define "reboot".
To change between ST-high/medium/low TT-low/medium you enter the
SET-PREFERENCES menu on the desktop. Exactly like changing from low -
medium on an ST.
To change from TT-high to any other mode, you will reboot as you do on
the ST when changing from st-high to any other mode.

Thanks for your help..

Anytime...
Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute

/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

2098. Re: hard disk gone fishing...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 14:23:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1285@usdtsg.DaytonOH.NCR.COM>
Source record: 39303

In article <1993Apr13.014530.20289@ultb.isc.rit.edu> mrz5149@ritvax.isc.rit.edu writes:
>Can you hear the motor spin? If it sounds like the motor is spinning and
>the usual "jet plane takeoff" doesn't come out of the drive you may have
>a problem known as stiction. If you do, then all the drive needs is a
>good slap or two. While crude, this will allow you to use your drive
>at least until you can get the data off so you can replace it.

I think you might have hit it on the head (no pun intended :-)
I did give it a slight smack, and after a couple power-ups, it started
working again. What exactly causes this? (i.e. how to avoid it?).
Just curious - with the various DC utilties that were released over time,
didn't one have to do with helping avoid stiction? (I'm not sure
if I'm remembering correctly). If so, I might have to track it down...

This is the first time since I've had the drive that this has occurred
(and I bought the drive used (from a sysop I knew)). Oh well, as
long as it's working now!

>Just for legal concerns, I'm going to say I can't be liable for any damages
>incured from the above procedure.

What - and put a lawyer out of work? :-)

>Good luck! Hope that helps!

Thanks!

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"when people ask you what time it is, respond 'you mean right now?'"

2099. Porting Mach 3.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 14:50:36 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1qejvsINNgls@lynx.unm.edu>
Source record: 39294

Whelp, I've got the Mach 3.0 microkernel sitting in source form on my drive here, and am toying with the notion of porting it to the ST/TT/Falcon, etc.

I'd be very interested to hear from someone who may have attempted doing such a thing, and any problems they may have encountered.

Chris Faehl
cfaehl@vesta.unm.edu

2100. Re: HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 17:02:34 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Apr13100234@hpbeo82.bbn.hp.com>
Source record: 39305

Two hints:

- comp.graphics would be a more appropriate newsgroup

- The problem can get a lot worse if you have cyclically overlapping
images (I'm not going to attempt an ASCII drawing here :-).
You will have to use a polygon-splitting algorithm or a Z-buffer
if your code can encounter this situation.

Good luck,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2101. *** Need HELP with the game "SDI" ...***

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 17:18:07 UTC
From: M14563@mwvm.mitre.org
Message-ID: <16BAFBB0F.M14563@mwvm.mitre.org>
Source record: 39296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There,

I am currently borrowing the game "SDI" from a friend, (using original diskettes -- no pirating). But, when I try to use it on my Atari 1040 ST, it *bombs* just as the *little man* runs through the first tunnel. Just as the image of the man leaves the screen on the left side, (after this, a disk read *should* occur, loading another part of the program into memory and allowing the player to continue with the game), two bombs appear. My Atari has 4 MB of RAM. I also tried this game on an Atari 1040 STe, (not sure of the RAM size), and it also bombed at the same point. My friend has an Atari 1040 ST with 1 MB of RAM and tells me that he has no problem running the game whatsoever.

Could someone let me know if I may be running into a problem involving my upgraded memory and this particular game? I would really like to know if there is something that I can do to get around these *bombs* so that I can play this game; (really, I am doing this for my sister -- SDI is one of her favorite games. I really know very *little* about this game. All I know is that my sister would play this game for *hours* at a friend's house. So, she would be most appreciative of any and all help 8-)).

Thank you in advance for all of your help. I truly appreciate all efforts to help, (as does my sister). Take care *each* and have a nice day!

(FYI - I am a new Atari user and am *not* an Atari programmer; I am however familiar with IBM PCs and with Macs to a degree.)

Again, THANKS! 8-)

-- Terry

-*-*-*

2102. ST2->ST4 memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 21:03:43 UTC
From: guy.goerres@almac.co.uk
Message-ID: <3040.724.uupcb@almac.co.uk>
Source record: 39297

In message #1351, EDWARD VISSE writes:

> From: Edward.Visse@wblab.lu.se (Edward Visse)
> Newsgroups: comp.sys.atari.st.tech
> Subject: ST2->ST4 memory upgrade
> Message-ID: <Edward.Visse-120393155108@fastpath-24.wblab.lu.se>
> Date: 12 Mar 93 14:54:42 GMT
> Followup-To: comp.sys.atari.st.tech
>
> Hi atarinetters,
> I want to put in some extra RAM into my mega ST2. Can someone tell me
> what
> type of RAM's and condensators I need. If I have those, it is just
> 'glueing' them into my ST, OR....?
>
> Thanx for any info, Edward (Painfully short on thinkingspace)

Hy Edward

Just simply put 16 1Mb-Chips with the same speed (or faster) in
the 16 emply slots near the other RAM's. Get also 16 condensators and put
them at the appropriate place.. That's all. The ST is recognizing them
automatically.

bye, Guy

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

2103. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 22:11:54 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1qfdraINNfo9@shelley.u.washington.edu>
Source record: 39299
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Mark.Lewell@bbs.actrix.gen.nz writes:

>I will also be watching the maturation of MultiTOS with great
>interest. Its current capabilities--

> - preemptive multitasking
> - threading
^^^^^^^^^ -> What? I thought this was something it could NOT do!

Anyone know? Can Multitos Thread?

> - memory protection
> - multiuser support(?, not sure of this)
>
Stuart Denman
stusoft@u.washington.edu

2104. Re: IMAGE FILE OF TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 22:12:09 UTC
From: ken@isgtec.com
Message-ID: <4550@isgtec.isgtec.com>
Source record: 39301

In article <1qbf6sINNhib@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> Can any body mail a Imiga File Copy of a STE TOS 1.62 Roms,
> UK/OZZY ones that is, if not I could still use USA ones, just to find the
> patches..
> I have TOS 1.6 fitted to my STE and would like to patch them to
> TOS 1.62..

This would be an enormous waste of time, there are exactly two patches
to 1.6 to make it 1.62 (hence the .02):

- fix to the low-res boot/DESKTOP.INF bug
- fix to the memory pool problem

Both are fixed by tiny AUTO folder progs, that are widely available,
certainly on a.a.... if you want to go to the trouble of getting new roms,
get 2.06, which are plug'n'play on the STe.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2105. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-13 23:03:42 UTC
From: sinclair2246@iscsvax.uni.edu
Message-ID: <1993Apr13.170342.12327@iscsvax.uni.edu>
Source record: 39302
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr13.082327.27417@actrix.gen.nz>, Mark.Lewell@bbs.actrix.gen.nz writes:
> In article <H.ea.51ekVsd3uB_@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>> In <wmtwen.734014020@rw8.urc.tue.nl>, Erlend Nagel writes:
>> [putting 4M or 14M of real live dual-ported VRAM into Atari computers]
>>
>> I'm sure they didn't think of it... From the benchmarks posted here, it
>> looks liket he Falcon is _slower_ than an ST in some of the 16-colour
>> modes. That's a hellish performance hit due to the video, and one of the
>> many reasons that I'm not going to buy one, even if they do eventually
>> show up in North America.
>>
>
>
> Sigh. The Falcons that were benchmarked were the /slower/ developer
> revision models. When some demo coders got their hands on production
> Falcons, they are able to perform graphics manipulations in 65,536
> colours that would probably be nearly impossible on even 50 Mhz 486s.
> When Falcon-specific games are available in the coming months, it
> will be demonstrated that the Falcon is the superior architecture
> for many applications.
>
> The tradeoff the designers made (resolutions <= 800x600) is more
> than compensated by the flexibility of having up to 14 MB of graphics
> memory with hardware scrolling support. The upgraded BliTTER rated
> at /64 million/ pixels per second is unmatched by no other US$799
> or even US$2000 computers that I know of.
>
> Those are some of the reasons why I have to laugh when a Mac user
> spouts off about the new Centris and Quadras. I predict that
> when the new flight simulators for the Falcon are released and
> compard with those available for the Quadra, the serious deficiencies
> of the Macs will be graphically evident. Of course, when audio
> capabilities are also accounted for, then the question will not
> be whether Macs are getting cheaper, but if they are worth more
> than a few hundred dollars.
>
> I will also be watching the maturation of MultiTOS with great
> interest. Its current capabilities--
>
> - preemptive multitasking
> - threading
> - memory protection

> - multiuser support(?, not sure of this)
>
> The lack of memory protection in the Mac OS is reason enough to
> avoid Macs, because one thing is certain--software memory requirements
> are growing both in size and complexity. Atari should certainly
> publicize the defective and dangerous nature of Mac memory (mis)-
> management.
>
> When Atari is given time to optimize MultiTOS to its fullest
> potential, it will be reason enough to buy a Falcon computer.

YEA RIGHT....When Multitos matures, if it ever does will not compete with the power PC and Taligent OS. Yes you will be able to run Mac Software off it. Go spend your money on the Falcon, but for the same price, I'll wait for the PowerPC.....

>
>
>

2106. Re: SIMMs memory upgrade question ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 00:40:14 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bcb5194a83933@discworld.oche.de>
Source record: 39312

In <1po7jr$l1h@disun41.epfl.ch>,
Stefan Monnier (monnier@di.epfl.ch) wrote:

SM>> what's the f%^$##%^%^# problem with 3 chip SIMMS ?!?!?!?!
SM>I seem to remember hearing of such problems before (not only for STs
SM>but for PCs too). They were due to the refresh that is not quite the
SM>same on the 4Mbits chips: there is twice more rows to refresh (1024
SM>intead of 512) on the 4Mbits chips than on the 1Mbits and this
SM>additional bit was not used by the refresh mechanism. This explanation
SM>was for a PC. As far as I know, the ST doesn't really need to refresh
SM>its memory because the scanning done by the video circuitry has the
SM>same effect, but maybe the scanning is not 'exhaustive' !

There is usually no problem in using 4MBit-DRAMs in the ST, the refresh
(which is really done by the video logic) is sufficient (and more than
that) for 4MBit-DRAMs. I do definitely know that it works when using
4MBit ZIPs in an ST and 3-chip SIMMs in an STE, and I can't see any
reason why it should give problems in a ST other than timing or power
supply problems.

RAMs for the ST should not be faster than 70ns and not slower than
150ns. The Power supply lines (especially GND) need thick cables
(anything above 2.5mm^2 is sufficient) - otherwise you may get problems
due to ground bounce effects during refresh and access, when the RAMs
need much more power for a short moment.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Old Tom was the single cracked bronze bell in the University bell tower.
The clapper dropped out shortly after it was cast, but the bell still tolled
out some tremendously sonorous silences every hour." (Terry Pratchett, Eric)

2107. Re: TT : Questions ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 01:11:13 UTC
From: erlingh@fiolilla.pvv.unit.no
Message-ID: <ERLINGH.93Apr14011113@fiolilla.pvv.unit.no>
Source record: 39300

In article <ERLINGH.93Apr13140629@storlind.idt.unit.no> erlingh@storlind.idt.unit.no (Erling Henanger) writes:

o A test program I used indicated there was no blitter in it. Is that normal ?

No TTs have blitter.

Uhmm, just to clarify that...
The TT does not have a blitter, that is - none of the TT-machines that has been sold has a blitter-chip. Just realized that this sentence could easily be misunderstood (rather Norwish == Norwegian English...)

Erling

2108. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 02:22:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12939@uqcspe.cs.uq.oz.au>
Source record: 39304

aeg03@rrz.uni-koeln.de (The MPIZ Heroes) writes:
>ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> I didn't propose an absolutely fixed screen location. I suggested a
>>window in which the screen could be moved around. For example, the upper
>>2mb of RAM could be dual-ported, and the screen could be located anywhere
>>therein. [...]

>Seems to me that's what things are like in a TT, where the screen
>can only be located in ST RAM.

And exactly what the 32MHz+32-bit-RAM boards for the Falcon does too. It is
obviously an excellent solution to the problem of video bandwidth. The
Amiga hardware also uses this technique.

[Sorry, I can't remember to name of that 32MHz Falcon board - it was mentioned
in the recent Rehbock transcript though]

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2109. Re: Real World C++ Programming for TOS-- Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 03:53:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12941@uqcspe.cs.uq.oz.au>
Source record: 39307

ts9@irz.inf.tu-dresden.de (Till Salzer) writes:
>avgroeni@cs.ruu.nl (Annius Groenink) writes:

>>I suppose we'll just have to wait for Pure C++. April, wasn't it?

>I've just read in the german newgroup, that there's not much hope for PureC++
>(next time). Sorry - I would buy it to - Pure Software's software's really
>smart. There's a profiler incoming - I'm waiting for it.

I didn't get to see the original message (it expired while I was on our
Easter break), but let me add notes to this discussion...

GNU C++ (G++) is *SLOW* to compile. That's true. However, I have managed to
use G++ on my meagre 8MHz ST for quite a while. However yet, I have now
bought a TT with TT-ram in preference to a Falcon because of G++'s hunger
for CPU speed.

G++ has no debugger. That too is a pain sometimes. Although, there is now
a port of GDB 3.5 that works under MiNT only (and, I presume MultiTOS).

Hey, but gprof (the GNU profiler) works fine with G++.

Now, as far as OO programming on an Atari goes, I think anyone who DOESN'T
use OO programming to some degree for GEM applications is crazy: because
the whole GEM interface is highly Object based - because of the OBJECT
type. My gem++ basically encapsulates and enhances the fundamental GEM
objects (OBJECTs, forms, windows, alerts, VDI, IMG, ...). I do *not*
advocate the use of gem++. I advocate the use of an object oriented
programming language (C++ is best for general applications), and I
advocate the construction of freely available (ie. standard) classes for
dealing with and extending the GEM user interface.

C++ is NOT inherently slower than C at all. In fact, C++ is by deifnition
more efficient than C, since C code is (practically) C++ code and compiles
to (practically) the same object code - that, plus the fact that C++ gives
you more on top of C, means C++ MUST be more efficient.

C++ compilers are NOT inherently slower than C compilers. It's just that
the compiler industry has had a LONG time (relatively) to learn about
building efficient C compilers, while C++ is new (but expanding VERY fast).

C is a great language. But it is unrealistic for large-scale applications.
Even small-scale applications are easier in C++. For example, which would
you rather:

```
/* C code */ // C++ code
foo() foo()
{ {
```

```
int i; for (int i=0; i<10; i++) {
...
for (i=0; i<10; i++) { }
... }
}
}
```

C has only *2* advantages over C++:

1. More users
2. Faster compilers

(1.) is swinging towards C++ all the time as the huge C community moves to the C++ community (comp.lang.c++ is a massive-volume group).

(2.) is getting better all the time as compiler writers compete, and the GNU C++ compiler leads the market, IMO.

Note that when I say a "fast compiler" I mean it compiles code quickly. C++ compilers produce code that RUNS just as fast (faster actually) than code that C compilers produce.

I'm looking forward to an Atari-native C++ compiler - be it "Pure C++" or "Cormeau C++". But for now, I think GNU C++ is what everyone who can use should be using. Plain C is just too damned weak.

--

Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2110. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 04:03:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qg2dtlNNrn3@golem.wcc.govt.nz>
Source record: 39306
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
] YEA RIGHT....When Multitos matures, if it ever does will not compete wit
] power PC and Taligent OS. Yes you will be able to run Mac Software off
] spend your money on the Falcon, but for the same price, I'll wait for th
] PowerPC.....

Do you sell these Power-PC things or something?! Take it into a secluded
corner, and blow it out your ear!

If Dave Small decides to release it, we will have mac-emulation on
the Falcon, we already have VGA-486/32 EMulation. And the ability
to read *ANY* disk format in existance! (With just software)

un-sub to this group, and join c.s.atari.advocacy!
```

2111. Atari Falcon Hardware Reg List (Please!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 06:50:24 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr14.065024.4678@ousrvr.oulu.fi>
Source record: 39309

```
Can anyone post(or Email) a complete(as complete as possible) list of the
Hardware registers, their functions and addresses, so we can get down to
some good 'ol low level programming?
```

2112. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 07:20:14 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qgdvelNN84t@elroy.jpl.nasa.gov>
Source record: 39308
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1qfdraINNfo9@shelley.u.washington.edu> stusoft@hardy.u.washington.edu (Stuart Denman) writes:
>Mark.Lewell@bbs.actrix.gen.nz writes:
>>I will also be watching the maturation of MultiTOS with great
>>interest. Its current capabilities--

>> - preemptive multitasking
>> - threading
> ^^^^^^^^^ -> What? I thought this was something it could NOT do!

> Anyone know? Can Multitos Thread?

Yes, the kernel supports it. None of the GCC libraries have been modified to provide the necessary synchronization locks, though. Not sure if anyone has put it to much use...

>> - memory protection
>> - multiuser support(?, not sure of this)

yes. With the Minix filesystem, file owner and group permissions are also enforced.... Not much you can do about the TOS filesystem, I guess.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2113. Re: IMAGE FILE OF TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 07:41:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qgf6dINNs86@golem.wcc.govt.nz>
Source record: 39310

In article <4550@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>In article <1qbf6sINNhib@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>> Can any body mail a Imiga File Copy of a STE TOS 1.62 Roms,
>> UK/OZZY ones that is, if not I could still use USA ones, just to find the
>> patches..
>> I have TOS 1.6 fitted to my STE and would like to patch them to
>> TOS 1.62..
>
>This would be an enormous waste of time, there are exactly two patches
>to 1.6 to make it 1.62 (hence the .02):
>
> - fix to the low-res boot/DESKTOP.INF bug
> - fix to the memory pool problem
>
>Both are fixed by tiny AUTO folder progs, that are widely available,
>certainly on a.a.... if you want to go to the trouble of getting new roms,
>get 2.06, which are plug'n'play on the STe.
>
>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

I don't think you read what I stated, and I don't want the incompatlbility
that TOS 2.06 has, plus the COST, I play with lots of ST/s and don't allways use
a hard drive that is why I need the TOS 1.62 patches...

Also TOS 2.06 Roms are not all Plug and Play, some ST'e have 28 pin sockets and
some 32 pin sockets and some don't have sockets at all, so how do you Plug and
Play..??

The TOS 2.06 Roms will cost me some $120nz plus postage, the Eproms for
TOS 1.62 will cost me $20nz...

At a later date I might get TOS 2.06 Roms, but I will like to switch them,
but not from TOS 1.6...

Any Help will be appreciated ....

Roger..... sheppard_r@kosmos.wcc.govt.nz

2114. Atari Ste harddisk port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 08:51:04 UTC
From: mjcargil@dux.dundee.ac.uk
Message-ID: <1qgj9o$612@dux.dundee.ac.uk>
Source record: 39311

Hi all

Could someone tell me just what type of harddisk fits into the Hard disk port
on the back of the Ste??

Mark Cargill.

2115. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 09:18:52 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bcbc92e@Kralizec.fido.zeta.org.au>
Source record: 39046

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <08 Apr 1993 21:20:>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

ws> All this Baud/BPS stuff is hardly relevant.

but it's fun!

ws> Usually, whatever the modem says on the front panel (2400 baud or
ws> whatever), is also how many BPS you get.

Um. You wish. Try 'theoretical maximum'.

ws> (although, say I get 240CPS, since there are 8-bits per character, I
ws> would multiply the 240 by 8 which would give me the bits-per-second.)

Except that there are 10 bits per character. Can you say 'start bit' and
'stop bit'?

\`miff` /|\
--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2116. Re: DEC RZ55 hard disk - success

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 09:21:14 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bcbc9f5@Kralizec.fido.zeta.org.au>
Source record: 39043

Original to: davidli@simvax.labmed.umn.edu
In a message of <08 Apr 93 17:57:26>, davidli@simvax.labmed.umn.edu
(3:713/602) writes:

d> controller to disable the bit which supresses spinup on powerup. Not
d> something for the home handyperson to do!

Blergle! Too right!

d> In any case, I now have a 320+ megabyte hard drive running with ICD
d> software. I don't know how comparable the RZ55 is to other drives, but
the
d> Hard Drive test ICD includes indicates that there is a 1+ megabyte
d> transfer rate ad 19 milliseconds.

That's pretty cool actually.

D> I am currently debating whether I
d> should keep the default 32 meg partitions or split things up so that I'm
d> using standard TOS partitions of 16 megs with the ICD accessory that
d> allows you to activate or deactivate a particular partition.
Suggestions
d> are welcome!

Well, actually if I were you I'd keep a couple of 32M partitions, and then
split the 'leftovers' (ha!) into 2 or 3 BGM partitions, depending on whether
you plan to run spectre, or possibly install a minix FS for MiNT...

d> -- David Paschall-Zimbel

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2117. Re: 520 STFM price cut in the UK (a re-int

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 09:52:30 UTC
From: etlgtme@etlxd32l.ericsson.se
Message-ID: <ETLGTME.93Apr14105230@etlxd32l.ericsson.se>
Source record: 39205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr13.103024.23789@cee.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:

>>Nope !! Darryl Still said that Atari do not have a warehouse full of STFMs
>>somewhere. In fact, Atari are having to manufacture the new FMs from scratch
>>and to be able to meet the new price point the manufacturing technique is such
>>that it will be very difficult to upgrade them. ....

>I think this is an April Fool joke. I first heard the story on Channel 4's
>teletext magazine Digitizer which spouts drivel at the best of times.
>When Grant said ST Doormat were carrying a similar story I thought it was
>more credible but upon reflection I remember that Future Publishing are
>in bed somewhat with Digitiser so it looks like a joint April Fool joke.

Can't believe its an April Fool. The article appeared in the May issue, (don't
ask me why I get it a month early) and it leads with it on the front page
plus a small article near the beginning and then a full blown article further
on. Seems a rather extravagant April Fool if it is.

Grant.
--

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | Osmond family. (A Rimmer)

2118. Re: TT : Questions ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 10:30:52 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bcbeaa8@p12.f202.n281.z2.fidonet>
Source record: 39223

In a message of <Tue 13 Apr 93 08:10>, porret (2:281/202.0) writes:

p> o This TT is rather an old one (it has TOS v.3.05). I know that the

Which isn't that old. The first TT's were sold with TOS 3.00 and 3.01. The TT you're talking about is a rev. C, the newest ones are rev. D and include TOS 3.06 and a high density disk drive.

p> first TTs
p> were supposed to work at 16MHz, and Atari used an additionnal board to
p> speed it
p> up to 32MHz. How is it possible to recognize such a computer (without
p> opening
p> it) ? Is there any notable differences between the two versions
p> (especially with respect to performance) ?

If I'm not mistaken rev. C's don't have daughterboards (the first one's had a 16Mhz motherboard with a 32Mhz daughterboard where the CPU was located), so they might be fully 32Mhz machines.

p> o Does every TT version include 68882 floating point unit ?

Yes.

p> o A test program I used indicated there was no blitter in it. Is that
p> normal ?

Yes. If the ST blitter would have been implemented, it would have slowed down the 030, so they left it out...

p> o Does standard Atari VGA screen (PCT1426) withstand a graphic card
p> with, let's
p> say, 800x600 pixels ?

No, it's a standard 640 x 480 VGA monitor. You'd better leave the Atari monitor alone and buy a much cheaper VGA or SVGA monitor at your local PC dealer.

p> o Does the use of fast RAM significantly improve its speed ?

Yes, it definitely does. Technically Fast RAM is about 20% faster than ST Ram, but it feels much and much faster. Expecially if running NVDI in Fast RAM and useing ROMRAM, which copies the TOS into Fast RAM. Also a significant increase in speed is noticable when running MultiTos... :-)

p> o Is that possible to use a Spectre GCR emulator on a TT ? If yes,
p> which Mac
p> would it be equivalent to ? How compatible is it with Mac programs ?

It is possible, but only in ST High resolution. Furthermore Spectre 3.0 does not support the internal SCSI hard disk, so you'll have to use an external hard disk for that. Spectre 3.1 ought to support all this, but is not yet available. Spectre emulates a Mac+, so a Mac+ you'll get. It's a fast one though :-) Programs requireing a 68030 and FPU also run undr Spectre.

p> o Does a way to change resolution without rebooting exist ?

Yes, it's just like on the ST.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: She crucified my heart in the depths of a satin grave (2:281/202.12)

2119. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 10:40:32 UTC
From: brad@tazboy.jpl.nasa.gov
Message-ID: <BRAD.93Apr14104032@tazboy.jpl.nasa.gov>
Source record: 39323

In article <1993Apr14.140511.19745@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:

Newsgroups: comp.sys.atari.st.tech
Path: elroy.jpl.nasa.gov!swrinde!gatech!howland.reston.ans.net!noc.near.net!uunet!mcsun!su
n4nl!ruuinf!avgroeni
From: avgroeni@cs.ruu.nl (Annius Groenink)
Date: Wed, 14 Apr 1993 14:05:11 GMT
References: <1q2hmgINNp6o@golem.wcc.govt.nz> <ersmithC585oz.B38@netcom.com>
<1q6178INN544@golem.wcc.govt.nz> <ersmithC5B6KC.175@netcom.com>
Organization: Utrecht University, Dept. of Computer Science
Lines: 18

In <ersmithC5B6KC.175@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:

>Sure, it would be nice if Atari would give MultiTOS away for free. It would
>also be nice if they gave their computers away for free. Very few companies
>are able to stay in business long by giving away their products, though :-(.

But do you actually think this applies to OPERATING SYSTEMs as well? For
people who have already bought a computer at the same firm (quite a different
story than with MS-DOS) I don't think Apple charge you for an update of the
system, and they are still alive. I wouldn't call an operating system a
'product', it's part of a product, namely, the computer.

Starting with System 7.1 Apple is charging for updates to there OS. I think
the thinking is that computer hardware is becoming a commodity that can
be bough from the lowest bidder, and that is the software that makes the
machine special, and that is what people will pay for. Hardware companies
will probably continue to ship a basic operating system with there computers
but if you want the latest and greatest OS with all sorts of features you
will have to pay extra for it. Look at NeXT who have dropped there hardware
business and hope to make money by selling there OS.

Brad Pickering

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2120. Re: TT : Questions ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 10:44:06 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bcbeb4d@p12.f202.n281.z2.fidonet>
Source record: 39224

In a message of <Tue 13 Apr 93 14:06>, Erling Henanger (2:281/202.0)
writes:
EH> o A test program I used indicated there was no blitter in it. Is
EH> that normal ?
EH>
EH> No TTs have blitter.

TT's do not have a blitter. Falcons have them, TT's do not.

EH> o Does standard Atari VGA screen (PCT1426) withstand a graphic card
EH> with, let's
EH> say, 800x600 pixels ?
EH>
EH> That's what I've been told.
EH> It won't go any higher than that though, it is not an SVGA.

It's a standard VGA monitor, so 640 x 480 max.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: She crucified my heart in the depths of a satin grave (2:281/202.12)

2121. Re: IMAGE FILE OF TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 13:41:15 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1993Apr14.134115.7560@digi.lonestar.org>
Source record: 39320

In article <1qbf6sINNhib@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Help..
>
>NOTE: You can't buy TOS 1.62 Roms, I would if I Could..

It just so happens that I have two pairs of TOS 1.62 ROMS for sale. :-)
Of course, they are for American machines; I don't know if that means
any differences for New Zealanders' machines or not. Make an offer if
interested.

Roy C. Gosewehr

--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

2122. Re: GCC 2.3.3-- crashes on TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 13:55:28 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr14.135528.18551@cs.ruu.nl>
Source record: 39314

In <1993Apr8.092409.6122@ericsson.se> etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:

>In article 5802@ericsson.se, etlgtme@etlxd20.ericsson.se (Grant McFarlane) writes:
>>In article 25422@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>>>
>>>I just downloaded the GCC 2.3.3. C++ compiler and it crashes
>>>(a private memory violation). Did anybody get it to work?
>>>BTW, it is NOT the 2.2 version renamed 2.3.3 that people on this grouped
>>>warned for.
>>>
>>
>>I went to the trouble of downloading this monster but couldn't get it to work
>>either. I can't remember if I got some obscure error message or just the prompt
>>back with no error message, anyway, it didn't work and it wasn't an
>>installation problem.........(more stuff deleted)
>
>OOPS!! Just checked which revision I was talking about and it was 2.3.1 not
>2.3.3.

And I reckon you were actually talking about C++ without the ++ as well, if I read that you simply use ANSIfied laser C instead...

--
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University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2123. Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 13:57:42 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930414.060958.401@almaden.ibm.com>
Source record: 39313
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a nice shareware package I would like to put into one archive (.arc, .zoo, .lzh, .whatever). Problem: files are spread across different folders and this directory structure must remain intact.

Which versions of which archivers can cope with this? What would be the command I would use to archive a file with its folder info? (eg. I suppose X A:\FOLDER\FILENAME.DAT wouldn't do the trick?). I would prefer to use LZH but any archive method will do.

If I need a particular version of an archiver, are there any email servers from which I can obtain that version?

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
---
Death Culture Industrial Nightclub: Birmingham Hummingbird Alt. Fridays

2124. Re: HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 14:00:34 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr14.140034.18649@cs.ruu.nl>
Source record: 39315

In <1993Apr9.135756.23522@inri.com> jdb@mnfep.inri.com (J. David Beutel) writes:

>Why not calculate the distance from the viewpoint to each object,
>and then render furthest-first? You'll have to pick a single point
>to represent the location of each object, but that's always been
>a problem (i.e., two intersecting polygons will not be properly
>rendered with this painter's method).
>
>Use the pythagorian theorem for distance (sqrt((vx-ox)^2 + (vy-oy)^2
>+ (vz-oz)^2), I think).

It isn't quite this easy. Apart from hidden-surface-calculation which I
haven't heard you talking about, you get problems with non-convex objects. I
once wrote a coloured, opaque surface atari logo that 3dmensionally came
flying towards the viewer, and in some (very rare) cases, one of the planes
gets in front of another where it shouldn't. Ik think this actually only
happens when some points of an object are closer and some are further away,
so you can't really decide which one to draw first.
--
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University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2125. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 14:05:11 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr14.140511.19745@cs.ruu.nl>
Source record: 39316

In <ersmithC5B6KC.175@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:

>Sure, it would be nice if Atari would give MultiTOS away for free. It would
>also be nice if they gave their computers away for free. Very few companies
>are able to stay in business long by giving away their products, though :-(.

But do you actually think this applies to OPERATING SYSTEMs as well? For
people who have already bought a computer at the same firm (quite a different
story than with MS-DOS) I don't think Apple charge you for an update of the
system, and they are still alive. I wouldn't call an operating system a
'product', it's part of a product, namely, the computer.

--
Annius V. Groenink -- phone (private): +31 30 895261
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University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2126. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 14:09:51 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr14.140951.20793@cs.ruu.nl>
Source record: 39317

In <1qdc75INNf27@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:

>>BUY Multi-TOS!? No thanks, I'm not that rich, nor that patient!
>
>So from reading this, I assume that Multi-TOS is out, easily purchasable for
>the Atari ST, and has bound professionally printed documentation (or at least
>UNIX manual quality).
>
>Does anyone know the American distributors who are selling this program? I'd
>like to order it today and get an over night or same day delivery. I'm very
>pleased that the bug free version of MultiTOS is now available. I was getting
>tired or some annoying bugs in MiNT version 0.99 that I compiled.
>
>Thanks for all of the effort Eric. I wish all the people at Atari had your
>diligence and enthusiasm.

Are you being ironic or extremely naive? Remember MultiTOS is a '1.0' and I
don't if you remember TOS 1.0 but I sure do. What you want is just not the
way things work where TOS is concerned.

Have you tried typing an underscore in the MTOS file selector?
--
Annius V. Groenink -- phone (private): +31 30 895261
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University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2127. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 14:26:30 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr14.142630.16552@tdb.uu.se>
Source record: 39318
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Why don't you try zoo! It's not the easiest one to pack directory-trees
with, but it's no prob depacking into a tree.

You must specify each directory separately on the command-line, so if
your directory looks like:

```
ChangeLog
Makefile
README
/man/whatever.1
/src/whatever.c
/src/whatever.h
/src/atari/tailor.c
/src/atari/tailor.h
```

the command-line should look like:

```
zoo ah whatever.zoo man/* src/* src/atari/* *
```

for zoo to pack the entire tree.

To unpack use:

```
zoo x// whatever.zoo
```

zoo will automagically create the folders for you! :-)

BTW, you need zoo v2.1 to use the HIGH-compression method (the 'h' in 'ah').

Happy packing!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2128. A summary of ST-magazines (paper/disk) ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 15:52:51 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <1qhc0j$f0o@wsinis01.info.win.tue.nl>
Source record: 39319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Who owns a list of (inter-)national ST magazines
and would be so kind to post it for me ?

Especially disk magazines / net.magazines; possibly underground,
have my great interest !

Fast replies will be rewarded with a copy of the most complete,
luxurious, foolproof and graphically interfaced phreaktool currently
available for the ST family: The Rowdy Dialer v1.1, release this month ..

Enjoy,
and thanks in advance!

RowdyB

2129. Re: Atari Ste harddisk port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 16:24:08 UTC
From: bjgrier@bnr.ca
Message-ID: <C5HEw8.12I@news.rich.bnr.ca>
Source record: 39322

In article <1qgj9o$612@dux.dundee.ac.uk>, mjcargil@dux.dundee.ac.uk (M J Cargill Psychology ext 4621) writes:
|> Hi all
|>
|> Could someone tell me just what type of harddisk fits into the Hard disk port
|> on the back of the Ste??

This is Atari's variation on the SCSI connector. You will need a host adapter ($100 US) and a SCSI hard drive. If you have a MegaSTe with the Atari host adapter then you do not need another host adapter.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

2130. Re: HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 16:28:51 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1qhe43INN5af@lynx.unm.edu>
Source record: 39321

In article <1993Apr14.140034.18649@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
> In <1993Apr9.135756.23522@inri.com> jdb@mnfep.inri.com (J. David Beutel) writes:
>
> >Why not calculate the distance from the viewpoint to each object,
> >and then render furthest-first? You'll have to pick a single point
> >to represent the location of each object, but that's always been
> >a problem (i.e., two intersecting polygons will not be properly
> >rendered with this painter's method).
> >
> >Use the pythagorian theorem for distance (sqrt((vx-ox)^2 + (vy-oy)^2
> >+ (vz-oz)^2), I think).
>
>
> It isn't quite this easy. Apart from hidden-surface-calculation which I
> haven't heard you talking about, you get problems with non-convex objects. I
> once wrote a coloured, opaque surface atari logo that 3dmensionally came
> flying towards the viewer, and in some (very rare) cases, one of the planes
> gets in front of another where it shouldn't. Ik think this actually only
> happens when some points of an object are closer and some are further away,
> so you can't really decide which one to draw first.

Actually, I thought it WAS this easy - if you render back-to-front, you don't need to calculate hidden-surfaces, because they'll be covered up by whatever else youre rendering.

> --
> Annius V. Groenink -- phone (private): +31 30 895261
> Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
> University of Utrecht --
> Netherland -- ZFC Computing, (same phone)
Chris Faehl
cfaehl@vesta.unm.edu

2131. ATARI STUFF FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 18:13:45 UTC
From: aag9521@ucs.usl.edu
Message-ID: <1993Apr14.181345.24968@usl.edu>
Source record: 39193

It's finally happened, my old 1040 ST has died,

so, I'm selling all the stuff I had with it, if the

prices don't agree with you, please, feel free to let me

know, and, we could certanly agree on something.

HARDWARE

Seagate 251-1 40MB HD ..... $ 90

Supra DMA to SCSI adaptor ..... $ 25
(software included)

Adaptec SCSI to MFM HD controller ... $ 25

All three ..... $ 110

SM 124 Highres Monochrome monitor ... $ 50

All of the above .... $ 130

SOFTWARE (sorry collection, I know)

LaserC Compiler ..... $ 20
(last version from Megamax)

All of the above .... $ 135

BOOKS

Atari ST internals ..... $ 10

Atari St 3D Graphics Programming .... $ 10

Programmers guide to GEM ..... $ 10

And, the culprit:

Free, for the shipping:

1040 Atari St.

All of the above ... $ 150

BTW: buyer pays shipping.

I don't need to make a deal, just get these things out of my house.
(wifes have no sense of humor about "things" and "gray boxes"

hanging around "their houses")

Any gripes, complains or offers, please email me (tight on time)

and or call me (just about any time) at (318) 235-3489.

Thanks,

2132. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 18:35:34 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C5HKzC.Kop@news2.cis.umn.edu>
Source record: 39324

In article <1993Apr14.140511.19745@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>story than with MS-DOS) I don't think Apple charge you for an update of the
>system, and they are still alive. I wouldn't call an operating system a
>'product', it's part of a product, namely, the computer.

Congratulations. Apple Computer now thinks that the operating system is a 'product', and charges accordingly. They even had the audacity to charge brand new purchasers of Macintosh computers (those who bought a system AFTER the release of System 7.1) for an upgrade if it wasn't included in the box.

All operating system upgrades, from any computer manufacturer, now cost you money. MS-DOS 6.0 is $50. System 7.1 is around $70. MultiTOS at around $100 won't be excessive either.

-- David Paschall-Zimbel

2133. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 19:24:18 UTC
From: smiller@joule.elee.calpoly.edu
Message-ID: <1993Apr14.192418.184197@zeus.calpoly.edu>
Source record: 39325

avgroeni@cs.ruu.nl (Annius Groenink) stated:
>In <ersmithC5B6KC.175@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>
>>Sure, it would be nice if Atari would give MultiTOS away for free. It would
>>also be nice if they gave their computers away for free. Very few companies
>>are able to stay in business long by giving away their products, though :-(.
>
>But do you actually think this applies to OPERATING SYSTEMs as well? For
>people who have already bought a computer at the same firm (quite a different
>story than with MS-DOS) I don't think Apple charge you for an update of the
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Sorry bud, Apple did charge a significant price ~$100 us I think dollars
for system 7 which included coop. multitasking... every upgrape previous
to it was not charged for, just like you were not charged for the patches
to TOS...

BTW how is ATARI supposed to pay Eric for his work? Charity? He produced a
product (although I have not seen it yet :^P) and he should be paid for
it...

>system, and they are still alive. I wouldn't call an operating system a
>'product', it's part of a product, namely, the computer.
>
>
>--
>Annius V. Groenink -- phone (private): +31 30 895261
>Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
>University of Utrecht --
>Netherland -- ZFC Computing, (same phone)

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

2134. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 19:54:07 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr14.195407.23042@mnemosyne.cs.du.edu>
Source record: 39332
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> [gushing praise of the Falcon]

Oh come on, we're leaving the realm of fact here and getting into dogma
and marketing buzzwords. To wit..

> The Falcon is 3 - 5 times as fast as an ST.

Well, maybe some benchmark ran that much faster. I've been using one
every day for 6 months now. 2.5-3 times as fast would be more accurate.

> [Falcon hicolor demos] that would probably be nearly impossible on
> a 50mhz 486.

Bullshit. My 25mhz 386 in 24bit truecolor mode can run circles around my
Falcon in 256-color or hicolor mode. How? Simple: the 386 machine has a
real graphics coprocessor (TMS 34020) not just a bit-mover that's fighting
the main CPU and the shifter chip for bus access.

> Upgraded blitter chip rated at 64 million pixels per second.

Here's where the marketing hype takes over. The blitter chip is clocked
at 16mhz. That doesn't imply that it can move 16 million bytes or words
per second, or that the other processors on the bus would give it that
much time even if it could. If you take the maximum rate at which it can
pump data, and use the 1-bit-per-pixel monochrome mode as the test case,
you can probably cook up a number like 64million pixels per second. As
the car commercials and other marketing hype experts like to say: your
mileage may vary. Especially if you're not fond of monochrome video.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

2135. Re: ST2->ST4 memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 19:54:26 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <62906@aurs01.UUCP>
Source record: 39340

In article <3040.724.uupcb@almac.co.uk> guy.goerres@almac.co.uk (Guy Goerres) writes:
>In message #1351, EDWARD VISSE writes:

>> I want to put in some extra RAM into my mega ST2. Can someone tell me what
>> type of RAM's and condensators I need. If I have those, it is just
>> 'glueing' them into my ST, OR....?

Solder works better. ;^)

>Just simply put 16 1Mb-Chips with the same speed (or faster) in
>the 16 emply slots near the other RAM's. Get also 16 condensators and put
>them at the appropriate place.. That's all. The ST is recognizing them
>automatically.

I added two megs of RAM to my Mega ST2, and it also required the
installation of three 33 ohm 1/4 5% resistors. The capacitors are not
required but are recommended. I also recommend you install sockets for
the 18 pin 1 Meg RAM chips, as it's much easier to replace one if it's
bad.

Of course, you can only do any of this if your Mega ST2 was one of the
models that used a Mega ST4 motherboard with the extra RAM holes
soldered closed. Do some exploratory surgery before you invest in the
chips! And make sure you have a good solder sucker!

****
Jonathan Whitcomb, Alcatel Network Systems, Raleigh, North Carolina
* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *
* GEnie: J.WHITCOMB3 *
****

2136. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 19:59:37 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr14.195937.23208@mnemosyne.cs.du.edu>
Source record: 39333

> MultiTOS, at around $100...

Really, it's gonna cost $100? Phew, what a relief! Now I don't have to worry about writing things that are MultiTOS-compatible. I already had my doubts that anyone besides unix-head programmers would even use it. At $100 I think I can rest assured that end users will shun it in droves.

--
==========
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==========

2137. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 21:51:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qi10clNN31l@golem.wcc.govt.nz>
Source record: 39334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr14.142630.16552@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>Why don't you try zoo! It's not the easiest one to pack directory-trees
>with, but it's no prob depacking into a tree.
>
>---
>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

NEVER EVER RECOMMEND ZOO its the worse Archiver there is, there are many
BBS sites in the world that don't alow ZOO Archives at all, even some
of the Big commercial sites will not alow ZOO Archives..

Its nar imposible to redirect the out put..

I think sticking to LZH201L or the New STZIP 2.2 will be far better,these
do work on small 520k one drive ST's...

Take it from some one thats tried them all....

Roger..... sheppard_r@kosmos.wcc.govt.nz

2138. Re: A summary of ST-magazines (paper/disk) ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 22:12:10 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr14.221210.22792@tdb.uu.se>
Source record: 39336
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pieter C. Filius (pieterc@wsinis01.info.win.tue.nl) wrote:
[stuff deleted]
: Fast replies will be rewarded with a copy of the most complete,
: luxurious, foolproof and graphically interfaced phreaktool currently
: available for the ST family: The Rowdy Dialer v1.1, release this month ..

Hmm, looks to me like you don't know who Zaphood/ICS is (which is rather strange if you're into phreaking). Maybe you should have a look at his dailer (if he lets you have it ;-) before you publicly announces yours to be the most complete.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2139. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 22:40:33 UTC
From: cf841@cleveland.Freenet.Edu
Message-ID: <1qi3t1$lhp@usenet.INS.CWRU.Edu>
Source record: 39335
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I find ZOO to be absolutely perfect. But then, I only use archivers from within ARCGSH4.1 which makes everything very simple. The only thing is, if you want to create a new archive, you have to type its name in the file selector that opens up when yoy call Zoo, then choos "add files", then select the files to be included. If you want to include a directory, and all subdirectories, simply enter the directory name at the file selector prompt, since no file selector will let you select a directory without opening it. Then, just hit OK.
Seems simple enough to me!
P.S. I try to avoid LHARC like the plague. Too many incompatible versions around!
--
Georges-Emile April (georges@vlsi.polymtl.ca)
Ecole Polytechnique de Montreal (georges@crt0.crt.umontreal.ca)
P.O.Box 6079 Station A , Montreal, Canada. H3C 3A7
Tel: (514) 340-4877 Fax: (514) 340-4147

2140. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-14 22:48:48 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr14.224848.25259@tdb.uu.se>
Source record: 39337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz wrote:
[stuff deleted]
: NEVER EVER RECOMMEND ZOO its the worse Archiver there is, there are many
: BBS sites in the world that don't alow ZOO Archives at all, even some
: of the Big commercial sites will not alow ZOO Archives..

It's their loss! I like ZOO, and likewise do a lot of other users.
Especially users that are fond of the Unix programming/filesystem
environment.

: Its near imposible to redirect the out put..

Well, it's not impossible, but I can agree with you that it's not
widely know how to do it.

: I think sticking to LZH201L or the New STZIP 2.2 will be far better,these
: do work on small 520k one drive ST's...

I might do just that the day they can handle full Unix-filename-
compatiblity. Why don't you try packing files with filenames longer
than 8+3 which also is case-sensitive...

Also, it would be a good thing if LHArc (whith the -lh5- method) was
widely available for *ix-systems. However, even though I've looked
for the source I haven't been able to find it. Anyone got it or know
wher I can find it?

: Take it from some one thats tried them all....

FYI, so have I! And hey, no flames please. The last thing we want is
another flamewar.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2141. Re: GCC 2.3.3-- crashes on TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 01:03:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12953@uqcspe.cs.uq.oz.au>
Source record: 39339

Many people said:

> [G++ on atari.archie.umich.edu crashes at startup]

Egad. There was a bad version on a.a for a while - I'm not sure what is there now. I have 2.3.3pl2 from a European site and it works like a charm. Someone with 2.3.3pl2 should upload it to a.a, I guess (my copy is now at home).

Don't forget that G++ is now part of GCC - all three compilers come with the same driver. Usually the files are named like this:

gcc233ba.zoo == Binaries for GNU C compiler, version 2.3.3
gcc233bb.zoo == Binaries for GNU C++ compiler, version 2.3.3
gcc233bc.zoo == Binaries for GNU Objective C compiler, version 2.3.3

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _____|

2142. Re: Atari Ste harddisk port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 01:06:01 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC5I322.Hrr@netcom.com>
Source record: 39338

In article <C5HEw8.12I@news.rich.bnr.ca> bjgrier@bnr.ca (Brian Grier) writes:
>
>This is Atari's variation on the SCSI connector. You will need a host
>adapter ($100 US) and a SCSI hard drive. If you have a MegaSTe with
>the Atari host adapter then you do not need another host adapter.

While it's true that the MegaSTE has an internal host adapter, you still need an external host adapter (such as the Link) to connect SCSI devices to the external ACSI port. The MegaSTE does not have a SCSI port (unlike the TT). The internal host adapter supports only the internal drive (unless you do some major fidgetting).

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
FoReMNet Node 761

2143. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 02:06:59 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr15.020659.147041@zeus.calpoly.edu>
Source record: 39191

ilepore@nyx.cs.du.edu (Ian Lepore) stated:
>> MultiTOS, at around $100...
>
> Really, it's gonna cost $100? Phew, what a relief! Now I don't have to
>worry about writing things that are MultiTOS-compatible. I already had my
>doubts that anyone besides unix-head programmers would even use it. At
>$100 I think I can rest assured that end users will shun it in droves.
>
>
>--
>==
>- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
> ianl@bix.com | of your coworkers, and success in business or politics.
>==

I am not a UNIX head, although I know some... I am not a programmer... but
I am getting there... but I _will_ buy multitos just for the pure fact
that I will be able to task switch on my TT without worrying of programs
fighting each other (of course if they work..) and I will be able to use
programs that have good and bad points together and send files flying to
one and the other even if the disk I/O isn't pure multitasking.. what I
see is my TTM 195 filled with Calamus SL, Outline ART 3.0, and Megapaint...
what an awesome setup that will be!!!

bye...

oh BTW what C compilers for the ATARI are ANSI certified?? I am going to
get one pretty soon..

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

2144. Re: A summary of ST-magazines (paper/disk) ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 02:14:36 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <1qigec$fdi@wsinis01.info.win.tue.nl>
Source record: 39192
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Pieter C. Filius (pieterc@wsinis01.info.win.tue.nl) wrote:
>[stuff deleted]
>: Fast replies will be rewarded with a copy of the most complete,
>: luxurious, foolproof and graphically interfaced phreaktool currently
>: available for the ST family: The Rowdy Dialer v1.1, release this month ..

>Hmm, looks to me like you don't know who Zaphood/ICS is (which is rather
>strange if you're into phreaking). Maybe you should have a look at his
>dailer (if he lets you have it ;-) before you publicly announces yours to
>be the most complete.

Hi there Daniel?

Not only do I KNOW Zaphod,
he also granted me free DL, unlimited session time and Elite access
on his ICS HQ board Eagles Nest halfway January '93 (as did Troed for
his Sarcastic Existence BBS - they might inform you why)
- which must be about the time I leached his dialer as well.

Oh well: "To err is human" sort of fits in here ;-). I guess you
haven't hooked up to MegaNet lately, so here are the specs of the
Rowdy Dialer again:

* DTMF
* CCITT 3, 4, 5/R1
* R2 forward and backward
* Red-/greenboxes
* ATF1 (B-Netz) signals
* Tone slots
* Line- and other signals

all preset under 10*16 MF-keys and up to 99 songs and fully user
definable wrt frequencies, timings and volumes, and features a.o.

* number scanning
* guard banding
* sweeptest
* frequency stepping
* advanced song programming/invocation
* preprogrammable songkeys (10*10)
* direct mark time/volume stepping
* pasword protected key logging
* program execution

presented through a luxurious graphical interface,
and step-by-step introduced in a clearly written 20 page manual.

(which btw is nothing BUT a user manual !)

Enjoy!
RowdyB

2145. Re: UUCP for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 02:29:27 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.dr12@equinox.gen.nz>
Source record: 39194

Anestis Papoutsis (apapouts@lotds.uucp) wrote:
: I was wondering if there are any programs which will allow the Atari St to do
: UUCP mail? If anyone has any info please leave reply or leave me e-mail.

Have a look around for a system called Hermes. The version I've seen is 1.04
but I believe that there is later versions under development. It does
complete mail and News handling.

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

2146. Floppy Drive Replacement

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 03:30:05 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Apr15.033005.16343@oucsace.cs.ohiou.edu>
Source record: 39208

Drive A is slowly dying on my 1040stf. I scoured _Computer Shopper_ for a new 720k drive, and found out that nobody sells them anymore. Seeing as 1.44m drives are down to $43, the question is:

1. Can I pop in a 1.44m drive and use it as a 720k drive? (I know I couldn't use it as a 1.44m drive without further hardware modifications.) And if yes, what sort of special tricks or special brand of drive is needed?

2. If this is impossible, where can I get, how hard are they to install, and how much are 1.44m upgrade kits?

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

2147. PETRA sound driver

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 06:51:34 UTC
From: ricquebo@irisa.fr
Message-ID: <1qj0lm$glc@irisa.irisa.fr>
Source record: 39195

I'm looking for the PETRA sound driver (which can work with the
well-known PAULA module player, and is FREEWARE)

Does anybody know where it can be found (ftp etc...), or
does anybody own it ?
In those case, a simp0le mail to me would be kind !

2148. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 06:57:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qj10hINN4u5@golem.wcc.govt.nz>
Source record: 39196
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr14.224848.25259@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>sheppard_r@kosmos.wcc.govt.nz wrote:
>
>I might do just that the day they can handle full Unix-filename-
>compatiblity. Why don't you try packing files with filenames longer
>than 8+3 which also is case-sensitive...
>
>Also, it would be a good thing if LHArc (whith the -lh5- method) was
>widely available for *ix-systems. However, even though I've looked
>for the source I haven't been able to find it. Anyone got it or know
>wher I can find it?
>---
>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

Hey, I have a GEM of a Computer not a Unix workstation, tell me how do I use
Unix file names on my ST or E..

Unix on Atari computers must be a BIG JOKE, here no one uses it, so why not
houses for cources, the Atari range of computers were built with a built in GEM
a simple GUI far better than a command line thing..

ZOO is definitely not for the first time user, its the only one that I have
problems with and even with a shell to drive it, and note, I have had a ST
since 1986 and have been in Computers for some 20 years or more..

ZIP 2.2 would be the easyest one to use, has a nice GEM interface that does help
a lot, and LZH201L has all the Features that ZOO has and more, will extract
multible files and will let you create folders that are not there to extract
to, has a simple way to set the base directory when archiving files that are
deep inside folders, LZH will allso extract, creating directories with out
having to enter a command at all, you just pass it the file name and the
optional destination (Note, Drive as well), if the destination folders are
not there they are created...

There is one bug with LZH201L, its the Time and Date, with TOS 1.0/1.2 it will
reset time/date to the current time and date of extracted files, this can
be fixed with a TSR...

So Please, we are all not Unix freeks that use Internet/Usenet,
so Please keep your bad habits to your self..:-)..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2149. Amiga HD Disk Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 07:05:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qj1feINN4u5@golem.wcc.govt.nz>
Source record: 39197

Hi I here that the new Amigas have to use a hack to read write ?
1.4 meg HD Disks, there Paula can't run that fast, so they slowed the disk drive down..?? so it switches between 150-300 rpm, 150 rpm for the HD mode what a hack, I would say most disks will fail as the output will be lower, due to the lower rpm..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

2150. Re: IMAGE FILE OF TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 07:10:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qj1ouINN4u5@golem.wcc.govt.nz>
Source record: 39198

In article <1993Apr14.134115.7560@digi.lonestar.org>, rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>In article <1qbf6sINNhib@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>>Help..
>>
>>NOTE: You can't buy TOS 1.62 Roms, I would if I Could..
>
>It just so happens that I have two pairs of TOS 1.62 ROMS for sale. :-)
>Of course, they are for American machines; I don't know if that means
>any differences for New Zealanders' machines or not. Make an offer if
>
>Roy C. Gosewehr

WEll the problem is that the Keyboards are different, plus we have a extra key, so USA Roms are not that good to us, but would be of use to find the patched cade at a last resort....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

2151. Re: ST2->ST4 memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 07:22:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qj2foINN4u5@golem.wcc.govt.nz>
Source record: 39199

In article <62906@aurs01.UUCP>, whitcomb@aurs01.UUCP (Jonathan Whitcomb) writes:
>In article <3040.724.uupcb@almac.co.uk> guy.goerres@almac.co.uk (Guy Goerres) writes:
>>In message #1351, EDWARD VISSE writes:
>
>I added two megs of RAM to my Mega ST2, and it also required the
>installation of three 33 ohm 1/4 5% resistors. The capacitors are not
>required but are recommended. I also recommend you install sockets for
>the 18 pin 1 Meg RAM chips, as it's much easier to replace one if it's
>bad.

>* UUCP: whitcomb%aurfs1.aur.alcatel.com@rockdal.aud.alcatel.com *

The Caps should be fitted, they are small 0,22uf low voltage 63v?
monolithick or what ever type ceramic caps...

The sockets are a must if you end up with a bad ram chip,
if you have the Mega 2 that does not have the holes, use SIMMS to give you
the other 2 megs, very easy to install, I have done a Mega 1 to 2.5 megs,
it had a larger type PSU that I have seen on ST/E's far bigger heat sinks,
it was the same as the one seen fited to a STE, but the heat sinks were
longer and twice as thick..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

2152. Re: Atari Ste harddisk port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 08:43:28 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Apr15.084328.886@rhrk.uni-kl.de>
Source record: 39201

mjcargil@dux.dundee.ac.uk (M J Cargill Psychology ext 4621) writes:

> Hi all

>Could someone tell me just what type of harddisk fits into the Hard disk port
>on the back of the Ste??

You need a SCSI drive with an appopriate ACSI (Atari specific) host adapter,
e.g. the one by ICD.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2153. Re: MIDI Question.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 08:59:09 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13411@hardy.rl.ac.uk>
Source record: 39200

In article 23251@swan.pyr, iiitac@swan.pyr (Alan Cox) writes:
>In article <1993Apr14.084928.20345@jet.uk> djs@jet.uk (David J Stevenson) writes:
>>
..
>>
>>The second problem is more difficult; the ST cannot cope with full bandwidth
>>MIDI input :-(I believe that Cubase and others get around this by
>>installing their own faster keyboard/mouse handlers. I have never had problems
>>getting large memory dumps into Cubase.
>
>It's not actually that hard to correct. You enable the horizontal blank
>interrupt (the very low priority one). Revector mouse and any other
>'annoying' interrupts to small routes that set a flag and return. Finally
>you check those flags eag horizontal blank interrupt and fake the relevant
>hardware event. Because the horizontal interrupt is really low priority
>the midi can then interrupt it.
>
>You will still have to right very tight code to handle the serial port on
>an ST at midi speed however.
>
>ALan

Its not so easy. The MIDI & IKBD ACIAs are wire_ANDED together and feed into
an _edge_ triggered input on the MPF. Thus when you fake a call to
the TOS IKBD handler you can either

1 Reset the IRQ line by resetting both ACIAs; but then the TOS IKBD handler
will ignore any character in the IKBD ACIA.

2 Leave the IRQ pulled low; but then there is a window when MIDI events will
be lost since the MIDI ACIA will not be able to generate a falling edge
on the IRQ line to cause an interupt until the TOS handler (which is
excruciatingly inefficient - take a look at the ROM) gets arround to
resetting it.

Actually using the hbl is inefficient - you can do better by catching the interupt
you want to make interuptable and lowering the IPL. But in either case you must
mask of other interupts (on MFP) since TOS is highly non-renterant.

I thought I had found the perfect solution to the MIDI input problem a while
back when I wrote EKSEQ1 but I've since had reports of EKSEQ1 bombing with
pre-blitter TOS versions so I'm no longer so sure.

I've dissembled various budget sequencers and they do nasty things like disabling
the mouse during record or (2) above and occasionally drop notes. I suspect the
only way to be 100% sure of getting every event and being compatible with every

version of TOS is to ditch TOS altogether and write your own IKBD handler/ window system. This is what I'm doing for my next MIDI prog.

Does anyone know if this problem has been fixed on the falcon?

STeven steve@inf.ral.ac.uk

2154. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 09:33:22 UTC
From: Mark.Lewell@bbs.actrix.gen.nz
Message-ID: <1993Apr15.093322.25194@actrix.gen.nz>
Source record: 39203
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr14.195407.23042@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > [gushing praise of the Falcon]

Actually my evaluation of the Falcon was tempered with phrases
like 'design tradeoffs', but that concept seems to elude you.

>
> Oh come on, we're leaving the realm of fact here and getting into dogma
> and marketing buzzwords. To wit..
>
> > The Falcon is 3 - 5 times as fast as an ST.
>
> Well, maybe some benchmark ran that much faster. I've been using one
> every day for 6 months now. 2.5-3 times as fast would be more accurate.

There's the incriminating admission that was missing from Ian's
benchmark test. He has a developer's preproduction Falcon that
is substantially slower than the production models. Readers here
may remember that Atari did not start shipping the latest revision
(rev. 4?) until the latter part of December 1992. Ian, in fact,
may possess the model that was exhibited at Atari Messe/Comdex
which were definitely the 'wait-stated' units.

I don't want to say Ian is wrong in publicising benchmarks and
remarking about a machine that was still in development (though
DEC employees PLEADED with people to refrain from benchmarking
an ALPHA system that was open for public use, because it wasn't
prepared for those measures) but he or anyone else should make
clear which revision Falcon they are testing. What could be
more fair to readers simply interested in facts rather than
fallacy?

>
> > [Falcon hicolor demos] that would probably be nearly impossible on
> > a 50mhz 486.
>
> Bullshit. My 25mhz 386 in 24bit truecolor mode can run circles around my
> Falcon in 256-color or hicolor mode. How? Simple: the 386 machine has a
> real graphics coprocessor (TMS 34020) not just a bit-mover that's fighting
> the main CPU and the shifter chip for bus access.

Interesting to know that the 34020 is standard equipment in PCs.
Let's accept your claim. I want to use a graphics application

that requires a 10 MB 16-bit colour map that I am able to scroll at high speed. Let's see your 'real' computer handle that.... and also try emulating a DX-7 synth at the same time, just for fun. I suppose that 34020 is useful for all the PC games that support it too.

You see Atari had no /intention/ of creating a dragster; they made the world's most 'sportiest' computer. For reckless speed does not always win, in a world full of curves.

2155. Re: Archivers which can cope with directori

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 10:01:58 UTC
From: julian@math.uni-muenster.de
Message-ID: <1qjbqm$28em@obelix.uni-muenster.de>
Source record: 39202

In article 1qj10hINN4u5@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
> Hey, I have a GEM of a Computer not a Unix workstation, tell me how do I use
> Unix file names on my ST or E..

Well. Put minix.xfs on C:\, mint.prg into c:\auto and reboot. Then insert a
Minix formatted disk into drive A:. That's all.

I guess that you'll be more interested when someone comes up with a machfs.xfs
or a hpfs.xfs :-) Hint: they -- too -- have long filenames.

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

2156. Re: ST2->ST4 memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 10:35:48 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bcdae70b868f@discworld.oche.de>
Source record: 39213

In <3040.724.uupcb@almac.co.uk>,
Guy Goerres (guy.goerres@almac.co.uk) wrote:

GG>Just simply put 16 1Mb-Chips with the same speed (or faster) in
GG>the 16 emply slots near the other RAM's. Get also 16 condensators and put
GG>them at the appropriate place.. That's all. The ST is recognizing them
GG>automatically.

Hm - most probably, no. You will have to add 3 resistors (68 Ohms) which
are needed in the RAS/CAS lines between the MMU and the new memory bank.
Atari left them out in many 2MB STs. Look near the MMU or old RAM
banks - there will somewhere be 3 68Ohms resistors and 3 spare places.
They connect to pin 3 (/RAS) and 16 (/CAS) of the new DRAMs.

Furthermore, be sure not to get RAMs which are faster than 70 ns or
slower than 150ns - both can cause problems.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Somewhere in the mechanism something resisted for a moment and then went
clonk. (Terry Pratchett, Witches Abroad)

2157. MultiTOS (was Re: MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 11:19:16 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC5IvG5.L65@netcom.com>
Source record: 39204

In article <1993Apr14.195937.23208@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> MultiTOS, at around $100...
>
> Really, it's gonna cost $100? Phew, what a relief! Now I don't have to
>worry about writing things that are MultiTOS-compatible. I already had my
>doubts that anyone besides unix-head programmers would even use it. At
>$100 I think I can rest assured that end users will shun it in droves.

(1) I think $100 was some user's guess -- so far as I know, prices haven't been officially released yet for MultiTOS sold separately. (I certainly could be mistaken about this).
(2) MultiTOS is shipping free with Falcons (the present tense is intended).
(3) Obviously you had a bad experience with the developer's beta version of MultiTOS. I'm sorry to hear that. But MultiTOS as shipped to users is very different. There's nothing particularly "unix like" about it out of the box. The underlying functionality is there if people want to take advantage of it, but what the end user sees is GEM -- a lot more of GEM, in fact, that in regular TOS, since even TOS/TTP programs run in windows now.
(4) I can think of no particular reason why you would *want* to write things that are NOT MultiTOS-compatible, unless of course you're a "unix-head" and hate having to use GEM. I somehow don't think that applies in your case :-).

Regards,
Eric

The opinions expressed above are probably not shared by Atari Corporation.

2158. Dave Munsie ... please reply

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 12:16:25 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <3XR22B2w165w@ersys.edmonton.ab.ca>
Source record: 39207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dave Munsie (author of Invaders, Dark Pearl, GP Graphics Engine) please reply to this message. I am very interested in your GP Graphics Engine. Send me some info about it.


```
=========================================================================
| Gregeory C. Granger | "All these memories will be |
| (GGranger@Ersys.Edmonton.Ab.Ca) | lost in time, like tears |
| 5516-190A Street | in the rain." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

2159. Re: Falcon resolutions/colors...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 13:00:20 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Apr15.130020.10519@Informatik.TU-Muenchen.DE>
Source record: 39206

In article <yPyH2B1w165w@midiline.la.ca.us>, jared@midiline.la.ca.us (Luposian Knightwolf) writes:
|> In all documentation (i.e. articles and newsbits), the Falcon is quoted
|> as having a dozen or so resolutions, but none of them go beyond 640x480.
|> True color is fine, but what if we Atarians want 1024x768 in 65,000
|> colors?
THEN you need a graphics card
|> And is the Falcon capable of 24-bit video?
With a graphics card
|> If i'm not mistaken, you need 1Mb of RAM (at least) and 16.7 million colors.
Then you only get a resolution of about 300*100 pixel (300*100*3 Bytes)

|> Can someone give me some REAL detailed specs on the Falcon? Is it or is
|> it not a 32-bit computer?
YES it is (specs of Motorola for the 68030)
|> Does it or does it not have a 32-bit address bus?
YES but only the Video-System gets the full bandwidth the 030 gets 16
bit
|> Does it or does it not have 24-bit video (and resolutions above
|> 640x480) capabilities?
NO & YES: It has 16BIT-Video ... good enough for the
Entertainment-Consumer machine ... wait for better on the DTP machine
YES with our simple expansion you get resolutions up to 1280*960 in 16
colors, depending on your monitor and how Flicker-sensible you are
|> And why, o WHY did they put the silly thing in a
|> case that was outdated after the last 1040ST's rolled off the line?
'Cause it's the ceapest thing for mass-merchadising and easy to handle
for 'simple'-users
|> I say they should've taken the MEGA ST case and made that the new style for
|> the TT and Falcon...
IS THE NeXT step
|> What is this little bird REALLY capable of doing?
I find new things every day ... (since Dec 22nd 1992)

Bye
Ewald

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==

(* = Maerchen aus 1001 Nacht

2160. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 14:01:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1286@usdtsg.DaytonOH.NCR.COM>
Source record: 39212

In article <1993Apr14.140511.19745@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
[STuff deleted]
>I don't think Apple charge you for an update of the
>system, and they are still alive. I wouldn't call an operating system a
>'product', it's part of a product, namely, the computer.

I believe Apple system software before 7.0 is available free (Apple even
has an FTP site with various system softwares). However, I think
they now do charge for upgrading to System 7 software. Interesting
that as the price of their machines has gone down, the price of the
system software has gone up. "Things that make ya go hmmmmm..."

Of course, a computer is useless in general without system software.
Thus some such software needs to be bundled with the system. However,
upgrades are another story - normally you don't "need" an upgrade,
but really would "like" to upgrade (i.e. you can still survive on
TOS 1.0, DOS 3.3, System 6.0.x, etc, but upgrading has it's advantages)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

(for instance, I'm surviving on MultiGEM until MultiTOS becomes available :-)

>
>
>--
>Annius V. Groenink -- phone (private): +31 30 895261
>Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
>University of Utrecht --
>Netherland -- ZFC Computing, (same phone)

2161. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 16:08:12 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5J8to.MnM@tsegw.tse.com>
Source record: 39211

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> MultiTOS, at around $100...

> Really, it's gonna cost $100? Phew, what a relief! Now I don't have to
>worry about writing things that are MultiTOS-compatible. I already had my
>doubts that anyone besides unix-head programmers would even use it. At
>$100 I think I can rest assured that end users will shun it in droves.

The same point I made on GEnie.. Who would pay $100 for an operating system,
when they only paid $300 for their machines?? TT users, I could see it..
Falcon, they come with it (of course, we may not see either in this country
until the next millenium).. Would I buy it for my 1 meg STFM?? NO!!
I want to see Atari bring out a REAL machine before I invest any money..
I'll keep the 1040 for experimenting..

Mattias

>--
>==
>- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
> ianl@bix.com | of your coworkers, and success in business or politics.
>==
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

2162. Re: IMAGE FILE OF TOS 1.62

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 16:08:48 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1993Apr15.160848.10650@digi.lonestar.org>
Source record: 39210

(I posted a reply but we were having network problems and I don't think
that the reply went out, since I didn't see it. I tried mail to Roger
but it bounced. My apolgies if this is a redundant post.)

In article <1qbf6sINNhib@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Help..
>
>NOTE: You can't buy TOS 1.62 Roms, I would if I Could..

It just so happens that I have two pairs of TOS 1.62 ROMS for sale. :-)
Of course, they are for American machines; I don't know if that means
any differences for New Zealanders' machines or not. Make an offer if
interested.

Roy C. Gosewehr

--

| GEnie: R.C.Gosewehr | rgoseweh@digi.lonestar.org | uunet!digi!rgoseweh |

2163. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 16:17:53 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Apr15.161753.2619@daimi.aau.dk>
Source record: 39209

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> MultiTOS, at around $100...

> Really, it's gonna cost $100? Phew, what a relief! Now I don't have to
>worry about writing things that are MultiTOS-compatible. I already had my
>doubts that anyone besides unix-head programmers would even use it. At
>$100 I think I can rest assured that end users will shun it in droves.

And the unix head programmers probably will be the last to really need multitos, as it is only really necessary if you swear by GEM (and multitasking off course). I alredy feel rather unix'sh on my 1040STE with 2M and MiNT, so I can live very happy for a long time, as I always considered the desktop as a much inferior shell compared to GNU emacs (yes, emacs, I'll have it as my login shell as soon I have the memory for it).

But a price that high, somebody is sure gonna create some PD multi-gem server like thing done the road. It probably will not be as slick and elegant as rewriting the OS, but for the non-unix end user it probably wouldn't matter too much.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

2164. TOS->MSDOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 16:45:15 UTC
From: dgreen@capella.cup.hp.com
Message-ID: <151670001@capella.cup.hp.com>
Source record: 39219

I have an Atari ST/E with a single 3.5" floppy disk drive. I'd like to transfer MIDI files and ASCII text files created on the Atari to a 3.5" disk that can be read by an MS-DOS machine. Any suggestions?

Thanks,

Dale Green

dgreen@cup.hp.com

2165. IDE, Falcon, etc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 18:16:28 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1287@usdtsg.DaytonOH.NCR.COM>
Source record: 39225

I have a question regarding the Falcon and it's IDE interface. From what I've read, you need a 2.5" IDE drive to fit within the Falcon. What I would like to know is how one might put a *1* inch IDE drive into the Falcon?

The reason I ask is because I've seen a catalog from a computer company that is selling a Maxtor 7120a IDE drive (120MB) for around $300, and that seems like a great price I would think (spent more than that on my Megafile30 :-). Sure would be a nice jump up from my current 30 megs (really 20 megs, as 10 are in Spectre format).

Haven't checked Computer Shopper or anything like that, so I'm not totally up on the prices, but it didn't seem too bad...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"if a little heartache never hurt anyone,
how come I'm dying over you..." - GLJ

2166. Re: MIDI Question.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 19:56:32 UTC
From: mathew@mantis.co.uk
Message-ID: <930415.145135.5n0.rusnews.w165w@mantis.co.uk>
Source record: 39214
Cross-posted to: uk.misc,comp.sys.atari.st.tech

djs@jet.uk (David J Stevenson) writes:
> 2. The MIDI receive interrupt is at the same level as the keyboard/mouse
> handler. The latter often takes a long time to run, during which the
> MIDI port cannot interrupt the CPU. Therefore, even if your code which
> reads the MIDI input queue is efficient, MIDI overrun can occur.

That's just reminded me: another quick fix which often works is to hide the mouse before starting your sequencing, and restore it afterwards. This doesn't get rid of the problem entirely, but it speeds the system up enough that you're less likely to notice it.

mathew

2167. RESERVE, MALLOC, and TT Ram in GFA Basic!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 20:09:51 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1qkfefINNqhk@shelley.u.washington.edu>
Source record: 39215

I'm using GFA Basic 3.5 and 3.6 and I am having trouble allocating memory. I want to allocate two blocks, one in ST ram for screen memory, and the other in TT ram for some data. I want to be able to do this regardless of the memory that the compiled program was loaded into. Before I can allocate memory, I must use the RESERVE command so that the program doesn't use all of the free memory, that way I can use malloc() to allocate my memory blocks. I can use GEMDOS($44,...) on the TT to allocate memory wherever I want. This is known as xmalloc().

My question is, when a GFA program loads, does it use all the memory in the area it loads into and free the other memory? For example, if the program is set to load into TT Ram, it supposedly owns all of TT Ram, right? Does it also own ST Ram? When I use RESERVE to shrink the memory it uses, does this just shrink the memory in the Ram that it loads into? So if I want to xmalloc() some memory in the other Ram, do I need to RESERVE to that area also? How do I do that? Can I use the $mXXXX command of the Linker so the program doesn't take any more memory than it needs? I've had trouble with it. Of course, GFA 3.6 has a HUGE bug with the RESERVE command in that it doesn't let you "UN"RESERVE. I've been compiling with 3.5 to avoid that problem, but maybe 3.6 handles TT ram and the $mXXX option better.

You can see the dilemna I'm in. If anyone can help, I will be most appreciative!! Thanks.

Stuart Denman
stusoft@u.washington.edu

2168. Re: MultiTOS (was Re: MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 20:16:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qkfq9INN86j@golem.wcc.govt.nz>
Source record: 39216

] (1) I think $100 was some user's guess -- so far as I know, prices haven
] been officially released yet for MultiTOS sold separately. (I certai
] could be mistaken about this).

Bob Brodie said some price around the $100 mark would be the price it
will be sold for!
(Long shot from the chanced PD-distribution, which would have put Atari
on the map!)

2169. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 20:44:59 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <734906698@majors4.cs.duke.edu>
Source record: 39164
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <1993Apr14.142630.16552@tdb.uu.se>
as spake by m91der@tdb.uu.se (Daniel Eriksson) :
>You must specify each directory separately on the [Zoo] command-line [...]

I don't think so, not with the Atari version at least. I believe that
the command:

zoo a// ...

will recursively add the contents of subfolders. Currently this is
specific to the Atari version, but I recall hearing that it was passed
on to Rahul Dhesi (or whoever is the final arbiter of things Zoo-y) for
inclusion in the next version.

-sbigham
--
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bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

2170. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 21:00:50 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr15.210050.12429@mnemosyne.cs.du.edu>
Source record: 39217
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Ian ... has a developer's preproduction Falcon that is substantially
> slower than the production models.

I hate to burst your smug little bubble, but I in fact have *two* Falcons onsite here, a preproduction model and the more recent release you allude to which I received during the last week of December 1992.

The main difference between the two machines is that on the earlier model, memory accesses required 5 CPU cycles, on the later release they take 4. In practice, there is only a very small noticible difference in the speed of the two machines.

I was also accused of unfairly benchmarking the Falcon. In fact, I did no such thing. I specifically repudiated a prior mention of benchmarks (which as we all know are pretty worthless) and gave instead my general impression of the machine, based on the fact that I've been sitting at one and *using* it for 16 hours a day, for quite some time now. Over 4 months on the latter-model Falcon, over 6 months if you include my prior experience with the pre-production model.

Don't get me wrong, the Falcon isn't a bad machine. But it's also not comparable to a 486/50, not even close. What it is close to in many ways is my 386/25 system, when running in text modes and doing non-graphics things. The fact that the Falcon can get about the same amount of work done in text mode as a machine running almost twice as fast is pretty impressive, really. But in terms of graphics work, it lags far behind the capabilities of the mid-line 386 systems. (And as the programmer on the team for Autodesk Animator Pro who wrote all the video device drivers plus a fair amount of the rendering code, and also as the sole programmer currently working on Cyber Paint for Atari machines, I feel that I'm in a pretty good position to judge the relative merits of graphics processing between the two platforms.)

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

2171. Re: HELP: Displaying 3D objects in world

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 21:09:04 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Apr15.220904.1@gst-soft.demon.co.uk>
Source record: 39220

> Actually, I thought it WAS this easy - if you render back-to-front,
you don't
> need to calculate hidden-surfaces, because they'll be covered up by
whatever
> else youre rendering.

It depends on your calculations that determine what is at the
back and what is at the front. If you have a large polygon and a small
polygon then your calculations for the centre, and hence their
approriate depths could give you erronous results; answer (to some
extent) smaller polygons!

Chris Wood
cwood@gst-soft.demon.co.uk

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

2172. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 21:13:47 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr15.211347.13233@mnemosyne.cs.du.edu>
Source record: 39218
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> the best archiver

I have to agree that ZOO is the lamest of the available archivers, and should be shunned by all thinking people.

LZH201L is good, it's what I use the most. The only problem is has is that it isn't very compatible with its MSDOS cousin. I frequently port source code back and forth between my Atari and MSDOS machines using LZH201L, and if the archive was created on MSDOS, then on the Atari side the 'f' and 'u' commands don't work well at all. It makes wholly bogus decisions about what files are out of date; apparently something about the timestamps in MSDOS LZH archvies confuses it.

It's also a bit annoying (I think) that the Atari version is so facist about keeping the files in alphabetical order in the archive. If I add a file on the MSDOS side, it doesn't get put in alphabetical order by the MSSDOS LHA program. If I then take the archive to the Atari side and do an 'f' or 'u' on it, the non-alphabetical entry confuses it, and it tends to add all the files to the archive again, putting duplicate copies in the archive.

Even with these problems, it beats the heck out of ZOO, though.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

2173. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 22:10:12 UTC
From: glens@natinst.com
Message-ID: <1qkmg4$cpp@falcon.natinst.com>
Source record: 39221
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr15.210050.12429@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> Don't get me wrong, the Falcon isn't a bad machine. But it's also not
>comparable to a 486/50, not even close. What it is close to in many ways
>is my 386/25 system, when running in text modes and doing non-graphics
>things. The fact that the Falcon can get about the same amount of work
>done in text mode as a machine running almost twice as fast is pretty
>impressive, really. But in terms of graphics work, it lags far behind the
>capabilities of the mid-line 386 systems.

In fact since the Atari line has no actual text mode (like the PCs do, in hardware) then the Falcon in text mode is still doing graphics! So you can be even more impressed by the Falcons ability to get the same amount of work done in text mode as a 386/25 (since the Falcon is really doing 'graphics').

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com
---

2174. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 22:38:16 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr15.223816.14750@tdb.uu.se>
Source record: 39222
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
: > the best archiver
:
: I have to agree that ZOO is the lamest of the available archivers, and
: should be shunned by all thinking people.

Hey, people that think can make their own decisions, right? People like me will, whatever you say or think, use ZOO anyhow since it fills our needs. Neither LHArc nor ZIP does! If that by your definition makes us 'non-thinking-people' then it's you who doesn't think! Think about it! :-)

[stuff about LHArc removed]

: Even with these problems, it beats the heck out of ZOO, though.

Q. By who's definition?
A. By Ian's definition!

It's a matter of what you want from an archiver. If you are satisfied with what LHArc gives you, then by all means use it. If you, on the other hand, feel ZOO gives you the best value/diskspace-ratio then use that instead. In my little 'non-thinking' world I would never use an archiver that truncates some of the filenames when I'm playing around in my Unix-like environment.

Happy thinking! ;-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2175. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-15 23:41:21 UTC
From: monnier@di.epfl.ch
Message-ID: <1qkrr1$aeo@disun41.epfl.ch>
Source record: 39236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr14.224848.25259@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>
>It's their loss! I like ZOO, and likewise do a lot of other users.
>Especially users that are fond of the Unix programming/filesystem
>environment.

Use gtar with gzip (or compress). It MUCH more used in the unix world !

>Well, it's not impossible, but I can agree with you that it's not
>widely know how to do it.
>
>Also, it would be a good thing if LHArc (whith the -lh5- method) was
>widely available for *ix-systems. However, even though I've looked
>for the source I haven't been able to find it. Anyone got it or know
>wher I can find it?

akiu.gw.tohoku.ac.jp /pub/unix/lha

>: Take it from some one thats tried them all....asy: ftp
>
>FYI, so have I! And hey, no flames please. The last thing we want is
>another flamewar.

I really don't care what you're using, don't worry !

>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2176. FPU programs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 00:44:17 UTC
From: kfason@lamar.ColoState.EDU
Message-ID: <Apr16.004417.52373@yuma.ACNS.ColoState.EDU>
Source record: 39226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know of programs that use the FPU? I have a Mega/STE 4 50
and am considering getting one if any of the programs I use use it...
do some everyday utils (like LZH) and other utils use it? art stuff...
word processor stuff? etc... thanx!

-Kev Atari Mega/STE 4 50

2177. Falcon programming documentation (OS & Hardware level)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 01:00:29 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <jmccoull.734922029@bruny>
Source record: 39228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[all replies via email if possible, I'll post a summary if the need arises]

Hello! I am posting to these news groups for a friend of mine who just bought a Falcon030 (first one in Tasmania/Australia :)). Anyway I'm an amiga coder myself so I dont know much about how the falcon documentation works, but if anyone has some documentation they can send to to send to my friend (Cepheus) it would be thankfully recieved!

Anyway If i recall the Atari ST's have a BIOS style OS interface so a list of trap numbers and registerized parameters and control blocks would be nice.

Basically I'm after any falcon programming docs:

- Operating system docs & include/definition files.
- Hardware level programming (register maps etc...)
- Maybe some docs on cycle counting for a 32 bit 68030 on a 16 bit memory interface. [ie how do the memory transactions work!]
- Also information on the exact nature of the 32 bit wide [dma/graphics and sound system] bus would be nice, so he can work out slow downs etc...

Thankyou for your time.
Regards, James McCoull.

PS. No lectures on hardware bashing over OS programming please. These docs are headed for a professional Software Engineer who likes a little fun when he is not working professionally.

PPS. Surely someone must have hardware docs on the register set? I already have similar docs for the A1200 [lame yes], and CBM dont even release these!

2178. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 01:01:36 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <734922094@majors6.cs.duke.edu>
Source record: 39227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[Apologies if you've already seen this; it never showed up at our site.]

From the Holy Book of <1993Apr14.142630.16552@tdb.uu.se>
as spake by m91der@tdb.uu.se (Daniel Eriksson) :
>You must specify each directory separately on the [Zoo] command-line [...]

Not on the Atari version. As of v2.something, you can use the `//'
option with the `a' command to recursively add the contents of
subdirectories. This isn't, unfortunately, a feature of the main Zoo
distribution, though it has been submitted to the final arbiter of all
things Zoo-y (Rahul Dhesi?) for inclusion in a future version.

> [...] so if
>your directory looks like:
>
> ChangeLog
> Makefile
> README
> /man/whatever.1
> /src/whatever.c
> /src/whatever.h
> /src/atari/tailor.c
> /src/atari/tailor.h

you can simply use:

zoo ah// fred.zoo *

-sbigham
--
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bigham@hercules.acpub.duke.edu | copied or distributed without a
(but not for long) | Darn Good Reason(tm).

2179. Re: Updating disk names

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 02:19:28 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C5K14G.ErG@cs.mcgill.ca>
Source record: 39229

In article <C5E1u7.Iy3@news.rich.bnr.ca> renfro@crchh610.NoSubdomain.NoDomain (Randy Hoekstra) writes:
>Does anyone know how to change the disk name (volume label) from
>within a program. It appeared that a GEMDOS 67 call might do the
>trick, but I can't get it to work. I know it is possible somehow
>because I have an old program called 'VOLUME.PRG' that allows you
>to do this.
>
>Thanks,
>
> Randy

although I never bothered doing it, this is how I'd go about it :

call sfirst("*.*",8) (GEMDOS $4E or 78)
The return value will point to the DTA buffer. The filename can be found
at byte offset 30 (I dunno what the item name is for the C structure, but
it's the last one). We specified 8 as attribute, so we'll get volume labels
only. Since there's only one ...
Call Rename(buffer + 30,newname) (GEMDOS $56 or 86)
Voila !
Let me know if it works.

Patrick.

PS. Boy, it good to be able to take time to answer to news again. studies
are driving me nuts ! ;-)

2180. German to English ASCII file converters?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 02:25:06 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr16.022506.20531@ousrvr.oulu.fi>
Source record: 39230

I am in need of a program to convert German ASCII files to English ASCII files, (must be Falcon compatiable ;-) Can anyone help??
If not, can anyone please tell me where I can get a copy of PeaceBug V1.05(Or the latest version) with completely English docs?

Algo of Digital Destiny.

2181. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 02:36:23 UTC
From: a644690c@edinboro.edu
Message-ID: <1993Apr15.213623.10063@edinboro.edu>
Source record: 39145

Someone asks:

> How does one symbol represent 6 bits? Different frequency contents, phase
> shift, etc.

Phase Shift Keying (PSK) is the method used in most modern modems. If 1 baud = 4 bits then there COULD be 2^4 'Phase Angles' in the PSK. (A phase angle being how many degrees out of phase with the last signal). But with 9600 BPS modems, there are only 12 phase angles and 4 of those angles have 2 amplitudes for a total of 16 distinct signal elements. I do no know the specifics of using 64 signal elements for 6 bits, but I am sure it uses a combination of Phase angles and amplitudes as well.

Someone mentioned that baud and BPS are usually pretty close. That idea is clearly false if you consider 2400 baud can transmit 9600bps using QPSK (Quadratic PSK).

FSK (Frequency shift keying) is the method most used with 2400 BPS modems. (This is just a simple frequency that is modulated high or low to send a 0 or 1. I suppose that FSK could be used for multi-level signaling, but I have never seen it though).

Another note:
Since a phone line has a bandwidth of around 4000k, PSK is best suited for the higher transmission rates (for reasons that escape me at the moment). According to Nyquist the max. channel capacity of a line is: c=2W logM. The Log is base 2, M is the number of Signal elements and W is the Bandwidth. Signal to Noise Ratios also have a grate deal to do with the Transmission rates.

-Adam Conover.
a644690c@edinboro.edu

2182. FAX software?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 04:39:26 UTC
From: Michel Goudeseune <michelg@zooid.guild.org>
Message-ID: <1993Apr16.043926.1020@zooid.guild.org>
Source record: 39233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just bought a v.32bis fax-modem today. Well, as a modem it works great.

I'm now wondering if there is any software out there that will allow me to use the fax capability?

Please send replies by email. I'll summarize them on the net afterwards.

Thanks in advance,

Michel Goudeseune -- michelg@zooid.guild.org

2183. EMACS...??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 05:59:26 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Apr16.005926.18152@bsu-ucs>
Source record: 39157

> And the unix head programmers probably will be the last to really need
> multitos, as it is only really necessary if you swear by GEM (and multitasking
> off course). I alredy feel rather unix'sh on my 1040STE with 2M and MiNT, so I
> can live very happy for a long time, as I always considered the desktop as a
> much inferior shell compared to GNU emacs (yes, emacs, I'll have it as my
> login shell as soon I have the memory for it).

First off, I'll say that I'm virtually 100% ignorant on the topic. (Hence,
this question...:)

Why are you using (or do you want to use EMACS as your shell? I was/am under
the impression that it's a high-powered text-editor....(???)

Is it a GUI replacement for GEM? A CLI replacement for GEM, or what?

-Matt

2184. Funky Floppy in a MEGA ST4!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 06:13:33 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Apr16.011333.18154@bsu-ucs>
Source record: 39156
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm having a pretty severe problem croping up on my MEGA ST4.

I'm still in the process of "isolating" the problem, but am pretty sure it lies in the floppy drive.

I'm running off my HD with the floppy completely unhooked (it's sitting on the floor.:)...

When it was still hooked up and "running" I could be doing something (anything) on the computer and the system would appear to go into what I would describe as "reboot mode." Everything would stop and the system looked as if I hit the RESET button and kept hitting it about every second or 1/2 second. In between these "resets" the computer would attempt to re-access the floppy as it would normally do at boot-up time, but rather than reading the floppy woudl re-enter "rebott mode."

My first attempt at solution was to sharply smack the computer case directly ove where the floppy resides. This would temporarily allow the computer to continue with normal boot-up procedures, but would end shortly by having the system go back into "reboot mode."

My next atempt was to boot with no floppy in the floppy drive. This seemed to help, but after about 15 minutes something happened (I couldn't tell what) and the system again when into "reboot mode."

As I stated at the beginning, the floppy drive is now completely disconnected and is sitting on the floor. I've had the system up and running for about 30 minutes straight and still no "reboot mode." KNOCK ON WOOD!

Could anyone give me a positive ID to this problem?

Am I going to have to get inside the floppy drive and re-secure some loose chip , or is this indicitive of a trashed floppy drive? If so, then what sort of replacement drive is required?

Any help or comments (or condolences:) would be appreciated!

-Matt

01mbmccab@virgo.bsuvc.bsu.edu

2185. The SELECTRIC-selector

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 07:15:01 UTC
From: ricquebo@irisa.fr
Message-ID: <1qlmdl$bko@irisa.irisa.fr>
Source record: 39231

Everybody knows the file-selectro SELECTRIC !!!
But does anybody know where an english (or even french) version of
this german program can be found ?

If you own such a version, or know where to get it (ftp etc...)
please mail to me !!!

---
ricquebo@irisa.fr

2186. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 10:11:01 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930416.063120.684@almaden.ibm.com>
Source record: 39235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr15.223816.14750@tdb.uu.se>,m91der@tdb.uu.se (Daniel Eriksson) wrote:
:Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
:: > the best archiver
::
:: I have to agree that ZOO is the lamest of the available archivers, and
:: should be shunned by all thinking people.
:
:Hey, people that think can make their own decisions, right? People
:like me will, whatever you say or think, use ZOO anyhow since it fills
:our needs. Neither LHArc nor ZIP does! If that by your definition makes
:us 'non-thinking-people' then it's you who doesn't think! Think about
:it! :-)

Oh dear. Thanks folks, my original questions about how to USE these arcers have been answered, and now this thread has sadly degenerated into flames.

Please move any further pros/cons/namecalling to the nice shiny brand new advocacy newsgroup. Thanks again to all those who answered with some INFORMATION rather than OPINIONS. Everyone else, well, don't call me, I'll call me... :-(

PS: How about a USENET "Not Jumping Down Each Other's Throats And Trying To Score Points From Each Other" day? How about TODAY? As that famous UK philosophiser Vic Reeves (he of the Big Nights Out) said, "LET IT LIE!!!".

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
More & more titles available on Atari Archive... stay hungry!

Usenet WOULDN'T let it lie... Usenet WOULD'VE let it lie... etc...

2187. Re: TOS->MSDOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 10:18:17 UTC
From: ae24@iamk4515.mathematik.uni-karlsruhe.de
Message-ID: <1qm15a$b6r@iamk4515.mathematik.uni-karlsruhe.de>
Source record: 39232

Dale Green (dgreen@capella.cup.hp.com) wrote:
> I have an Atari ST/E with a single 3.5" floppy disk drive. I'd like
> to transfer MIDI files and ASCII text files created on the Atari to a
> 3.5" disk that can be read by an MS-DOS machine. Any suggestions?

Format your disk on a MS-DOS machine to the appropriate size
(720K or 1.44MB). Your Atari will be able to read from or
write to it as if you would have formatted the disk on the
atari.

Peter Januschke
University of Karlsruhe, Germany

2188. Re: TT : Questions ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 11:51:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A25523@K.maus.de>
Source record: 39181

>o This TT is rather an old one (it has TOS v.3.05). I know that the first
>TTs were supposed to work at 16MHz, and Atari used an additionnal board to
>speed it up to 32MHz. How is it possible to recognize such a computer (
>without opening it) ? Is there any notable differences between the two
>versions (especially with respect to performance) ?

No difference - the board _always_ is 16 MHz. Only FPU and CPU run at 32.

>o Does every TT version include 68882 floating point unit ?

Yes.

>o A test program I used indicated there was no blitter in it. Is that
>normal ?

Yes.

>o Does standard Atari VGA screen (PCT1426) withstand a graphic card with,
>let's say, 800x600 pixels ?

No.

>o Does the use of fast RAM significantly improve its speed ?

Yes.

2189. Dead Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 13:10:57 UTC
From: ptucker@elli.une.edu.au
Message-ID: <817@elli.une.edu.au>
Source record: 39239

Help! My megafile 30 (Seagate 5 031) is no longer responding.
Both LEDs come on but drive does not seem to spin up. Busy light
eventually goes off but still nothing. Seem to remember some discussion
some time ago on this but can't dig it up. May be the HD itself thus
BIG trouble.
I am desperate, my thesis and other valuable stuff is locked away and
backup is a week old. Any help/advice very much appreciated. Post or Email
Thanks in anticipation

Peter Tucker (ptucker@elli.une.edu.au)
UNENR
LISMORE AUS

2190. Silly question about Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 13:11:25 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Apr16.131125.29597@cs.nott.ac.uk>
Source record: 39237

I've RTFM, and even tried a sample program from the MWC manual, but I still can't get the gemdos Sversion() function to return my TOS version number. I have an STe, with TOS 1.62 according to several other programs. What I want to know is, how can they tell?

As I say, the Mark Williams C manual gives an example of the use of this function, but I've tried it and it returns garbage. Taking the value returned from Sversion as a long (32-bit), then assuming the lowest byte is the increment, with the next-lowest byte the major version gives me a version of 00.23 (or 00.17 in HEX). Is this some other significant number? Perhaps a Gemdos version number rather than the full TOS? - or am I being very dense and missing something here?

I would quite like to know, as I'm writing stuff for different systems and need to know little things like whether I can use the extended file selector etc... I don't have access to any other TOS versions to see what this call returns on them.

Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

2191. Re: IDE, Falcon, etc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 13:50:33 UTC
From: snoret@egon.unx.sas.com
Message-ID: <C5Kx4A.MMB@unx.sas.com>
Source record: 39238

In article <1287@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>
> I have a question regarding the Falcon and it's IDE interface. From
>what I've read, you need a 2.5" IDE drive to fit within the Falcon.
>What I would like to know is how one might put a *1* inch IDE drive into
>the Falcon?
>
... rest deleted ...

You've got to be careful. The 2.5" IDE drive is _REALLY_ tiny. In fact
the 2.5" is the diameter of the drive, not the thickness! If the 1" drive
you mention is for use in a laptop/notebook, then it should fit with the
proper fittings. I've seen the new Quantum 1" drives. They are 1" THICK,
but it's 4" wide and 5.5" deep.

Hope this helps (and I hope it' right :) # flame bait ;)

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

2192. Re: TOS->MSDOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 14:16:06 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr16.141606.3286@newshost.lanl.gov>
Source record: 39240

In article 151670001@capella.cup.hp.com, dgreen@capella.cup.hp.com (Dale Green) writes:
>I have an Atari ST/E with a single 3.5" floppy disk drive. I'd like
>to transfer MIDI files and ASCII text files created on the Atari to a
>3.5" disk that can be read by an MS-DOS machine. Any suggestions?

"Just do it." :) If you format your floppy as 720K, Double-Sided, your DOS machine should be able to read it just fine. If for some reason the DOS machine is too fussy, then try formatting the floppy on the DOS machine first and see if your ST can read that. Make sure you format it as 720K, not 1.2 Mb if you have a hi-density drive on the pc.

BTW, Macs with Superfloppy drives (3.5" hi-density) can read ST 720K disks just fine, too.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2193. Re: IDE, Falcon, etc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 14:23:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr16.142323.4898@newshost.lanl.gov>
Source record: 39141

In article 1287@usdtsg.DaytonOH.NCR.COM, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> I have a question regarding the Falcon and it's IDE interface. From
>what I've read, you need a 2.5" IDE drive to fit within the Falcon.
>What I would like to know is how one might put a *1* inch IDE drive into
>the Falcon?
>
> The reason I ask is because I've seen a catalog from a computer
>company that is selling a Maxtor 7120a IDE drive (120MB) for around $300,
>and that seems like a great price I would think (spent more than
>that on my Megafile30 :-). Sure would be a nice jump up from my
>current 30 megs (really 20 megs, as 10 are in Spectre format).

Robert, don't get *form factor* confused with *height*. The 2.5" IDE internal drive for the Falcon is 2.5" wide (the form factor). That's the current standard for notebook computers.

The 1" Maxtor drive you are talking about is 1" HIGH but is 3.5" wide. It's pretty tight inside the Falcon case already and shoehorning a 3.5" drive in there might be a pretty good trick. Save your money for a larger capacity 2.5" IDE drive or get a SCSI external unit.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2194. Re: Silly question about Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 15:19:06 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC5L17u.7p0@netcom.com>
Source record: 39143

In article <1993Apr16.131125.29597@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:
>I've RTFM, and even tried a sample program from the MWC manual, but I
>still can't get the gemdos Sversion() function to return my TOS
>version number.

Sversion() returns the GEMDOS version number, which is not the same as the TOS version number.

> I have an STe, with TOS 1.62 according to several
>other programs. What I want to know is, how can they tell?

The TOS version number is in the OS header, which you can find by doing:

```
long *sysbase = *((long **)0x4f2L);

sysbase = (long *)sysbase[2]; /* this gets the real OS header in ROM */
tosversion = (short)(sysbase[0] & 0x0000ffffL);
```

I think TOS 1.62 would give tosversion == 0x162, but I'm not certain of this (it may be in decimal instead of hex).

Oh yes, you have to do the above in supervisor mode, in user mode you'll get a bus error.

Regards,
Eric

2195. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 15:23:55 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <C5L1Fw.DLB@cs.bham.ac.uk>
Source record: 39142
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Guys, can we please move any 'Falcon's good/bad' threads into
comp.sys.atari.advocacy. That's what it's there for.

tech is for technical!

Sorry to be a pain and remind you!

David

David Oakley, proposer comp.sys.atari.advocacy.

--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

2196. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 15:38:50 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <C5L24q.DuK@cs.bham.ac.uk>
Source record: 39144

I have to say I'm impressed with Zip 2.2. I've converted most of my
archives onto it 'cause it's so darned easy to maintain!

You can quite easily pack subdirs using lharc...

lzh201l a -rn arcname.lzh file1 files2 etc....

I'm fairly sure that's it.

David.

PS. Andrew... I'm holiday in Stoke On Trent at the mo. I'll write you
a mail message when I get back to Brum!
--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

2197. Re: Hi Ho UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 16:25:48 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.734977548@vincent2.iastate.edu>
Source record: 39149

In <3_800_8422bc7f1b6@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:

>Original to: aburgh@iastate.edu
>In a message of <07 Apr 93 01:42:46>, aburgh@iastate.edu (3:713/602)
>writes:

> >> Not to mention that, providing you don't let the MiNT dist. kit rename
> >> your /dev/ serial devices 8) it works _flawlessly_ under MiNT and
> >> MTos...
> a>
> a> It's nice to know that it *should* work with MiNT. I changed the
> a> configuration file so MiNT wouldn't rename modem1, but now CoNnect just
> a> crashes when I try to run it. Are there any other side effects from
> a> the MDK that I need to change?

>Not from the MDK that I can think of. Which version of CoNnect are you
>using? My only experiences with MiNT are with 1.92, which has given me no
>major trouble after that. (there were some odd things trying to start tcsh
>inside a toswin window while CoNnect was running tho)

I had tried versions 1.8, 1.92, and 1.96 of CoNnect, with no luck. I got it
to work by removing the TOS 1.4 fixes. I don't recall if it was a problem
with just the fixes and CoNnect or if it was a combination of MiNT, CoNnect,
and the fixes. But, CoNnect is working now :-)

Thanks,
Aaron
aburgh@iastate.edu

2198. Re: MIDI Question.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 16:42:05 UTC
From: mathew <mathew@mantis.co.uk>
Message-ID: <930416.174205.2i4.rusnews.w165w@mantis.co.uk>
Source record: 39151
Cross-posted to: uk.misc,comp.sys.atari.st.tech

djs@jet.uk (David J Stevenson) writes:
> Thanks for the info, that does sound like a workable approach. However, my
> point is that I should not have to do this, the XBIOS should handle this
> for me. What happens when I use MultiTOS (or some other
> multi-tasking/task-switching tool) to run several programs together, and
> each uses incompatible ways to get around the problem?

If you write the patch routine properly and use XBRA, it shouldn't be a
problem.

> Atari should fix this (for STs) in the ROMs and/or in AUTO program patches.

Ha ha ha! I have no joke here, I just like saying "Atari should fix this".

mathew
[Former ST owner]

2199. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 16:53:25 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Apr16.165325.27137@beaver.cs.washington.edu>
Source record: 39146

In article <C5J8to.MnM@tsegw.tse.com> mhembruc@tsegw.tse.com (Mattias Hembruch) writes:
>
>
>The same point I made on GEnie.. Who would pay $100 for an operating system,
>when they only paid $300 for their machines?? TT users, I could see it..
>Falcon, they come with it (of course, we may not see either in this country
>until the next millenium).. Would I buy it for my 1 meg STFM?? NO!!
>I want to see Atari bring out a REAL machine before I invest any money..
>I'll keep the 1040 for experimenting..

But who would really want MultiTOS on a STFM anyway? I realize that a large number
of Atari users are still using these machines, but sometimes you just have to
realize that progress has a price. You can't reasonably expect to run the software
of today on the machines of ten years ago, right? Like you said, the Falcons
ship with MultiTOS and most TT owners are probably not just game players (and
MultiTOS will be quite nice on a TT anyway) so the investment will be worth it.

The way I see it, MultiTOS is best on the NEW machines which come with it
for free -- if you want to use it on the older machines, go ahead but don't
expect a miracle.

>
>Mattias
>
>--
>Mattias Hembruch
>>> My views do not necessarily reflect those of the TSE. <<
>E-mail: mhembruc@tse.com

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2200. Re: MultiTOS (was Re: MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 17:35:48 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1290@usdtsg.DaytonOH.NCR.COM>
Source record: 39169

In article <1qkfq9INN86j@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
[STuff deleted]
>Bob Brodie said some price around the $100 mark would be the price it
>will be sold for!
>(Long shot from the chanced PD-distribution, which would have put Atari
>on the map!)

I think Broadie said in a GEnie RTC that what's preventing them
from releasing MTOS freely is their license with DRI for TOS
(or whomever owns the rights now).

Just think though - once you've got the basic MultiTOS setup, the
upgrades *to the MiNT part* probably will be free. By this,
I mean that versions of MiNT above 1.0 (like what's on atari.archive...)
are part of the MultiTOS system. Thus, bug fixes and similar things
possibly could be released online (let me know if I'm assuming
right, Eric).

I'll probably get MultiTOS (what the heck, add that with my
MultiGEM - hmm, I wonder what happens if you run them together :-).
Anyways, a price like $50 would be nicer, but people have to make
a living...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"call me a cab..."
"you're a cab!"

2201. Re: IDE, Falcon, etc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 17:38:01 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qmqtpINNqto@elroy.jpl.nasa.gov>
Source record: 39147

In article <1993Apr16.142323.4898@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 1287@usdtsg.DaytonOH.NCR.COM, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>> I have a question regarding the Falcon and it's IDE interface. From
>>what I've read, you need a 2.5" IDE drive to fit within the Falcon.
>>What I would like to know is how one might put a *1* inch IDE drive into
>>the Falcon?
>
>Robert, don't get *form factor* confused with *height*. The 2.5" IDE internal
>drive for the Falcon is 2.5" wide (the form factor). That's the current
>standard for notebook computers.
>
>The 1" Maxtor drive you are talking about is 1" HIGH but is 3.5" wide. It's
>pretty tight inside the Falcon case already and shoehorning a 3.5" drive in
>there might be a pretty good trick. Save your money for a larger capacity
>2.5" IDE drive or get a SCSI external unit.

Looking at the drive and where it's mounted in my Falcon, I don't think it
would be too hard to put a 3.5" wide drive in. You would need a different
set of mounting brackets, but the board holes are already spaced wide enough.
Now, thinking about the length, that might be a different problem entirely...
Best bet - find a 3.5" drive and measure it, then measure the space inside the
Falcon, before you buy. It could work, but will definitely need new mounting
hardware.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2202. Re: German to English ASCII file converters?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 17:43:06 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qmr7aINNr97@elroy.jpl.nasa.gov>
Source record: 39148

In article <1993Apr16.022506.20531@ousrvr.oulu.fi> se15@claudius.nextlab.cs.qub.ac.uk (Algorhythm) writes:
> I am in need of a program to convert German ASCII files to English ASCII
>files, (must be Falcon compatiable ;-) Can anyone help??
> If not, can anyone please tell me where I can get a copy of PeaceBug
>V1.05(Or the latest version) with completely English docs?

Try GER2ENG, available on most Atari servers. Current version:
atari.archive:Applications/Other/ger2en21.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2203. Re: Silly question about Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 18:37:05 UTC
From: wabe@ukc.ac.uk
Message-ID: <3923@eagle.ukc.ac.uk>
Source record: 39150

```
In article <ersmithC5L17u.7p0@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>In article <1993Apr16.131125.29597@cs.nott.ac.uk> pcxkrm@unicorn.nott.ac.uk
(K.R.Marshall) writes:
>>I've RTFM, and even tried a sample program from the MWC manual, but I
>>still can't get the gemdos Sversion() function to return my TOS
>>version number.
>
>Sversion() returns the GEMDOS version number, which is not the same as the
>TOS version number.
>
>> I have an STe, with TOS 1.62 according to several
>>other programs. What I want to know is, how can they tell?
>
>The TOS version number is in the OS header, which you can find by doing:
>
>long *sysbase = *((long **)0x4f2L);
>
>sysbase = (long *)sysbase[2]; /* this gets the real OS header in ROM */
>tosversion = (short)(sysbase[0] & 0x0000ffffL);
>
>I think TOS 1.62 would give tosversion == 0x162, but I'm not certain of
>this (it may be in decimal instead of hex).
>
This is (presumably) true - Eric Smith "should" know. But in all
TOSes I've seen the TOS Version can be found from the third and fourth
(Hex) bytes at the bottom of memory. So if you have ST-DOCTOR or some
other program that allows you to look at memory (TINYTOOL?) you can look
at it directly.

Unless Eric knows of some TOS where the address pointer at
location 0x4f2L is NOT 0x2L, a simpler version of the above, would be

include <osbind.h>
main()
{ unsigned short* i; long lo;
lo = Super(0L);
i = 0x2L;
printf(" Tos_Version = %x\n",*i);
Super(lo);
/* Better wait for a Key press before exiting */
Crawcin();
Pterm0();
}
```

and presto you have a program that should display 162 if you have TOS 1.62, 106 if you have TOS 1.6, 206 if you have TOS 2.06, 102 if you have TOS 1.2 etc. All these I can vouch for but don't know if this will still work on the TT or Falcon.

W. Alan B. Evans
[wabe@ukc.ac.uk]

2204. Re: FPU programs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 20:32:14 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1qn54eINN5cr@shelley.u.washington.edu>
Source record: 39152
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

kfason@lamar.ColoState.EDU (Kevin Fason) writes:

>Does anyone know of programs that use the FPU? I have a Mega/STE 4 50
>and am considering getting one if any of the programs I use use it...
>do some everyday utils (like LZH) and other utils use it? art stuff...
>word processor stuff? etc... thanx!

Speed of Light version 3.0 supports the FPU for averaging and can average
a shrunken picture in about twice the time it takes to just "cut" out the
lines. It's pretty impressive compared to the normal CPU average! There
might also be some fractal programs that use it also..one that's TT specific.

Stuart Denman
stusoft@u.washington.edu
Author of Speed of Light

2205. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 21:24:17 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr16.212417.27428@mnemosyne.cs.du.edu>
Source record: 39153
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>> [My Falcon is similar to my 386/25]... when running in text mode and
>> doing non-graphics things.

> In fact since the Atari line has no actual text mode (like the PCs
>do, in hardware) then the Falcon in text mode is still doing graphics! So
>you can be even more impressed by the Falcons ability to get the same amount
>of work done in text mode as a 386/25 (since the Falcon is really doing
>'graphics').

It never ceases to amaze me how folks on usenet find a way to make a
pedantic comment, no matter how precise you try to be in working things.

Let me try again, give you pendants more to work with:

When running applications that don't involve much screen output of any
sort, for example compilers and similar file-in/file-out work, the Falcon
is pretty comparable to the 386/25 system in terms of how much work gets
done in a given amount of time. This impresses me about the Falcon.

If we're talking about screen output of any sort, even "text mode" ASCII
output, then the 386/25 beats the Falcon by hundreds-to-one type ratios,
in direct proportion to how much output is being dealt with. The 386/25
can scroll text hundreds, of times faster than the Falcon. It can move
pixels around dozens of times faster. This depresses me about the Falcon.
--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

2206. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 21:29:04 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr16.212904.27599@mnemosyne.cs.du.edu>
Source record: 39154
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Guys, can we please move any 'Falcon's good/bad' threads into
>comp.sys.atari.advocacy. That's what it's there for.

In a word: no. I thought .advocacy was a bad idea from the start. I
still think so. I don't intend to join it or use it for any reason.

>tech is for technical!

Someone posted 'technical' info about the Falcon that was not wholly
accurate. When that happens I will continue, to the best of my
abilities, to provide an alternate set of observations based on my
daily use of, and programming of, the machine.

--
==
- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
ianl@bix.com | of your coworkers, and success in business or politics.
==

2207. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 21:43:22 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr16.214322.28299@mnemosyne.cs.du.edu>
Source record: 39155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>> ZOO...should be shunned by all thinking people.
> [mild flamage on my use of that phrase]

Hmmm. Apparently the only thing more prevalent than pedants on usenet is folks who will happily flame a joke. I guess my new rule for plays on words has to be: if it would go over the head of a 6th-grader, avoid it, because someone will take it as serious and flame it.

I guess a secondary rule will have to be: even though the entire context of a piece makes it obvious you are stating a personal preference or opinion, you'd better put phrases such as "in my opinion" in every sentence, or someone will accuse you of trying to tell them how to think.

--
==
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
==

2208. Atari Jaguar Console

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 22:06:06 UTC
From: roger@rkhost.demon.co.uk
Message-ID: <734997966snz@rkhost.demon.co.uk>
Source record: 39158

Hi,

I heard that Atari are developing a new video console system named the jaguar - Is this true?

I would very much like to find out more information about this system, in particular :-

1. Technical details of the console hardware.
2. Launch date (both in USA and Britain).
3. S/W Development systems pricing and availability.

If anyone could give me an email or FAX reference for Atari, that would be great

I would greatly appreciate any help at all on this, please email me.

Thanks for your time.

Roger

Roger Kinkead EMAIL: roger@rkhost.demon.co.uk
"Moorcroft", 27 Antrim Road, Lisburn,County Antrim, Northern Ireland

---

2209. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 23:13:35 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr16.231335.14051@tdb.uu.se>
Source record: 39161
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
: >> ZOO...should be shunned by all thinking people.
: > [mild flamage on my use of that phrase]

I still think that "mild flamage" was called for. :-)

: Hmmm. Apparently the only thing more prevalent than pedants on usenet is
: folks who will happily flame a joke. I guess my new rule for plays on
: words has to be: if it would go over the head of a 6th-grader, avoid it,
: because someone will take it as serious and flame it.

Ok, I suppose I'm as stupid and immature as a 6th-grader. But Ian, please
tell me why I should take the following as a joke:

"I have to agree that ZOO is the lamest of the available archivers, and
should be shunned by all thinking people." and "Even with these problems,
it beats the heck out of ZOO, though."

I find it especially hard to enterpret as a joke when looking at the
other articles posted around the same time (where for example our own
Aussi-land-man (Roger :-) strongly argumented against the use of ZOO.

I'm really sorry to say that I find NOTHING funny about the two sentences.
But I guess if I had been more mature and had english as my native
language I would immediately have understood that it was a joke, or?

: I guess a secondary rule will have to be: even though the entire context
: of a piece makes it obvious you are stating a personal preference or
: opinion, you'd better put phrases such as "in my opinion" in every
: sentence, or someone will accuse you of trying to tell them how to think.

Let me put it this way:
You are a well-known personality in the Atari-community. We all know that
personalities have great impact on 'the masses'. If I'm the only one not
to understand your joke then this is of NO relevance. But if I'm not
alone (and I do hope I'm not :-) then we're looking at something that
might pursuade people not to use ZOO (just because that great personality
Ian thinks it should be shunned ;-). People that convert that way are
of course droids with no will, but they do exist - even in the Atari-
comunity.

I hope you understand my point of view.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)
(The immature 6th-grader who never understands a joke even if it laughs

him straight in the face, right Ian? ;-)

2210. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 23:21:09 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.dtuh@equinox.gen.nz>
Source record: 39166

sTTeve the ATARI man :P (smiller@farad.elee.calpoly.edu) wrote:

: oh BTW what C compilers for the ATARI are ANSI certified?? I am going to
: get one pretty soon..

None afar as I know. It probably costs to much to get them certified :-)

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

2211. Re: Funky Floppy in a MEGA ST4!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 23:36:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qnfu0INNhcv@elroy.jpl.nasa.gov>
Source record: 39159
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr16.011333.18154@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I'm having a pretty severe problem croping up on my MEGA ST4.
>
>I'm still in the process of "isolating" the problem, but am pretty sure it lies
>in the floppy drive.
>
>I'm running off my HD with the floppy completely unhooked (it's sitting on the
>floor.:)...
>
>When it was still hooked up and "running" I could be doing something (anything)
>on the computer and the system would appear to go into what I would describe as
>"reboot mode." Everything would stop and the system looked as if I hit the
>RESET button and kept hitting it about every second or 1/2 second. In between
>these "resets" the computer would attempt to re-access the floppy as it would
>normally do at boot-up time, but rather than reading the floppy woudl re-enter
>"rebott mode."

I've had this happen before with an intermittent power supply connection.
Perhaps your power supply is dying. The explanation is simple - it takes more
current to actually operate the floppy drive, so when the system tries to draw
more power and the supply can't handle it, total system voltage drops, causing
a reboot, and on and on...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2212. Re: Silly question about Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-16 23:45:00 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qngdsINNhsr@elroy.jpl.nasa.gov>
Source record: 39160

In article <3923@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
> This is (presumably) true - Eric Smith "should" know. But in all
>TOSes I've seen the TOS Version can be found from the third and fourth
>(Hex) bytes at the bottom of memory. So if you have ST-DOCTOR or some
>other program that allows you to look at memory (TINYTOOL?) you can look
>at it directly.

This sounds wrong, the first 4 bytes of the memory map are part of exception vector 0, the reset vector. (Usually a jump instruction to the address stored in the next 4 bytes...) Of course, the reset address *will* point to the start of the OS, but still, not quite the same as the OS header.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2213. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 00:02:36 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Apr17.000236.8650@solace.hsh.se>
Source record: 39162
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1993Apr16.212417.27428@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

[stuff deleted]

> If we're talking about screen output of any sort, even "text mode" ASCII
>output, then the 386/25 beats the Falcon by hundreds-to-one type ratios,
>in direct proportion to how much output is being dealt with. The 386/25
>can scroll text hundreds, of times faster than the Falcon. It can move
>pixels around dozens of times faster. This depresses me about the Falcon.

Could you please explain how you could get 100:1 ratings??? Especially since
a 386/25 don't have that kind of performance.

Btw, didn't you know that the Falcon has hardware scrolling? And it's faster
than any normal 386/25 ever is going to be....

Just tell me *any* graphic application that runs faster on a normal 386/25
than a Falcon.

>--
>==
>- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
> ianl@bix.com | of your coworkers, and success in business or politics.
>==

/Hasse
--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

2214. Transfer rates from HD's

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 02:18:13 UTC
From: sourada@iastate.edu
Message-ID: <sourada.735013093@vincent2.iastate.edu>
Source record: 39165

What kind of limit does the ST (not TT, Falcon) put on transfer rates from hard drives? Basically, I want to know if there is any difference between buying a drive that has a 3 MB/s transfer rate and one that has only 1.4 MB/s. If the ST limits transfer to (say) 1MB/s, then it probably doesn't matter...

(If it matters, I intend to use a SCSI drive, probably through an ICD adaptor)

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

2215. Misc. Replies

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 03:19:23 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C5LyKC.3HE@sdf.lonestar.org>
Source record: 39057

I'm really sorry for making multiple replies like this, but I read mail offline with a QWK reader but the UNIX side doesn't handle replies properly and I just don't have the time to waste on this net.

However, someone asked about compressing and archiving a directory with LHarc, and you should NOT specify a drive or a preceding backslash. A drive will cause it to be unpacked to that drive only, and a preceding backslash will cause the archive to include all the listed folders and they will be created in the ROOT of the drive. To avoid this, go to the parent of the folder you wish to compress (from a shell, or place LZH.TTP in this folder), and then use LZH A FILE.LZH FOLDER*.*
Use the name of the lharc in place of FILE.LZH the folder you wish to compress in place of FOLDER.

I highly recommend STZIP 2.1 for this though. It handles folders much easier and uses a really nice built-in GEM interface. Just click on Recursive subs to compress all your folders within folders. Its point-n-click.

-==-=-=-=-

I keep hearing about getting files from a.a through email, uuencoded. Can someone give me some pointers on this? Someone said to send a message with the message body of just "help" (no quotes) and I did but that was a few days ago, and I don't think it worked. I'm interested in MiNT, GNU C/C++, and the associated file that with these (MiNTLIB, decent MiNT/Unix shell, etc).

-=-=-=-=-=-

What is this Overscan I keep hearing about from a.a? Will it work on an STE? What can I expect from it as far as cost as resolution? (I use an NEC 3D).

-==-=-=-=-=-=
\\

Is MiNT IO still blocking? If so, when will this be fixed? Its hard to get virtual memory going without non-blocking io!! DMA access and file IO just blocks. That's pathetic!! It needs to be fixed, along with that pipe speed! We really need a decent well-written version of MultiTOS with a FUNCTIONAL VM.

-=-=-=-=-=-

I keep hearing about hard disk write caches, and read caches, are any of these pre-fetch? And do any of them specifically keep the FAT and directories in RAM so they don't have to be accessed continually. I'd like to see a
MiNT cache that used non-blocking IO to act as a cache that would write in the background using Malloc()s to keep the cache building on long writes.

---=-=-=-=-=-

I heard that I can upgrade my 1040 STE to 16Mhz just by pulling the 68000 and inserting a 16mhz rated 68000 in it's place, bending up the clock pin, and then jumpering it to the video shifter to get a 16mhz signal into it, and it will work without any other additional hardware. Can this really be true? If so, could someone give me details as to actual pin-numbers?? I've heard the speed would be like a MegaSTE with cache off.

-=-=-=-=-=-=-

Please repond in EMAIL, to evanlang@sdf.lonestar.org

Thank You much, and sorry again, I know how you hate new threads.

2216. Re: EMACS...??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 04:11:52 UTC
From: erlingh@fiolilla.pvv.unit.no
Message-ID: <ERLINGH.93Apr17041152@fiolilla.pvv.unit.no>
Source record: 39163

In article <1993Apr16.005926.18152@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:

> can live very happy for a long time, as I always considered the desktop as a
> much inferior shell compared to GNU emacs (yes, emacs, I'll have it as my
> login shell as soon I have the memory for it).

First off, I'll say that I'm virtually 100% ignorant on the topic. (Hence,
this question...:)

Why are you using (or do you want to use EMACS as your shell? I was/am under
the impression that it's a high-powered text-editor....(???)

Is it a GUI replacement for GEM? A CLI replacement for GEM, or what?

Emacs IS a HIGH-powered text-editor.
Thus it can be used as an editor, you can play games in it, you can run
shells in different *text* windows, compile in the background in one
window, etc. etc.

Note *text*, it is NOT a GUI replacement.

Erling

2217. Re: IDE, Falcon, etc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 04:32:49 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1291@usdtsg.DaytonOH.NCR.COM>
Source record: 39170

In article <C5Kx4A.MMB@unx.sas.com> snoret@egon.unx.sas.com (Rick Tatem) writes:
[STuff deleted]
>You've got to be careful. The 2.5" IDE drive is _REALLY_ tiny. In fact
>the 2.5" is the diameter of the drive, not the thickness! If the 1" drive
>you mention is for use in a laptop/notebook, then it should fit with the
>proper fittings.

Thanks. I believe the ad did mention using it in a laptop computer.
It's kind of a pain sometimes when only certain specs are put in
an ad (assuming I read it correctly). Oh well, still have time
to look into it :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"some people get by with a little understanding,
some people get by with a whole lot more..."

2218. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 05:39:26 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Apr16.223936.4542@arizona.edu>
Source record: 39167

In article 8650@solace.hsh.se, hasse@solace.hsh.se (Hans Holmberg) writes:
> In <1993Apr16.212417.27428@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> [stuff deleted]
>
> > If we're talking about screen output of any sort, even "text mode" ASCII
> >output, then the 386/25 beats the Falcon by hundreds-to-one type ratios,
> >in direct proportion to how much output is being dealt with. The 386/25
> >can scroll text hundreds, of times faster than the Falcon. It can move
> >pixels around dozens of times faster. This depresses me about the Falcon.
>
> Could you please explain how you could get 100:1 ratings??? Especially since
> a 386/25 don't have that kind of performance.
>
Excuse me, but I just can't keep from saying _something_. OF COURSE a 386 can move things around in text more 100 times faster than a Falcon. An XT moves text faster than a TT!! This is NOT because the 386 (or XT or wahtever) is moving PIXELS around fast--it's moving CHARACTERS around--slow. Whereas in text mode a DOS machine has to move ONE (1) byte per character, a TT (or Falcon) in 16-color VGA move has to move SIXTY-FOUR (64) bytes. This takes a bit longer. Of coures, if you put a DOS machine in graphics mode (i.e., running Windows), then it loses all its advantage and quickly turns into a dinasaur.

> Btw, didn't you know that the Falcon has hardware scrolling? And it's faster
> than any normal 386/25 ever is going to be....
>
This is not what you think it is. Hardware scrolling means you can shift the screen or parts of it a few PIXELS in some direction. Even the 8-bit Ataris could do this--it's a common graphics trick. But this does NOT imply that text scrolling is done by some peace of hardware. To scroll text, you have to actually move every byte in every line to the next line. No getting around it (without text modes, which DOS machines have, and ST's [or any other 68k machine I know of] don't have).

> Just tell me *any* graphic application that runs faster on a normal 386/25
> than a Falcon.
>
No graphic application--just text applications (but who likes those yucky text screens anyway?)

> >--
> >==
> >- Ian Lepore | Thoughtlessness will gain the praise of superiors, respect

```
> > ianl@bix.com | of your coworkers, and success in business or politics.
> >==============================================================================
>
> /Hasse
> --
> / email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
> \ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
> / phone: +46 60 569169, fax: +46 60 569266 \
> \ "In a crazy world a sane person would appear to be crazy." /
---

-Paul Harris @ @
paul@jupiter.ame.arizona.edu \___/
```

2219. Installing G++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 06:26:46 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.ea.viPGX2fi98E@kynes.bison.mb.ca>
Source record: 39171

I'm having some trouble getting G++ up and running. Been using GCC for a while without any problems. Recently installed GCC 2.3.3.

I went into /atari/Gnustuff/Tos/G++ on atari.archive. I didn't find any installation instructions, but the process looked simple enough. I improvized and downloaded:

g++233b.zoo into c:/gnu/bin
gpincl17.zoo into c:/gnu/include/cpp
gplibo15.zoo into c:/gnu/lib

I wrote a "hello world" program:

```
//: HELLO.CC - World famous hello world program
#include <iostream.h> // more comments

void main() {
cout << "Hello world" << endl;
}
```

and compiled it with:

```
gcc hello.cc -lg++ -o hello.ttp
```

and got the following error messages:

```
f:/tmp/cc1000001.o: Undefined symbol
ostream::operator<<(const char*) reference from text
f:/tmp/cc1000001.o: Undefined symbol
ostream::operator<<(ostream &(*)(ostream &)) reference from text
```

Obviously I've missed something when I installed G++. Anyone have any ideas?
--

```
_____________________________________________________________________________
| _ /| | Russell Ochocki rdo@kynes.bison.mb.ca
| \`o.0' |-------------------------------------------------------------
| =(___)= | MODEM n. I can download files using my modem.
| U | v. I ran out of disks, so I went to the store and got modem.
|_________|_____________________________________________________________
```

2220. Re: Dead Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 06:35:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qo8fdlNNej7@golem.wcc.govt.nz>
Source record: 39168

In article <817@elli.une.edu.au>, ptucker@elli.une.edu.au (Peter Tucker) writes:
>Help! My megafile 30 (Seagate 5 031) is no longer responding.
>Both LEDs come on but drive does not seem to spin up. Busy light
[bit removed]
>
>Peter Tucker (ptucker@elli.une.edu.au)
>UNENR
>LISMORE AUS

There are 2 things that you could try, the DC power plug on the disk drive,
try repluging it, out and in a few times, the pins get corroded.

The other is to replace the Electrolytic capacitors in the Disks drives PSU,
Electrolytic capacitors dry out in switch mode PSU's, ie, they go open circuit.
so your 1000uf cap ends up about 20uf..

I have all ready done this with the 20 meg versions PSU, the one that looks the
same as a Mega file.....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

2221. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 09:01:27 UTC
From: hasse@solace.hsh.se
Message-ID: <1993Apr17.090127.502@solace.hsh.se>
Source record: 39172

In <1993Apr16.223936.4542@arizona.edu> paul@jupiter.ame.arizona.edu (Paul Harris) writes:

>In article 8650@solace.hsh.se, hasse@solace.hsh.se (Hans Holmberg) writes:
>> In <1993Apr16.212417.27428@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>

[stuff deleted]

>> Could you please explain how you could get 100:1 ratings??? Especially since
>> a 386/25 don't have that kind of performance.
>>
>Excuse me, but I just can't keep from saying _something_. OF COURSE a 386
>can move things around in text more 100 times faster than a Falcon. An XT
>moves text faster than a TT!! This is NOT because the 386 (or XT or wahtever)
>is moving PIXELS around fast--it's moving CHARACTERS around--slow. Whereas
>in text mode a DOS machine has to move ONE (1) byte per character, a TT (or
>Falcon) in 16-color VGA move has to move SIXTY-FOUR (64) bytes. This takes
>a bit longer. Of coures, if you put a DOS machine in graphics mode (i.e.,
>running Windows), then it loses all its advantage and quickly turns into a
>dinasaur.

Agreed! But he states `If we're talking about screen output of any sort, even
"text mode"'. Well, maybe I should have been a bit more specific in
my comment. I was referring to the graphical output.

>> Btw, didn't you know that the Falcon has hardware scrolling? And it's faster
>> than any normal 386/25 ever is going to be....
>>
>This is not what you think it is. Hardware scrolling means you can shift the
>screen or parts of it a few PIXELS in some direction. Even the 8-bit Ataris
>could do this--it's a common graphics trick. But this does NOT imply that
>text scrolling is done by some peace of hardware. To scroll text, you have
>to actually move every byte in every line to the next line. No getting around
>it (without text modes, which DOS machines have, and ST's [or any other 68k
>machine I know of] don't have).

I don't think you know how flexible the hardwarescrolling are on the Falcon.
You don't have to scroll just a few pixels, you can scroll in almost any
fashion you want. It all depends on how you utilize the hardwarescrolling.

>> Just tell me *any* graphic application that runs faster on a normal 386/25
>> than a Falcon.
>>
>No graphic application--just text applications (but who likes those yucky
>text screens anyway?)

Right!

>-Paul Harris @ @
>paul@jupiter.ame.arizona.edu ___/

/hasse

--
/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

2222. Re: Dead Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 13:15:24 UTC
From: ptucker@elli.une.edu.au
Message-ID: <818@elli.une.edu.au>
Source record: 39173

In "comp.sys.atari.st.tech", ptucker@elli wrote:-
>Help! My megafile 30 (Seagate 5 031) is no longer responding.
>Both LEDs come on but drive does not seem to spin up. Busy light
>eventually goes off but still nothing. Seem to remember some discussion
>some time ago on this but can't dig it up. May be the HD itself thus
>BIG trouble.
>I am desperate, my thesis and other valuable stuff is locked away and
>backup is a week old. Any help/advice very much appreciated. Post or Email
>Thanks in anticipation
>
>Peter Tucker (ptucker@elli.une.edu.au)
>UNENR
>LISMORE AUS
--- End of notice ---

Panic over
I have got my megafile working again. On advice gave it a gentle! thump
on the top of the mechanism also removed and replaced the power harness
plug. Drive immediately came to life.
Many thanks to all who responded via Email and posts.

Peter Tucker (ptucker@elli.une.edu.au)
UNENR
LISMORE AUS

2223. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 14:05:15 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr17.140515.24934@csi.uottawa.ca>
Source record: 39174

In article <John_Collis.dtuh@equinox.gen.nz> John_Collis@equinox.gen.nz (Johnc) writes:
>sTTeve the ATARI man :P (smiller@farad.elee.calpoly.edu) wrote:
>
>: oh BTW what C compilers for the ATARI are ANSI certified?? I am going to
>: get one pretty soon..
>
>None afar as I know. It probably costs to much to get them certified :-)

I wasn't aware that ANSI was in the business of certifying compilers.
I thought that their job was to create standards.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

2224. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 14:09:03 UTC
From: ltduck@access.digex.com
Message-ID: <1qp31v$e4p@access.digex.net>
Source record: 39175

On machines with enough memory, it is perfectly possible to use hardware scrolling to scroll text, you just have to know how it's done and do it properly. Ask any democoder...the falcon could scroll text vertically and use 1/25 of the CPU time that it does right now.

2225. Re: TT : Questions ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 14:53:39 UTC
From: ca2ee209@troi.cc.rochester.edu
Message-ID: <1993Apr17.145339.12969@galileo.cc.rochester.edu>
Source record: 39176

In article <2bcbeaa8@p12.f202.n281.z2.fidonet>
p12.f202.n281.z2.fidonet!Jan_Willekens@nextjk.wlink.nl writes:
>In a message of <Tue 13 Apr 93 08:10>, porret (2:281/202.0) writes:
>
> p> o This TT is rather an old one (it has TOS v.3.05). I know that the
>
>Which isn't that old. The first TT's were sold with TOS 3.00 and 3.01. The
>TT you're talking about is a rev. C, the newest ones are rev. D and include
>TOS 3.06 and a high density disk drive.
>
> p> first TTs
> p> were supposed to work at 16MHz, and Atari used an additionnal board to
> p> speed it
> p> up to 32MHz. How is it possible to recognize such a computer (without
> p> opening
> p> it) ? Is there any notable differences between the two versions
> p> (especially with respect to performance) ?
>
>If I'm not mistaken rev. C's don't have daughterboards (the first one's had
>a 16Mhz motherboard with a 32Mhz daughterboard where the CPU was located),
>so they might be fully 32Mhz machines.

If I were to buy a TT, how could I be sure if the machine that I will
get is the latest model? Does the Tos Version helps? (I can only
mail order, no dealer here)

Thanks
....
Ling CHerd
>

2226. A boring non-question: Can I get the FAQ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 16:10:40 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <1qpa60$ick@wsinis01.info.win.tue.nl>
Source record: 39177
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

In all the fuzz I haven't seen any FAQ show up - is there a site
one could recommend? Or a posting here, or at my place etc etc. *old tune*.

Thanks in advance!
Hoi!
RowdyB

2227. Re: MultiTOS (was Re: MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 16:40:50 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.xUBssZ8BQDs@semprini.tdkcs.waterloo.on.ca>
Source record: 39107

In <1qkfq9INN86j@golem.wcc.govt.nz>, Steve Wells writes:
>] (1) I think $100 was some user's guess -- so far as I know, prices haven
>] been officially released yet for MultiTOS sold separately. (I certai
>] could be mistaken about this).
>
> Bob Brodie said some price around the $100 mark would be the price it
> will be sold for!
> (Long shot from the chanced PD-distribution, which would have put Atari
> on the map!)

If Atari had wanted to serve its users, I'm sure it could've negotiated
something with DRI, to allow them to release MultiTOS for free, or
whatever (they could still sell the manual for $20).

After all, you already have to have a copy of GEM to use MultiTOS;
there's no way around that requirement.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2228. Re: A boring non-question: Can I get the FAQ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 17:03:19 UTC
From: sourada@iastate.edu
Message-ID: <sourada.735066199@vincent1.iastate.edu>
Source record: 39178
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1qpa60$ick@wsinis01.info.win.tue.nl> pieterc@wsinis01.info.win.tue.nl (Pieter C. Filius) writes:

> In all the fuzz I haven't seen any FAQ show up - is there a site
> one could recommend? Or a posting here, or at my place etc etc. *old tune*.

Youl'll see one again the 1st of May. Sorry I didn't get one posted this month.

In the meantime, you can get a copy of the last one from the news.answers archive at pit-manager.mit.edu:/pub/usenet/news.answers/csas-faq, parts 1, 2 and 3. I believe there is also a copy at atari.archive, but last time I checked, it was older than the newest copy...

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

2229. Re: Silly question about Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 17:15:30 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC5n19u.3Hz@netcom.com>
Source record: 39179

In article <3923@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>In article <ersmithC5L17u.7p0@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>>The TOS version number is in the OS header, which you can find by doing:
>>
>>long *sysbase = *((long **)0x4f2L);

[rest of description deleted]
> This is (presumably) true - Eric Smith "should" know. But in all
>TOSes I've seen the TOS Version can be found from the third and fourth
>(Hex) bytes at the bottom of memory.

Yes, I do know. And yes, there are versions of TOS in which the TOS version is *not* at a particular fixed location in memory. A trivial example is given by any RAM-loaded TOS. The method I gave will work correctly for those (despite my misleading comment about "ROM"; in fact what I meant to distinguish in the comments was AHDI's copy of the OS header and the real TOS OS header, which is usually in ROM but could be in RAM if TOS is in RAM). Non-trivial examples also exist.

We document things like the location of the OS header pointer for a reason, namely so that people don't have to "guess" where things might be, and so that they don't assume that "if it works this way in TOS 1.x, it must work this way in all TOSes".

--
Eric R. Smith ersmith@netcom.com ersmith@atari.uucp

2230. Flight Simulator Scenery ST-->PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 17:40:15 UTC
From: dmeggins@aix1.uottawa.ca
Message-ID: <1993Apr17.174015.18844@csi.uottawa.ca>
Source record: 39180
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I used to use Flight Simulator II from subLogic on an Atari Mega 2. Now, I have Microsoft Flight Simulator 4 on a '386 notebook (I run MSDOS rather than Linux only when I am using Flight Simulator). For the Atari Flight Simulator, I had the additional European scenery disk. I have copied the only file on the disk (named F8) to an IBM-format floppy and played with it a bit, but have not found a way to get it to work with FS4. Has anyone else tried moving scenery disks across platforms and had any luck? Is this hopeless?

Thanks for any help,

David
dmeggins@aix1.uottawa.ca

2231. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 21:07:35 UTC
From: cfaehl@vesta.unm.edu
Message-ID: <1qprinINNlbr@lynx.unm.edu>
Source record: 39182
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr16.212417.27428@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> If we're talking about screen output of any sort, even "text mode" ASCII
> output, then the 386/25 beats the Falcon by hundreds-to-one type ratios,
> in direct proportion to how much output is being dealt with. The 386/25
> can scroll text hundreds, of times faster than the Falcon. It can move
^^^^^^^^^^^^^^^^^^^^^^^^
> pixels around dozens of times faster. This depresses me about the Falcon.
> --
>

To put a fine point on things, I believe that this is bullshit. I can
understand the 386/25 being possibly 5 times faster than the Falcon.
No way is it a hundred times faster. If I'm totally wrong, please
demonstrate why I am wrong and I'll be happy to eat crow.
.
==
> - Ian Lepore | Thoughtlessness will gain the praise of superiors, respect
> ianl@bix.com | of your coworkers, and success in business or politics.
> ==

Chris Faehl
cfaehl@vesta.unm.edu

2232. Re: Amiga HD Disk Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 22:15:04 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <5LNCB55P@heaven7.in-berlin.de>
Source record: 39183

I have one of those SLLOOOWWW Amiga HD disk drives, and I can safely
report that I have never ever experienced any difficulty in exchanging
data with any other computer (Atari, IBM, SNI) that was meant to have
a compatible disk format.
--
			~~ ALWAYS ~~~~	Martin P. Ibert, Fï¿½rstenweg 11	__			
\/	~~~~ LOOK ON ~~~	D-13589 Berlin, old: D-1000B20	( )__	\/
/| ~~ THE BRIGHT ~~	Fon +4930-3753479 Fax -3753699	( )_	/|
			~ SIDE OF LIFE ~	<martini@heaven7.in-berlin.de>	(_________)			

2233. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 23:00:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qq276lNNhua@golem.wcc.govt.nz>
Source record: 39187

On this subject, what are the major differences between:/

MNP4 and v.42
MNP5 and v.42bis

From what I can make out, the v.42 protocols are faster than their MNP counterparts.

2234. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 23:02:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qq2b1INNhua@golem.wcc.govt.nz>
Source record: 39188
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

] Let me try again, give you pendants more to work with:

So, they're small dangly pieces of jewellery?! 8-)
(Sorry, couldn't resist)

2235. Re: Atari Jaguar Console

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 23:05:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qq2fdlNNhua@golem.wcc.govt.nz>
Source record: 39189

] I heard that Atari are developing a new video console system named the
] jaguar - Is this true?

Apparently so yes, but, for a change Atari have smartly decided not to release too many details until it is more or less finished, there have been rumors that it will have a 64-bit processor in it, which would make it quite powerful, but almost nothing has been confirmed!

It was mentioned that it could be ready by around Xmas this year, so about mid July next year would probably be the release! 8-)

2236. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 23:07:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qq2j4INNhua@golem.wcc.govt.nz>
Source record: 39190

] On machines with enough memory, it is perfectly possible to use hardware
] scrolling to scroll text, you just have to know how it's done and do it
] properly. Ask any democoder...the falcon could scroll text vertically a
] use 1/25 of the CPU time that it does right now.

Yup, there's even *simple* commands in STOS that will let you do hard-ware
scrolling. Quite fancy, about 5 lines of code can have 4-320*200 pictures
bouncing in & out of the screen at quite reasonable speeds!
(I think it's actually an STE module that adds the commands)

2237. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 23:39:21 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr17.233921.24004@mnemosyne.cs.du.edu>
Source record: 39184
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> just tell me *any* graphic application that runs faster on a normal
> 386/25 than a Falcon.

I have no idea what you mean by "normal". I suspect it's an attempt on
your part to pre-hedge against any answer I might give.

The answer, by the way, is simple: Cyber Paint and Autodesk Animator Pro.

Cyber Paint is a 16-color animation program that runs only in 320x200
mode. Autodesk Animator Pro is a 256-color animation program that runs in
any resolution on MSDOS machines. Ani Pro grew out of the Cyber Paint
source code, so it makes a uniquely valid comparison.

The 386/25 machine can play 256-color 640x480 animations faster than the
Falcon can play a similar (in terms of deltas) 16-color 320x200 animation.

When I tried to port Ani Pro playback to the Falcon, so that I could do a
truly direct comparison between the two machines using the exact same
animation file, I couldn't get any better than 3 frames per second on the
Falcon for an animation that will play at 30 fps or better on the 386/25.
(And I have been a 680x0 assembler programmer much longer than I've been a
80386 assembler programmer, so I don't think quality-of-implementation had
as much to do with it as you might think. The problem, quite simply, is
the Falcon's brain-dead interleaved bit plane scheme for storing pixels in
256-color mode. If the Falcon supported byte-a-pixel (aka packed-pixel)
video memory layout, I have no doubt it would run circles around the
386/25 machine.)
--
==
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
==

2238. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 23:44:20 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr17.234420.24268@mnemosyne.cs.du.edu>
Source record: 39185

> Falcon...graphics...scrolling... Ask any democoder

Yeah. Democoders do amazing things with graphics. They impress the hell
out of me, for all of 30 seconds or so.

But those amazing demos don't bear any relationship to real-world
applications. There's a world of difference between creating a demo that
can run a hand-coded animation at 30fps, and writing an application that
lets you create and then play back any aribitrary animation at that speed.
--
==
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
==

2239. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-17 23:55:26 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr17.235526.24936@mnemosyne.cs.du.edu>
Source record: 39186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> You are a well-known personality in the Atari community.

No, not at all. I am, perhaps, a well-known name in the community, although I consider that to be debatable. Y'all are just barely getting to know my personality. I think many don't like it. Tough.

I'm opinionated. I play games with words a lot. I love arguing just for the sake of arguing, long after the main point has become moot. I'm brash and obnoxious. I am, when it comes right down to it, pretty misanthropic.

On the plus side, I know a lot about computers, mainframes and Atari especially, and I don't mind sharing what I know. I also think it's a fun thing to create software and give it away for free.

Y'all will have to decide for yourselves whether you think the pluses and minuses balance out. But whatever decision you reach, keep it to yourself, I don't really care.

--
==
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
==

2240. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 00:33:41 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr18.003341.24120@tdb.uu.se>
Source record: 39091

Louis The Duck (ltduck@access.digex.com) wrote:
:
: On machines with enough memory, it is perfectly possible to use hardware
: scrolling to scroll text, you just have to know how it's done and do it
: properly. Ask any democoder...the falcon could scroll text vertically and
: use 1/25 of the CPU time that it does right now.

Actually one wouldn't need to be a democoder to do such a thing. One
would 'only' need to be a C- or assembly-programmer. :-)

The actual implementation would be simple as hell IF and ONLY IF things
like MultiTOS and graphic-cards wasn't around. Just use the double-buffer
technique (probably invented by TCB once upon a time) and scroll by
increasing the screenbase-address. I think this is the technique once
used in the scroll-routine for fasttext under MiNT...

However, things have changed and we don't want hardware-dependant
programs anymore (unless they are presented in a DEMO, which is a whole
different thing).

Try to keep the nice demo-code-routines where they belong, in DEMOs!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2241. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 00:53:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1293@usdtsg.DaytonOH.NCR.COM>
Source record: 39095

In article <John_Collis.dtuh@equinox.gen.nz> John_Collis@equinox.gen.nz (Johnc) writes:
>sTTeve the ATARI man :P (smiller@farad.elee.calpoly.edu) wrote:
>
>: oh BTW what C compilers for the ATARI are ANSI certified?? I am going to
>: get one pretty soon..
>
>None afar as I know. It probably costs to much to get them certified :-)

Just curious - what about the Gnu C Compiler (GCC)? I'm not sure,
just asking. I suppose another question would be if there's a difference
(in practice) between an ANSI "certified" C and an ANSI "compatible" C?

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"once I thought I was wrong, but I was mistaken..."

2242. Re: KW COMPUTER SHOW ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 01:03:21 UTC
From: bagl7208@mach1.wlu.ca
Message-ID: <C5nMxL.Lru@mach1.wlu.ca>
Source record: 39127
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sender: bagl7208@mach1.wlu.ca
Followup-To:
Distribution: Canada
Organization: Wilfrid Laurier University
Keywords:Computer show

I understand that there is a Computer show in KW this weekend. Where, when,
how? Cost? Atari users there? Where?

2243. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 01:07:27 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr18.010727.24747@tdb.uu.se>
Source record: 39092

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
: > Falcon...graphics...scrolling... Ask any democoder
:
: Yeah. Democoders do amazing things with graphics. They impress the hell
: out of me, for all of 30 seconds or so.

That long? ;-)

: But those amazing demos don't bear any relationship to real-world
: applications. There's a world of difference between creating a demo that
: can run a hand-coded animation at 30fps, and writing an application that
: lets you create and then play back any aribitrary animation at that speed.

Of course there's a "world of difference" between the two. The "arbitary
animation" will look like crap compared to the hand-coded one. Before
I get tons of flames from you Ian I might add that it's NOT because the
democoder is better than the application-writer. It's most often (note,
not always) the other way around. Writing the application is programming-
wise a lot harder and it can not be compared to hand-coding an animation.
However, to get the very last cycles out of your processor does require
you to be a rather good programmer, don't you think? While the application-
writer proves to be a good programmer by writing the application in the
first hand, and then by optimizing it to gain speed the democoder proves
his abilities by squezing that last cycle out of the processor before
the next VBI.

The reason why the "arbitary animation" will look like crap compared to
the handcoded one is that whatever you do you will get lots of overhead.
The only way to get around the big overhead is by pre-calculating parts
of the animation, and that's just what the democoder also is doing...
(which could imply that if the application produced good output the
programmer could be a good democoder if he only tried :-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2244. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 04:03:28 UTC
From: rosenkra@convex.com
Message-ID: <1993Apr18.040328.4077@convex.com>
Source record: 39093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

according to Webster's:

ar-chive n., 1. a place where documents and other materials of public
or historical importance are preserved.

in the world of computing, archives have a similar meaning. only *most*
people i know of want to be able to access the archive data in (at least)
two important ways: 1) from other currently accessible systems, and 2) far
into the future.

a true "thinking person" will immediately *require* the minimum attributes
of an archiver:

1) portable source code (so porting can be accomplished). i don't
know about u, but i doubt i'll have an atari in 10 years, but
i'll still want to get at my data.
2) identical behavior on all platforms to which the archiver can be
ported. this includes version control (version x on platform
abc should work the same on platform xyz). this implies that one
person or group controls it (eg POSIX for tar, rahul dhesi for zoo,
SEA for arc, etc).
3) must make the aggregate archived data smaller in size than the
original data. how much is of relatively little importance since
today everything available is within 50% of each other.

1) is reasonably satisfied by code written in ANSI C (that's why we have the
standard in the first place). i won't even think about C's future replacement
as a language (it is supported on most systems available today and will
likely be supported for at least 10-15 years).

beyond these, everything else is convenience and to some extent fluff. this
includes packing density (convenience), speed (convenience), GUI (fluff),
directory support (convenience), support for tiny systems, eg floppy-only,
small memory from 5 years ago (convenience), etc.

based on this, i would offer the following evaluation:

zoo 2.1 source freely available, 100% ANSI C, supported by
many platforms (TOS, MS-DOS, unix, VMS, etc), stable,
controlled.
lharc of the myriad variants, the lha 1.00 code is good
enough and competetive with zoo 2.1 (note that this
does NOT include the so-called "Questor" lharc which
is written in 68k assembler). i have had good luck
(so far) with lha. still a "moving target" but better
than it was 6 months ago.

tar source freely available (GNU), 100% ANSI C. needs a
compression program to either compress the individual
files (bad) or the entire archive (good, but has
naming problems with 8+3 systems)
compress very stable, source freely available, has been the
standard for unix. only compresses single files.
GNU zip the GNU replacement for compress, source freely
available. only compresses a single file (ie is not
really an "archiver").
zip many (incompatible) versions (i have recently posted
ST .zip files i can't unpack with unix unzip, though
all MS-DOS .zip files i have found can be unpacked
with unzip)
arc 5.21 super stable, limited features (no directories), "old"
performance (huffman), source freely available
arc 6.02 no source (hence unacceptable) but does solve the
lack of directories

right now, i'd say my personal choices for "universal" archives would be (in
order): zoo 2.1, arc 5.21, tar/compress, lha 1.00, tar/GNUzip.

i put arc high in my list since about half the stuff i have on long term
storage (floppies from 5 years ago) is still .arc files and because the
general trend is for storage space gets cheaper/larger computers get faster.
i would consider lha 1.00 as a 1:1 equal with zoo except that i think it is
far less stable (which i define as too many new formats too quickly - ie it
is not managed well). i mostly use tar/compress for source code trees (ST and
unix). i am debating what impact GNU zip will have. the fact that they picked
.z as their suffix (which, on file systems like TOS which are case independent,
conflict with compress's .Z) makes it ambiguous (it also conflicts with
system V unix's pack(1) command which uses .z).

flame away (roger, ian), but think first...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2245. Cookie Jar problems with TOS <= 1.02

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 04:49:15 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.dx1x@equinox.gen.nz>
Source record: 39094

I've just discovered a rather awkward bug about using the cookie jar with
TOS <= 1.02.

When installing a new cookie into the cookie jar, the accepted way is to
first check whether _p_cookies (5A0 in hex) is pointing to anything or not.
If so this is the cookie jar, if not assume you are running on a TOS
without support for the cookie jar (i.e. <= 1.02) so install your own.
This works fine on a cold boot, BUT!! if this is a warm boot the value
at address 5A0 hex is NOT cleared under these versions of TOS and
potentially can point to anywhere in memory that last had a cookie jar
installed. If the installed a jar was either a program's own address space
or by using Malloc(), that memory is completely undefined in terms of what
could be there now.

This is obviously a problem for a AUTO folder / Accessory pair which use the
cookie jar to set up a communication channel.

Any suggestions or comments welcome.

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

2246. Re: Silly question about Svers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 05:26:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A61230@MS.maus.de>
Source record: 39044

In article <3923@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) wrote:
> This is (presumably) true - Eric Smith "should" know. But in all
>TOSes I've seen the TOS Version can be found from the third and fourth
>(Hex) bytes at the bottom of memory. So if you have ST-DOCTOR or some
>other program that allows you to look at memory (TINYTOOL?) you can look
>at it directly.
>
> Unless Eric knows of some TOS where the address pointer at
>location 0x4f2L is NOT 0x2L, a simpler version of the above, would be
>[stuff deleted]

Well. Why bother? Eric should know. What you have posted indeed works,
but not because $4f2 points to $2 (it never did), but because the
first 4 bytes of memory are a shadow of the first 4 bytes of ROM.
However, the OS doesn't have to be in ROM, that's why there *is*
a pointer to the OS header.

So please forget this sample code!

2247. Re: Cookie Jar problems with TOS <= 1.02

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 05:34:25 UTC
From: sourada@iastate.edu
Message-ID: <sourada.735111265@vincent2.iastate.edu>
Source record: 39096

In <John_Collis.dx1x@equinox.gen.nz> John_Collis@equinox.gen.nz (Johnc) writes:

[cookie jar pointer is invalid after reset...]

>This is obviously a problem for a AUTO folder / Accessory pair which use the
>cookie jar to set up a communication channel.

It's much more obviously a problem for a reset driver, as Atari tells us.
Just clear the pointer before jumping to the old reset code.

Actually, this has to be done for any TOS before 1.6...

Later,
Steven Ourada
--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

2248. Re: Installing G++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 05:44:44 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.ea.1hl2IsVMjaY@kynes.bison.mb.ca>
Source record: 39097

In <H.ea.viPGX2fi98E@kynes.bison.mb.ca>, Russell Ochocki writes:
>I'm having some trouble getting G++ up and running. Been using GCC for a
>while without any problems. Recently installed GCC 2.3.3.
>
>I went into /atari/Gnustuff/Tos/G++ on atari.archive. I didn't find any
>installation instructions, but the process looked simple enough. I
>improvized and downloaded:
>
> g++233b.zoo into c:/gnu/bin
> gpincl17.zoo into c:/gnu/include/cpp
> gplibo15.zoo into c:/gnu/lib
>
>I wrote a "hello world" program:
>
> //: HELLO.CC - World famous hello world program
> #include <iostream.h> // more comments
>
> void main() {
> cout << "Hello world" << endl;
> }
>
>and compiled it with:
>
> gcc hello.cc -lg++ -o hello.ttp
>
>and got the following error messages:
>
> f:/tmp/cc1000001.o: Undefined symbol
> ostream::operator<<(const char*) reference from text
> f:/tmp/cc1000001.o: Undefined symbol
> ostream::operator<<(ostream &(*)(ostream &)) reference from text

Well, I don't know what was wrong with the version at atari.archive, but
I managed to get another version from a German site. Installed it, and
it's running fine.

Now, let's see if all the noise about C++ is true...
--

```
_____________________________________________________________________________
| _ /| | Russell Ochocki rdo@kynes.bison.mb.ca
| \`o.0' |-------------------------------------------------------------
| =(___)= | MODEM n. I can download files using my modem.
| U | v. I ran out of disks, so I went to the store and got modem.
|_________|___________________________________________________________
```

2249. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 06:30:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qqshrlNNj04@golem.wcc.govt.nz>
Source record: 39098
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

] The answer, by the way, is simple: Cyber Paint and Autodesk Animator Pro.

Are they both compiled with the same optimisation levels etc.!?

Newer programs usually have tidied codes, and Cyber-Paint was hardly
intended as a multi-system program!

Compare things such as True-Paint and something similar on the PC, they
are recent, and are made to be multi-resolution etc.

Comparisons are pretty daft any-way, no two programs will be the same
speed, even if both machines are 16Mhz, running in 640*480*256 mode!

Different architecture, and different programming produces different
program, 'benefits'.

2250. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 06:32:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qqsm0INNj04@golem.wcc.govt.nz>
Source record: 39099
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] Y'all will have to decide for yourselves whether you think the pluses and
] minuses balance out. But whatever decision you reach, keep it to yourself,
] I don't really care.

And if we think the same, and you do the same, then we'd all be happier!
8-)

If you enjoy writing software, how about a nice, fast, multi-windowed
word-processor that runs as an accessory?!
```

2251. Re: Transfer rates from HD's

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 07:19:59 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Apr18.071959.29679@rhrk.uni-kl.de>
Source record: 39100

sourada@iastate.edu (Steven D Ourada) writes:

>What kind of limit does the ST (not TT, Falcon) put on transfer rates
>from hard drives? Basically, I want to know if there is any difference
Up to 1.4 MByte/s, some machines seem to make up to 1.5 MByte/s
These transfer rates apply to fast SCSI drives, e.g. Quantum LPS, Fujitsu
M2624S.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

2252. Re: MIDI Question.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 08:04:13 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Apr18.080413.25236@gumby.cc.wmich.edu>
Source record: 39101
Cross-posted to: uk.misc,comp.sys.atari.st.tech

In article <1993Apr14.084928.20345@jet.uk> djs@jet.uk (David J Stevenson) writes:
> In <930413.194348.3f1.rusnews.w165w@mantis.co.uk> mathew <mathew@mantis.co.uk> writes:
>
> >snail@lsl.co.uk writes:
> >> I have a problem when dealing with a Yamaha TG-55 (SY-55 without keyboard),
> >> via MIDI. I ask the machine to send me a bulk dump. It says its it sending
> >> 305 bytes (a 2AWM voice has 305 bytes), but only send me 127 or 128 bytes.
> >> The receiving machine is an Atari ST. I have tried two STs now. Mine (an

What program are you using to capture the output of the TG-55? If it
is home grown, are you aware that the standard input buffer size is
128 bytes, and that you'll have to read the data out fairly rapidly
to avoid data loss? (Another alternative would be to set a larger
input buffer).

> 2. The MIDI receive interrupt is at the same level as the keyboard/mouse
> handler. The latter often takes a long time to run, during which the
> MIDI port cannot interrupt the CPU. Therefore, even if your code which
> reads the MIDI input queue is efficient, MIDI overrun can occur.

This is true, if you're moving the mouse. Two quick solutions would be:
don't move the mouse during receives, or send the IKBD a message to
disable the mouse temporarily.

> The second problem is more difficult; the ST cannot cope with full
> bandwidth MIDI input :-(

This is just plain wrong. And on a machine that's been around for 7 or
8 years, I'm surprised to see this kind of misinformation being spread
around. One easy method (as mentioned above) is to reset the IoRec to
a larger input buffer. This will work up to 32 kB. Another way is to
read the data out quickly. This will work even with a 128 byte buffer.

But notice I said *quickly*. If you use the Bios-level calls to check
for and read in data bytes, you will lose in a big way, because they
have a huge amount of overhead... approaching 1 mS per call. Vector
intercepts from the AUTO folder can slow things down even more. So
in the time it takes to test for and read in one byte, 5 more have
arrived.

At full MIDI data rates you have only 320 uS to grab each byte, on
average (you can be slower for some bytes because you have the 128
byte input buffer to back you up). So you *have* to bypass the
Bios, or go with bigger buffers (actually a much simpler solution
if you're just doing simple data capture).

I *know* this is possible because I've done it. My Omni-Banker ST
universal MIDI librarian can handle full speed dumps of 14+ kB from
an RX-17 drum machine, which runs at 98-99% max MIDI data rates,
with no loss of data and using just the standard 128 byte buffer.
And it's written in Pascal (no assembly required), just carefully
written Pascal. And it's been running very successfully on all
sorts of ST's with TOS 1.0 on up, since 1987.

[I just picked the RX-17 out of the air because it's one device
I know that runs at max MIDI bandwidth. Lot's of synths don't, with
some running as slow as 30-40% of maximum (the FB-01 comes to mind).
There are other instruments that dump more than 14 kB at once, but
I haven't metered them to see how fast they're doing it.]

> I believe that Cubase and others get around this by
> installing their own faster keyboard/mouse handlers. I have never
> had problems getting large memory dumps into Cubase.

This is also true, but then, Cubase pokes its sticky little fingers
into all kinds of vectors.

> [My analysis is based on STs running 1.0 to
> 1.6, I have not tried TOS 2].

My *experience* is based on over a thousand ST's/TT's running TOS 1.0
to 3.06.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2253. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 09:55:41 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr18.095541.11187@tdb.uu.se>
Source record: 39102
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

William Rosenkranz (rosenkra@convex.com) wrote:
[...]
: i am debating what impact GNU zip will have. the fact that they picked
: .z as their suffix (which, on file systems like TOS which are case independent,
: conflict with compress's .Z) makes it ambiguous (it also conflicts with
: system V unix's pack(1) command which uses .z).
[...]

However, since GNU zip does support decompression of both COMPRESSed
and PACKed files there shouldn't be much of a problem. The only problem
I see is if the downloaders of your program don't use gzip. Since FSF
have changed from compress to gzip in the GNU-project, I think we all
should try to throw those old compress-programs out the door.

For those who haven't noticed it yet, GNU zip supports the Atari-line of
computers directly in the sourcecode nowadays. The latest version can
always be downloaded from your local GNU-supplier, or if they haven't got
it, from prep.ai.mit.edu by anonymous FTP. If you don't have the resources
to compile it yourself the executable files have been (and will be) uploaded
to atari.archive.umich.edu, ftp.uni-kl.de and ftp.cs.tu-berlin.de.

At the moment gzip does not handle both long multiple-dot filenames and
normal 8+3 filenames in the same executable. This should change in the
near future. In the meantime there's two different programs to fill
all needs. One that correctly follows the 8+3 rule, and one that happily
adds a .z suffix to whatever filename you feed it (works great under a
Minix filesystem :-).

Happy packing!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2254. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 10:21:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qra46INNjbd@golem.wcc.govt.nz>
Source record: 39103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr18.040328.4077@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>
>flame away (roger, ian), but think first...

No Bill, I will just leave the Flames to you..:-)..

>-bill
>rosenkra@convex.com
>
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

By the way my Atari has disk drives A and B, and ZOO and all this other
Unix crap does not support Disk dives, so to me its some 100% useless,
facts not fiction..

Unless a Archiver has full output direction it is completely useless to
most Atari users, another fact...!!!

I did not thing that any one used the ANSI C Standard, is that why am I reading
about all these patches to MINT for the different C compilers..??

Roger.................. sheppard_r@kosmos.wcc.govt.nz

More Facts less Fiction..:-)...

2255. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 14:05:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr18.140510.23643@csi.uottawa.ca>
Source record: 39104

In article <1293@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.UUCP () writes:
>In article <John_Collis.dtuh@equinox.gen.nz> John_Collis@equinox.gen.nz (Johnc) writes:
>>sTTeve the ATARI man :P (smiller@farad.elee.calpoly.edu) wrote:
>>
>>: oh BTW what C compilers for the ATARI are ANSI certified?? I am going to
>>: get one pretty soon..
>>
>>None afar as I know. It probably costs to much to get them certified :-)
>
>
> Just curious - what about the Gnu C Compiler (GCC)? I'm not sure,
>just asking. I suppose another question would be if there's a difference
>(in practice) between an ANSI "certified" C and an ANSI "compatible" C?

Good point.

Of course, the issue may be the fact that ANSI isn't an organization
that's in the business of certifying ANYTHING... They just make
standards. There are some laboratories out there that are in the
business of "certifying" compliance to ANSI (Bicycle helmets come to
mind - there's labs that test compliance with ANSI and SNELL (?sp)
standards for bicycle helmets.) but it's not clear that there's labs
that do this for C.

As near as I can tell, NOBODY actually certifies the C compilers (at
least not authoritatively); it's the manufacturers that claim ANSI
compliance. And if they can be proven wrong, then ANSI can sue their
pants off if they don't fix the problem. But it's mostly market
driven.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

2256. LPR-Modula-2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 14:32:27 UTC
From: monnier@di.epfl.ch
Message-ID: <1qropr$rd@disun41.epfl.ch>
Source record: 39106

I'd like to write a conservative Garbage Collector for LPR-Modula-2.

But for this, I need to find the 'roots'.
Which are: registers, stack (locals) and globals.
The registers and the stack are easy to find, but the global variables
are spread all over the modules (each global variable is attached to
its corresponding module). I know how to find the end of the region
for global variables for each module, but not the beginning.

Does anybody know where I could find this kind of precise information
about the modules-organisation ?

Or better, how to get the sources ??

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2257. Re: Falcon & MultiTOS speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 14:43:51 UTC
From: monnier@di.epfl.ch
Message-ID: <1qrpf7$t9@disun41.epfl.ch>
Source record: 39105

In article <3_800_8422bbec040@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au (michael smith) writes:
> m> The technique generally used (certainly in Unix-style schedulers) is to
> m> prioritise I/O-bound processes over CPU-bound processes.
>Yup, however in a single-user environment like the ST, there's only likely
>to be one user-bound process at a time - and that's only likely to want CPU
>time at rare intervals. However, it needs very quick _response_ time...

OK, let's try...
What kind of process is it that waits for the keyboard.... ?
IO-bound, you bet !

It should get a high priority, then !

> m> This makes for good interactive response because I/O bound processes are
> m> generally those that are interactive. They get most of the CPU time and
> m> soon become CPU-bound, so their priority falls.
>Again, on a multiuser system that is likely to be the case. Prioritizing
>I/O bound processes on a single-user system is likely to lead to things like
>database reindexes, compiles, spellchecks and the like monopolising the
>system, and degrading its response time to an unacceptavble point.

The unix-way of doing it can be parameterized, so that
keyboard-IO-bound processes get even higher priority than
disk-IO-bound (if necessary)

>\`miff` /|\

The bad response time you sometimes get with unix is generally not due
to multitasking with a bad scheduling policy, but to virtual memory,
because while a process is waiting for the keyboard, it is inactive
so that it tends to be paged out !
This is a serious problem, not yet solved !

But doesn't apply to MultiGEM or MiNT (for the time being)

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2258. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 16:20:35 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02te@tndb.UUCP>
Source record: 39118
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Apr15.093322.25194@actrix.gen.nz> Mark.Lewell@bbs.actrix.gen.nz writes:
>In article <1993Apr14.195407.23042@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> > [gushing praise of the Falcon]
>
>Actually my evaluation of the Falcon was tempered with phrases
>like 'design tradeoffs', but that concept seems to elude you.
>
>>
>> Oh come on, we're leaving the realm of fact here and getting into dogma
>> and marketing buzzwords. To wit..
>>
>> > The Falcon is 3 - 5 times as fast as an ST.
>>
>> Well, maybe some benchmark ran that much faster. I've been using one
>> every day for 6 months now. 2.5-3 times as fast would be more accurate.
> ------------
>
>There's the incriminating admission that was missing from Ian's
>benchmark test. He has a developer's preproduction Falcon that
>is substantially slower than the production models. Readers here
>may remember that Atari did not start shipping the latest revision
>(rev. 4?) until the latter part of December 1992. Ian, in fact,
>may possess the model that was exhibited at Atari Messe/Comdex
>which were definitely the 'wait-stated' units.

...

In this case I'm just playing with semantics, but from the
history of the Falcon, it isn't true that "production Falcons"
are not "wait-state Falcons". According to the reports we got
on the Net, Falcons were sold in Europe to the public last
year, in the state that Ian's was. Maybe "wait state" Falcons
won't be sold widely in North America, but if they were "produced"
and "sold to the public", you can't call them "pre-production".
All we can do is hope that this is all true an that your "rev. 4?"
Falcon really is something different at all.

...

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

2259. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 18:15:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr18.181511.18359@csi.uottawa.ca>
Source record: 39108
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1qra46INNjbd@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>By the way my Atari has disk drives A and B, and ZOO and all this other
>Unix crap does not support Disk dives, so to me its some 100% useless,
>facts not fiction..

That's an interesting fact that you propose; all of the Unix boxes that are purported to have disk drives attached to them must be fictional then. And the device drivers in the Atari BIOS for disk drive devices that get mapped to things like /dev/a, /dev/b, /dev/c, ... /dev/p must all be completely fictional too.

"Doesn't support disk drives..." Supporting general output devices obviously isn't good enough - you must want archivers have special code to restrict them to use with the devices Atari designed back in the early '80s.

>Unless a Archiver has full output direction it is completely useless to
>most Atari users, another fact...!!!

Which direction were you thinking of? Up? Down?

Zoo can redirect output to lots of places, including pipes. Stick THAT in Lharc's "pipe" and try and smoke it. Actually, lharc might support pipes too. I seriously doubt that zip does, though. And I still haven't found a version of zip that I can run consistently without it bombing. That being under GEM. It just ain't reliable.

If you're not clear about the nature of your complaint, it tends just to sound like so much raving.

>I did not thing that any one used the ANSI C Standard, is that why am
>I reading about all these patches to MINT for the different C
>compilers..??

No, the reason why differing C compilers require slightly different coding is that MiNT contains code that lies outside the ANSI C standard:

- CPU dependent assembly language code because C does not define a "standard assembler" (That would require that C be restricted to running on one particular CPU)
- Atari dependent libraries (for things like BIOS/device driver support), which lie outside any C standards.

MiNT is necessarily somewhat non-portable by its nature as systems software specialized to the Atari ST.

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

2260. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 20:12:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qscn3INNlu5@golem.wcc.govt.nz>
Source record: 39109
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] That's an interesting fact that you propose; all of the Unix boxes
] that are purported to have disk drives attached to them must be
] fictional then. And the device drivers in the Atari BIOS for disk

We aren't interested in what it does on Unix. We are talking about PLAIN GEM desktop usage on an ATARI! Without a desktop-replacement, or TOS version 2.xx or higher, ZOO will not redirect on an ST!

(Apparently with 'unselected window booting' it will work on TOS 1.4 or 1.6, but I have yet to see this tried).

] Zoo can redirect output to lots of places, including pipes. Stick
] THAT in Lharc's "pipe" and try and smoke it. Actually, lharc might
] support pipes too. I seriously doubt that zip does, though. And I
] still haven't found a version of zip that I can run consistently

How many average atari users will want to use pipes?

2261. A question of what if...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 20:55:09 UTC
From: jared@midiline.la.ca.us
Message-ID: <myZ82B5w165w@midiline.la.ca.us>
Source record: 39111

What if there was a computer, based around the 68030, that was faster than the Falcon, had more color capabilities, better sound, a 32-bit system-wide bus architecture, and was backed by a company many-fold better than Atari that would support the user and computer like the users would want? The only problems are that this system is new, thusly having only a few pieces of software to begin with, a new GUI OS (therefore, new software has to be written for it), and it's not compatible (except in the generic details like ASCII, RS-232, parallel port, etc.) with other systems currently made. As well, it cost from $1500-$2000 (without monitor).

Would you be excited? Would you want one? Would you consider buying one? Would you go out and buy one?

Make all replies to this message in Email to: jared@midiline.la.ca.us

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

2262. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 21:24:01 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr18.212401.27189@prime.mdata.fi>
Source record: 39110

In article <1qq276INNhua@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>On this subject, what are the major differences between:/
>
>MNP4 and v.42

I don't know any significant differences here..

>MNP5 and v.42bis

MNP5 is not as effective as V.42bis. V.42bis is said to have a max.
pack ratio of 4:1, while MNP5 has 2:1. However, I have tried with a
2400/V.42bis connect and downloaded a 100KB textfile of straight A
letters, it came ~1920 CPS = 19200bps.

MNP5 isn't as intelligent as V.42bis either, it can even slow
transfers (so I heard) if you transfer packed files (eg. ARC, LZH,
ZOO, ZIP), as it tries to pack the data but doesn't succeed. V.42bis
doesn't have this problem. MNP5 also causes text to display in rougher
chunks than V.42bis.
--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

2263. Re: UUCP for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 22:44:44 UTC
From: alf@skid.north.de
Message-ID: <a2021200@skid.north.de>
Source record: 39131

In <apapouts.0dp7@lotds.uucp> apapouts@lotds.uucp (Anestis Papoutsis) writes:

>I was wondering if there are any programs which will allow the Atari St to do
>UUCP mail? If anyone has any info please leave reply or leave me e-mail.

Mercury-Uucp from Rodney Volz. No longer supported.

HERMES from Martin P. Ibert <martini@cloud9.in-berlin.de>. It's shareware
and can be found on several FTP-server.

The two mentioned archives are packages an have all you need. The last
possibility are programms that follow the `Hamburger Standard'. This is
the version I'm using. Therefore you need the following:

- Mailreader (ELM or BLM)
- Newsreader (NN)
- Newssoft (mnews)
- Mailsoft (smail 2.5)
- Transfersoft (GFA-Bugsic uucico [the same used by the above
mentioned packages] or Taylor-Uucp)

The NN, smail 2.5 and Taylor-Uucp can be found on
wowbagger.pc-labor.uni-bremen.de [134.102.228.9].

The newest version of the GFA-Bugsic uucico can be ordered by Lutz Petersen
<lp@shlink.hanse.de>.

Hope that helps,
Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

2264. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 22:55:42 UTC
From: rosenkra@convex.com
Message-ID: <1993Apr18.225542.26320@convex.com>
Source record: 39112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1qra46INNjbd@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>By the way my Atari has disk drives A and B, and ZOO and all this other
>Unix crap does not support Disk dives, so to me its some 100% useless,
>facts not fiction..
>
>Unless a Archiver has full output direction it is completely useless to
>most Atari users, another fact...!!!

portability implies that a program should NOT have its own GUI interface
because there is no universal GUI (with the possible exception of curses).
Unix systems don't run GEM, and PCs (generic) don't in general run X. IMHO,
archivers should have command-line interfaces only. GUI interfaces on
specific platforms should be provided by driver programs (eg arcshell or
whatever). surely a GEM driver program for zoo, lharc, zip, arc, tar, etc
can be written to handle all these scenarios you constantly bring up. the
implementation details should not cloud the basic issue of portable archives
themselves.

>I did not thing that any one used the ANSI C Standard, is that why am I reading
>about all these patches to MINT for the different C compilers..??

ANSI is a standards body recognized internationally for all computing (not
just unix). the ANSI standard for the C language (per committee X3J11) has
defined a standard for the language that makes it possible to compile programs
unchanged on compliant systems. all serious programmers use ANSI C (or they
risk non-portability). while a weekend hacker on the ST may not care much
about portability, more serious people like Fortune 500 companies, the
US Government, etc (ie the "real world") do. this is not limited to the US
(there are international organizations like ISO which have similar goals).
since i regularly interact with both government (mostly DoD) and business
(most fortune 500's), i know what they want.

the implementation details of ANSI C are independent of the standard itself.
MiNT is patched to make it more ANSI and POSIX compliant so that codes can
be ported more easily to the ST platform (which should make it more useful).

note that ANSI C says nothing about a GUI interface. if they did, i am quite
certain they would not make it GEM :-).

i would think it is certainly in atari's and atari developer's interest to
make programs which could be easily ported from/to other platforms. making
everything a GEM program severely limits this in the long run. unfortunatly,
there is no universal GUI (yet) and it is highly likely that atari itself
would rather fight than switch...

ciao

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2265. Info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-18 23:18:53 UTC
From: jramire@conicit.ve
Message-ID: <9304182316.AA06175@dino.conicit.ve>
Source record: 39113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi:

Does anybody knows where can i find this cpu?:

C025913-20 , ATARI CORP. 1,985, 8520, 3H-2130-CC

Thanks in advance,

Jose Ramirez

==
= *Jose Ramirez MSc.* =
= AVINTA - Asociacion Venezolana de Inteligencia Artificial =
= P.O. Box 67079, Caracas 1061, Venezuela. Voice: +58-2-2835156 =
= Fax: +58-2-2832689. Internet: jramire@conicit.ve =
==

2266. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 01:18:53 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Apr19.011853.191753@zeus.calpoly.edu>
Source record: 39119

cbbrowne@csi.uottawa.ca (Christopher Browne) stated:
>In article <John_Collis.dtuh@equinox.gen.nz> John_Collis@equinox.gen.nz (Johnc) writes:
>>sTTeve the ATARI man :P (smiller@farad.elee.calpoly.edu) wrote:
>>
>>: oh BTW what C compilers for the ATARI are ANSI certified?? I am going to
>>: get one pretty soon..
>>
>>None afar as I know. It probably costs to much to get them certified :-)
>
>I wasn't aware that ANSI was in the business of certifying compilers.
>I thought that their job was to create standards.

Well I meant ANSI compliant... it just did not come out right ...semantics :^P

>
>--
>Christopher Browne | PGP 2.0 key available
>cbbrowne@csi.uottawa.ca |====================================
>University of Ottawa | Genius may have its limitations, but
>Master of System Science Program | stupidity is not thus handicapped.

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

2267. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 02:03:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <12988@uqcspe.cs.uq.oz.au>
Source record: 39117
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> When I tried to port Ani Pro playback to the Falcon [it was 1/10th the speed]

>The problem, quite simply, is
>the Falcon's brain-dead interleaved bit plane scheme for storing pixels in
>256-color mode. If the Falcon supported byte-a-pixel (aka packed-pixel)
>video memory layout, I have no doubt it would run circles around the
>386/25 machine.)

Here is a typical case of a blind port. If Ian used the Falcon's TrueColour mode, his prayers would be answered. The TrueColour mode is 1 word per pixel.

As this is a tech group, I'd like to re-raise this point about types of video memory layout.

Basically, there are three common types of video layout:

1. Bit interleaved bitplanes.
2. Word interleaved bitplanes.
3. Bitplane interleaved bitplanes.

These mean:

1. Bit interleaved bitplanes.

Bits of a pixel are adjacent in memory. For example, 1 byte per pixel means all 8 bits of a 256colour pixel are in one byte [eg. ModeX on VGA cards]. 1 word per pixel means all 16 bits of a 65536colour pixel are in one word [eg. TrueColour on Falcons]. 2 pixels per byte means all 4 bits of a 16colour pixel are adjacent in one byte [eg. GTIA modes on 8bit Ataris]. 4 pixels per byte means all 2 bits of a 4colour pixel are adjacent in one byte [eg. graphics mode 7 on 8bit Ataris]. Got that yet?

2. Word interleaved bitplanes.

Bits of a pixel are in corresponding positions in adjacent words of memory. For example, in a 16-colour mode, the bits for a pixel are at the same bit position in 4 adjacent words of memory [eg. ST Low rez].

3. Bitplane interleaved bitplanes.

Bits of a pixel are in the same position in completely
separate bitplanes (expanses of memory). For example,
in a 16-colour mode, all the first bits of pixels are
in one area of memory, followed by all the second bits
of pixels, etc. [eg. Standard Amiga graphics modes]

Now, to say that one system is better than another (or to say that one
is more "brain-dead" than another) is pure naivety. Each style has
greater and lesser consequences.

One of the greatest advantages of (3) is that you don't have to use all
the bitplanes. (2) also has this advantage, but has the added advantage
that when you do use all bitplanes, access is still very fast (because it
is still local).

The big advantage of (1) comes when using pixel-based operations (such
as lines) rather than raster-based operations (such as sprites & blits).

It is only logical that "business oriented" machines such as PC clones
focus on pixel-oriented modes, while "games oriented" machines such as
Atari and Amiga use raster-oriented modes.

The Falcon gives you the very best of both worlds - word-interleaved
modes right up to 8 interleaved bitplanes, and a 16-bit (word-per-pixel)
bit interleaved mode.

IMO, you can't ASK for much more than that (except extremes like 24-bit,
32-bit), but Ian would complain about those too ("Waaaaa, you have to modify
4 bytes just to change one pixel!")

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2268. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 02:37:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qt39jlNNn45@golem.wcc.govt.nz>
Source record: 39115

```
] MNP5 is not as effective as V.42bis. V.42bis is said to have a max.
] pack ratio of 4:1, while MNP5 has 2:1. However, I have tried with a
] 2400/V.42bis connect and downloaded a 100KB textfile of straight A
] letters, it came ~1920 CPS = 19200bps.

Full speed?! Nice! Okay, this is very helpful, thanks!

Now, does anyone know the difference between MNP4 and v.42?
```

2269. Good C Graphics library for making games?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 02:39:37 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Apr19.023937.123980@zeus.calpoly.edu>
Source record: 39120

I love to write games, and graphics programs, and am really sick and tired of using GFA BASIC to make them with. The only reason I use GFA, is because it does have pretty good graphics commands. Since I am a fairly decent C programmer, I would love to find out what C compilers support graphics , (preferably shareware.) I have looked into the GEM, and VSI libraries in MJC, and got real confused.

Can anyone help?

THANKS.

.....
. cwilliso@tuba.calpoly.edu (Chris L. Willison) .
. .
.....

2270. >>> 1040 STF and 1040 STE <<<

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 02:59:39 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93108.225939BOYHC@CUNYVM.BITNET>
Source record: 39114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would you explain to me what is the difference between 1040 STF and 1040 STE?

Thanks, Bo

2271. Re: >>> 1040 STF and 1040 STE <<<

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 03:17:21 UTC
From: wbdst+@pitt.edu
Message-ID: <9359@blue.cis.pitt.edu>
Source record: 39116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bo: I can tell you that, at the least, the 1040STe has the following,
which are different from the older 1040's:
-blitter chip
-newer TOS (v1.06 at least)
-digital sound hardware
-funky joystick ports that have never been used, to my knowledge

Much of the hardware is the same, to the best of my knowledge.
Oh yeah, one more thing: the STe uses SIMMs

2272. Re: Info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 06:21:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qtgdoINNnoe@golem.wcc.govt.nz>
Source record: 39122
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9304182316.AA06175@dino.conicit.ve>, jramire@conicit.ve (Jose Ramirez G. (AVINTA)) writes:
>Hi:
>
>Does anybody knows where can i find this cpu?:
>
> C025913-20 , ATARI CORP. 1,985, 8520, 3H-2130-C
>
>>
>Jose Ramirez

Well the C025913-38 is a DMA Chip, this could be a very early one,
may be it should be replaced by the later one C398739-001A..

Food for thought...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2273. Re: Funky Floppy in a MEGA ST4!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 06:31:03 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <C5pwrr.4Jz@watserv1.uwaterloo.ca>
Source record: 39121
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1qnfu0INNhcv@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>I've had this happen before with an intermittent power supply connection.
>Perhaps your power supply is dying. The explanation is simple - it takes more
>current to actually operate the floppy drive, so when the system tries to draw
>more power and the supply can't handle it, total system voltage drops, causing
>a reboot, and on and on...

When I read the original article describing the reboot problem I wanted
to reply but had useful information to give. This explanation here from Howard
is very valid and prompted my attention. I have had a number of people with
Mega's (mega 4s) come to me with blown power supplies. One fellow even had his
entire mega trashed when his stock supply died (it produced nasty spikes that
killed a bunch of chips). The supply in the mega is a cute little switcher but
it isn't quite large enough to power all the chips (thats a lot of RAM in that
machine for that supply). I would suggest disconnecting the floppy and boot
from the hard disk, if it works then you know there is a floppy problem. I like
Howard's comment because it is consistent with my expereinces and it is not
something I sould check right away (I would zero in on the drive first). The
solution is to put a heftier supply in your mega, or adapt and external supply
with a power jack. Remeber, one person has reported his supply totally killing
his mega. Beware.

Brett Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2274. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 06:33:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1qth4mINNnoe@golem.wcc.govt.nz>
Source record: 39123
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr18.225542.26320@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>In article <1qra46INNjbd@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>note that ANSI C says nothing about a GUI interface. if they did, i am quite
>certain they would not make it GEM :-).
>
>ciao
>
>-bill
>rosenkra@convex.com

Sorry Bill that I had to cut this up, this system will not let you reply
only a few lines and leave the article intact..

How come you are all for CLI's and use Ataries, would not a PC clone
fit your needs better...:-)..

Or may be a Amiga...;-)..

I here that this network (CityNet) that I use here in New Zealand,
has been mentioned by U.S. Congress, that we are doing a good thing, I think
that the script was posted to nz.general...!!!

I do have a copy of it...

Bye for now..

Roger..... sheppard_r@kosmos.wcc.govt.nz

2275. Re: MIDI Question.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 07:36:19 UTC
From: djs@jet.uk
Message-ID: <1993Apr19.073619.2909@jet.uk>
Source record: 39125
Cross-posted to: uk.misc,comp.sys.atari.st.tech

In <1993Apr18.080413.25236@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:

>In article <1993Apr14.084928.20345@jet.uk> djs@jet.uk (David J Stevenson) writes:
>>...
>> MIDI port cannot interrupt the CPU. Therefore, even if your code which
>> reads the MIDI input queue is efficient, MIDI overrun can occur.

>This is true, if you're moving the mouse. Two quick solutions would be:
>don't move the mouse during receives, or send the IKBD a message to
>disable the mouse temporarily.

>> The second problem is more difficult; the ST cannot cope with full
>> bandwidth MIDI input :-(

>This is just plain wrong. And on a machine that's been around for 7 or
>8 years, I'm surprised to see this kind of misinformation being spread
>around. One easy method (as mentioned above) is to reset the IoRec to
>a larger input buffer. This will work up to 32 kB. Another way is to
>read the data out quickly. This will work even with a 128 byte buffer.
No, it is not misinformation, I stand my what I said. As you know, the
machine comes with MIDI ports built-in, and also has a graphical user
interface. However, you have to either rewrite parts of the operating system,
or you have to disable the mouse and lose the user interface ***at any time
that you might be expected MIDI input***. In some simple programs (eg the
TG-55 dump program that started this thread), disabling the mouse is quite
probably not a problem. In many non-trivial applications it is *NOT*
a solution.

Bypassing the BIOS to read the queue does not solve the problem of overrun,
whereby one MIDI byte arrives before the previous one has been read by the
Interrupt routine.
--
+---+
| David Stevenson +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2276. Re: Silly question about Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 08:43:23 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C5q2wB.JEt@cs.bham.ac.uk>
Source record: 39124

A quick interpretation question about the TOS version:
a value of 0x0104 is regarded as TOS 1.4 but
a value of 0x0206 is regarded as TOS 2.06, and not 2.6

What is the proper way to interpret the TOS version word?

Just curious...

--Chris

2277. Re: Cookie Jar problems with TOS <= 1.02

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 08:57:29 UTC
From: julian@math.uni-muenster.de
Message-ID: <1qtphp$1di2@obelix.uni-muenster.de>
Source record: 39132

In article dx1x@equinox.gen.nz, John_Collis@equinox.gen.nz (Johnc) writes:
>
> I've just discovered a rather awkward bug about using the cookie jar with
> TOS <= 1.02.
>
> When installing a new cookie into the cookie jar, the accepted way is to
> first check whether _p_cookies (5A0 in hex) is pointing to anything or not.
> If so this is the cookie jar, if not assume you are running on a TOS
> without support for the cookie jar (i.e. <= 1.02) so install your own.
> This works fine on a cold boot, BUT!! if this is a warm boot the value
> at address 5A0 hex is NOT cleared under these versions of TOS and
> potentially can point to anywhere in memory that last had a cookie jar
> installed. If the installed a jar was either a program's own address space
> or by using Malloc(), that memory is completely undefined in terms of what
> could be there now.
>
> This is obviously a problem for a AUTO folder / Accessory pair which use the
> cookie jar to set up a communication channel.
>
> Any suggestions or comments welcome.

Any program that installs a cookie jar has also to install a reset handler
which clears _p_cookies. This is 'even' documented in the original cookie
jar docs (STE TOS release notes).

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________

2278. Re: MultiTOS (was Re: MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 09:00:23 UTC
From: julian@math.uni-muenster.de
Message-ID: <1qtpn7$1di2@obelix.uni-muenster.de>
Source record: 39133

In article xUBssZ8BQDs@semprini.tdkcs.waterloo.on.ca,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
> If Atari had wanted to serve its users, I'm sure it could've negotiated
> something with DRI, to allow them to release MultiTOS for free, or
> whatever (they could still sell the manual for $20).

Please note that this is only a rumour. Bob Brodie is known for
spreading things that just aren't true. As far as I know, Atari
paid only once for GEM.

_____________ cut here _________________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________

2279. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 09:02:00 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Apr19.090200.3095@cs.ruu.nl>
Source record: 39126
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>>>>> ilepore@nyx.cs.du.edu (Ian Lepore) (IL) writes:

IL> When running applications that don't involve much screen output of any
IL> sort, for example compilers and similar file-in/file-out work, the Falcon
IL> is pretty comparable to the 386/25 system in terms of how much work gets
IL> done in a given amount of time. This impresses me about the Falcon.

What would interest me is how a Falcon compares to a 486 (e.g. 25MHz or
33MHz) system on gcc and/or TeX. Preferably with the 486 running Linux. Is
there anyone around that has experience with this? Or could run one of the
standard LaTeX files through these machines?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2280. Re: Silly question about Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 11:19:36 UTC
From: wabe@ukc.ac.uk
Message-ID: <3937@eagle.ukc.ac.uk>
Source record: 39128

In article <1qngdsINNhsr@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <3923@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>> This is (presumably) true - Eric Smith "should" know. But in all
>>TOSes I've seen the TOS Version can be found from the third and fourth
>>(Hex) bytes at the bottom of memory. So if you have ST-DOCTOR or some
>>other program that allows you to look at memory (TINYTOOL?) you can look
>>at it directly.
>
>This sounds wrong, the first 4 bytes of the memory map are part of exception
>vector 0, the reset vector. (Usually a jump instruction to the address
>stored in the next 4 bytes...) Of course, the reset address *will* point to
>the start of the OS, but still, not quite the same as the OS header.
>--
No! the reset vector address begins at the 5'th byte i.e. is a
long* at memory address 0x4. In fact, it comes immediately after the TOS
signature. I have compiled many programs that do warm starts based on this.
Check it out. I am reliably informed that the RESET address
MUST be at address 0x4 for ANY 68000 machine - it is (I am told) one of
the rules for the usage of this chip's mnemonics. As I have only used
Assembler very occasionally - I cannot defend the why's and wherefore's
of the last sentence.

Regards, W. Alan B. Evans
[wabe@ukc.ac.uk]

2281. Re: Moniterm monitor-> 'straight' ST..Possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 11:26:19 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735218656@rw8.urc.tue.nl>
Source record: 39129

wilsont@rahul.net (Timothy Wilson) writes:

>I've heard of "pixel wonder" that uses a Motorola 6845 chip, would this do
>it?
Pixel wonder (by Maxon) is sometyhing like Overscan, but a little bit
more advanced. So no moniterm here. Although you have complete control
over scan rates etc. I have the thing, but did not find the time and
guts to install it yet...

Erlend.

2282. Re: Silly question about Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 11:38:33 UTC
From: wabe@ukc.ac.uk
Message-ID: <3939@eagle.ukc.ac.uk>
Source record: 39130

```
In article <C5q2wB.JEt@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>
>A quick interpretation question about the TOS version:
>a value of 0x0104 is regarded as TOS 1.4 but
>a value of 0x0206 is regarded as TOS 2.06, and not 2.6
>
>What is the proper way to interpret the TOS version word?
>
Just my guess - but surely there is no "proper" way to interpret
the info. The disparity between the two oft-heard versions 1.02 and 1.2
for the same TOS surely arises if you i/ either read the 2-byte TOS into
a (short) or ii/ as two (unsigned) chars.

Case i/ A would be printed out

printf(" Tos_Version= %x\n", tos_short); /* or similar*/

and naturally displays the number 102 for TOS 1.2 (or 1.02).

Case ii/ Two unsigned chars would allow you to insert a decimal
point and one would normally have

printf(" Tos_Version= %x.%x\n",toschar[1],toschar[2]);

and naturally this would omit the leading zero and display 1.2 (now
including decimal point).

If Atari should "decree" the "proper" version should read 1.02
then use

printf(" Tos_Version= %x.%02x\n",toschar[1],toschar[2]);

( Note Version 1.62 would be the same in both these cases ).

Regards, W. Alan B. Evans
[ wabe@ukc.ac.uk ]
```

2283. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 13:16:27 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <C5qFJG.337@cs.bham.ac.uk>
Source record: 39134
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

[sigh]

I tried.

David.

--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

2284. help with mega upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 13:59:41 UTC
From: michaelk@titan.ucs.umass.edu
Message-ID: <1qub8dINN196@titan.ucs.umass.edu>
Source record: 39135
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I have a Mega ST 2 with a rev 5.0 motherboard that I would like to upgrade to 4 megs, _on the board_. I can't use an upgrade that plugs into the shifter. The spots for the 16 chips are on the motherboard, currently all filled with solder. Could someone tell me what types of memory are best for this situation, and what other changes need to be made to the board? If there is a document out there already describing this, please direct me to it.

Thank you,

Michael Kieras
michaelk@titan.ucs.umass.edu

2285. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 14:17:00 UTC
From: julian@math.uni-muenster.de
Message-ID: <1quc8s$1f6u@obelix.uni-muenster.de>
Source record: 39137

In article 12988@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
> Here is a typical case of a blind port. If Ian used the Falcon's TrueColour
> mode, his prayers would be answered. The TrueColour mode is 1 word per pixel.
> [lots of stuff deleted]

Well.

First of all, you can't get more than 320 * 240 in 16 Bit Color (on a normal VGA monitor). Then: interleaved formats make things slow: the video system has to fetch 16 bytes for one pixel. It might be true that the interleaved format is suitable for games (but I guess that most DOS game programmers will disagree). This doesn't explain why there is no optional pixel packed 8 bit mode.

If you've seen NVDI running on a Crazy Dots graphics card (in 8 bit color), you know what I mean.

_____________ cut here _____________________
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
________ correct me if I'm wrong ___________________

2286. Re: Silly question about Sversion()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 14:36:16 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C5qJ8I.78p@cs.bham.ac.uk>
Source record: 39136

```
In article <3939@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>In article <C5q2wB.JEt@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:
>>
>>A quick interpretation question about the TOS version:
>>a value of 0x0104 is regarded as TOS 1.4 but
>>a value of 0x0206 is regarded as TOS 2.06, and not 2.6
>>
>>What is the proper way to interpret the TOS version word?
>>
> Just my guess - but surely there is no "proper" way to interpret
>the info. The disparity between the two oft-heard versions 1.02 and 1.2
>for the same TOS surely arises if you i/ either read the 2-byte TOS into
>a (short) or ii/ as two (unsigned) chars.
>
> Case i/ A would be printed out
>
> printf(" Tos_Version= %x\n", tos_short); /* or similar*/
>
>and naturally displays the number 102 for TOS 1.2 (or 1.02).
>
> Case ii/ Two unsigned chars would allow you to insert a decimal
>point and one would normally have
>
> printf(" Tos_Version= %x.%x\n",toschar[1],toschar[2]);
>
>and naturally this would omit the leading zero and display 1.2 (now
>including decimal point).
>
> If Atari should "decree" the "proper" version should read 1.02
>then use
>
> printf(" Tos_Version= %x.%02x\n",toschar[1],toschar[2]);
>
> ( Note Version 1.62 would be the same in both these cases ).
>
> Regards, W. Alan B. Evans
> [ wabe@ukc.ac.uk ]

Since the related STE TOS versions are 0x0106 and 0x0162, should we
agree to squeeze out the initial zero after the decimal point? So it
is TOS 1.4 not "1.04", 2.6 not "2.06", usw. TOS 1.0 is still TOS 1.0
however.

Sorry to be pedantic! I just felt we should _really_ know what OS
versions there were...
```

2287. How to find palette size when > 32767 ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 17:43:13 UTC
From: timg@emx.cc.utexas.edu
Message-ID: <1quobhINN3b2@emx.cc.utexas.edu>
Source record: 39138

Hi,

A couple of diligent (or perhaps just desperate) ghostscript users have traced down a problem in the atari screen driver which causes blank screens to appear on some machines/configurations. Unfortunately, I don't know of any clean way to fix it. Here it is:

The screen driver figures out the maximum number of colors by looking at the size of the palette in work_out[39]. Unfortunately, it seems that this array element is zero if the palette size is greater than 32767, leading GS to think that a $1000 graphics board (or a falcon) is capable of displaying NO colors. Thus, a blank screen.

Can anyone tell me how to handle this situation is a semi-clean fashion? If there is no way to get this info through the vdi, is there a standard environment variable that 3rd party boards (software) install to inform the rest of the world about the board's capabilities?

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

2288. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 18:54:36 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Apr19.185436.13933@prime.mdata.fi>
Source record: 39139

In article <1qt39jINNn45@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] MNP5 is not as effective as V.42bis. V.42bis is said to have a max.
>] pack ratio of 4:1, while MNP5 has 2:1. However, I have tried with a
>] 2400/V.42bis connect and downloaded a 100KB textfile of straight A
>] letters, it came ~1920 CPS = 19200bps.
>
>Full speed?! Nice! Okay, this is very helpful, thanks!

But do remember that this was ultra-packable! You will never get that
kind of pack ratio on real-life files. I'd say that if you get the 4:1
ratio you are transferring a very loosely typed text file, or some
data file with repeating structures.

>Now, does anyone know the difference between MNP4 and v.42?

Well, I can say what I have heard, I am not sure about this and that
is why I didn't want to post it. I heard that they are, to the user,
almost the same. I don't know about technical details, but they both
do the job as well. I also heard that MNP4 would have less overhead
than V.42bis, thus raising the CPS-rate by a _very_ little amount if
you only use the error control. My guess is that the difference won't
be more than a second with a 100KB file.

Anyway, why do you want to know? Are you pondering on whether to buy a
V.42bis or a MNP modem? In that case you might like to know (if you
didn't already) that every modem with the V.42/bis protocols also have
MNP. At least every modem that I ever saw/heard of. I even think MNP
1-4 is integrated in the V.42 protocol.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

2289. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 19:29:42 UTC
From: root@discworld.oche.de
Message-ID: <2bd2f8b4710ef8@discworld.oche.de>
Source record: 39050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr14.142630.16552@tdb.uu.se>,
Daniel Eriksson (m91der@tdb.uu.se) wrote:

DE>Why don't you try zoo! It's not the easiest one to pack directory-trees
DE>with, but it's no prob depacking into a tree.
DE>
DE>You must specify each directory separately on the command-line, so if

There is a nice version of zoo where you can simply say 'zoo ah//
zoofile directory', and zoo recursively packs everything in that
directory. I think it is one of the first versions which were ported to
the ST using gcc.

I can highly recommend zoo, as I have had the fewest problems when
transfering files between SUNs, PCs and my Atari ST when using zoo -
opposed to, e.g., lharc.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Nanny Ogg looked him up and down or, at least, down and further down. 'You're
a dwarf', she said." (Terry Pratchett, Witches Abroad)

2290. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 19:41:38 UTC
From: root@discworld.oche.de
Message-ID: <2bd2f8b671106b@discworld.oche.de>
Source record: 39051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1qi10cINN31l@golem.wcc.govt.nz>,
sheppard_r@kosmos (sheppard_r@kosmos.wcc.govt.nz) wrote:

s>NEVER EVER RECOMMEND ZOO its the worse Archiver there is, there are many
s>BBS sites in the world that don't alow ZOO Archives at all, even some
s>of the Big commercial sites will not alow ZOO Archives..

Hm - atari.archive and many other sites I know use zoo for big parts of
the archive, eg. most of the GNU stuff. Could you name some of those BBS
sites ? what's the problem using zoo ?

s>Its nar imposible to redirect the out put..

As zoo is compiled with gcc, it uses the normal standard output and
standard error channel for messages, which can be redirected as easy as
any other gcc compiled program can be. If you are having problems, you
should check if the problem is caused by the shell you use.

s>I think sticking to LZH201L or the New STZIP 2.2 will be far better,these
s>do work on small 520k one drive ST's...

Don't recommend lharc - there are much too many incompatible versions
around - I use zoo with no problems to exchange files between SUN, PC
and ST, which does not work as well using lharc (the new versions are
better, but you don't know what version other people have, and try to
get a lharc-2 on a sun).

STZIP 2.2 is fine - high speed, good compression. There is a bug in the
dialog handling, but that does not disturb if you call it via command-
line, plus it has a comfortable menu-driven interface build-in.

I use STZIP to pack most program archives where I am sure that I will
only need them on the ST, and zoo otherwise.

s>Take it from some one thats tried them all....
Me, too - and I can't understand why anyone should have problems using
zoo.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Not matter how fast light travels it finds the darkness has always got there
first, and is waiting for it." (Terry Pratchett, Reaper man)

2291. Re: UUCP for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 19:45:34 UTC
From: root@discworld.oche.de
Message-ID: <2bd2f8b67111c7@discworld.oche.de>
Source record: 39052

In <John_Collis.dr12@equinox.gen.nz>,
Johnc (John_Collis@equinox.gen.nz) wrote:

J>Have a look around for a system called Hermes. The version I've seen is 1.04
J>but I believe that there is later versions under development. It does
J>complete mail and News handling.

And if you want a (more) nice GEM-based Mail- and Newsreader, look out
for O! B20, available via anonymous ftp from ftp.informatik.rwth-
aachen.de in /pub/atari/uucp.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"People didn't hit you over the head with farmhouses back home."
(Terry Pratchett, Witches Abroad)

2292. Problems with a Atari TT and a SPECTRE GCR MAC emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 20:08:49 UTC
From: haunsch@pctc.chemie.uni-erlangen.de
Message-ID: <1qv0shEn3k@uni-erlangen.de>
Source record: 39140

Hi freaks,

I've got a ATARI TT and a MAC emulator spectre, which doesn't work at all
with this type of computer. With my old ATARI ST there appeared no problems.
Description of the problem:
After the start up of the SPECTRE system program, the system stops during the
effort of loading the MAC system irreversibly: Booting is the only way out!

Who can help!

Many THANKS!!!!!!

P.S.: I tried a SPECTRE of the newer type with my computer: Same problem!
P.P.S.: The distributer of the SPECTRE only said: We can't solve your problem,
each TT is different (HaHa)!

2293. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 20:27:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1qv1uolNN3sv@elroy.jpl.nasa.gov>
Source record: 39041

In article <1993Apr18.003341.24120@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>The actual implementation would be simple as hell IF and ONLY IF things
>like MultiTOS and graphic-cards wasn't around. Just use the double-buffer
>technique (probably invented by TCB once upon a time) and scroll by
>increasing the screenbase-address. I think this is the technique once
>used in the scroll-routine for fasttext under MiNT...

Still used, when MiNT is not being used with multitasking GEM. And personally,
I don't see anything unusual about an OS kernel being laden with hardware-
dependent code... }-)
>
>However, things have changed and we don't want hardware-dependant
>programs anymore (unless they are presented in a DEMO, which is a whole
>different thing).
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2294. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 20:56:28 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr19.205628.12210@mnemosyne.cs.du.edu>
Source record: 39042

>> ANSI certified compilers for the ST...
> I meant ANSI compliant.

Oh, that's very different. Leaving aside any quibbling over bugs that might cause not-quite-perfect compliance, I know of two ANSI compilers for the ST.

There's GNU C, which is free. There's Lattice C v5.5x, which is roughly US$200 (I forget the exact price).

In terms of comparing the two, it is my opinion that you get what you pay for.

--
==
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
==

2295. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 21:16:02 UTC
From: ltduck@access.digex.com
Message-ID: <1qv4qi$f0s@access.digex.net>
Source record: 39045

While I see the advantages of not having hardware dependent programs,
don't you think it would be a neat idea to take advantage of the hardware
when it's available? Otherwise, in your perfect universe, the hardwrae
NEVER GETS USED. Rather pointless. Better is something that takes
advantage of what's there and boots performance, but still works without it.

2296. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 21:36:54 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr19.213654.29050@tdb.uu.se>
Source record: 39048

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
:[...]
: Still used, when MiNT is not being used with multitasking GEM.

Sorry, thought it had been removed.

: And personally,
: I don't see anything unusual about an OS kernel being laden with hardware-
: dependent code... }-)

Not as long as there's also code which makes the kernel work on all
kinds of different hardware, and that the kernel behaves in a well-
documented way towards any application running on top of it. :-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2297. Falcon vs. 386: this has become pointless

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 21:38:04 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr19.213804.13487@mnemosyne.cs.du.edu>
Source record: 39047

I recently mentioned my liking for "arguing even after the original point has become moot." Well, in regards to this 386 vs. Falcon debacle, that point has been far exceeded. An argument, to me, is a reasoned discussion of differing points of view. We are in danger of losing any semblance of reasoning here.

Someone mentioned some not-wholly-accurate facts about the Falcon. I added my attempts at clarifying some of those things, based on personal observations and experience. I have a 386/25 system and a Falcon 030 sitting right next to each other here on this table. I wonder how many other folks making such emphatic-sounding statements about the two machines can say the same? Not many, I'll bet.

Y'all please continue your religious arguments about how much better the Falcon is than any PC-compatible machine on the market. Please go out and buy a Falcon or two for yourself, it really isn't a bad machine. But when you find that its performance isn't quite up to what the fanatical Atari-or-die fans have lead you to believe, I'll quite happily tell you: I told you so.

In the meantime, I thank whatever mysterious forces may actually drive this universe for the KILL command in newgroup readers.
--
==========
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
==========

2298. Re: IDE, Falcon, etc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 21:52:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28577@K.maus.de>
Source record: 39000

>I have a question regarding the Falcon and it's IDE interface. From what I'
>ve read, you need a 2.5" IDE drive to fit within the Falcon. What I would
>like to know is how one might put a *1* inch IDE drive into the Falcon?

What you need is a 2,5" drive. The "1 inch drives" actually are 1 inch _high_
and 3,5" inches wide...

2299. Re: Silly question about Sversion(

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 21:54:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28578@K.maus.de>
Source record: 38996

>I've RTFM, and even tried a sample program from the MWC manual, but I still
>can't get the gemdos Sversion() function to return my TOS version number. I
>have an STe, with TOS 1.62 according to several other programs. What I want
>to know is, how can they tell?

Well, as you might have read in the FM, Sversion() returns the GEMDOS version number, NOT the TOS version.

>I would quite like to know, as I'm writing stuff for different systems and
>need to know little things like whether I can use the extended file selector
>etc... I don't have access to any other TOS versions to see what this call
>returns on them.

And that's exactly why the OSes have different version numbers for different parts of the OS.

If you want to know whether or not to use an AES feature, inquire the AES version from your global AES parameters array.

For GEMDOS, make the call and see if you get an EINVFN error return code or not.

For XBIOS, make the call and see if you get the function number back. Otherwise, the call has been sucessful.

For VDI, there are no difference. A GDOS inquiry procedure exists, though. vq_gdos().

Any questions? - Peter

2300. Re: IDE, Falcon, etc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 22:04:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28579@K.maus.de>
Source record: 38997

>Looking at the drive and where it's mounted in my Falcon, I don't think it
>would be too hard to put a 3.5" wide drive in. You would need a different

No way, actually. Neither space nor cable setup match a 3,5" drive.
But why? 2,5" are available up to 340 megs NOW!

2301. Re: Silly question about Svers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 22:05:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28580@K.maus.de>
Source record: 38995

```
>Unless Eric knows of some TOS where the address pointer at location 0x4f2L
>is NOT 0x2L, a simpler version of the above, would be
>[C program del]

The 0x4f2 vector "sysbase" is the documented thing. The described way is not.
```

2302. Re: Transfer rates from HD's

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 22:08:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28581@K.maus.de>
Source record: 38999

>What kind of limit does the ST (not TT, Falcon) put on transfer rates from
>hard drives? Basically, I want to know if there is any difference between
>buying a drive that has a 3 MB/s transfer rate and one that has only 1.4 MB/
>s. If the ST limits transfer to (say) 1MB/s, then it probably doesn't
>matter...
>(If it matters, I intend to use a SCSI drive, probably through an ICD
>adaptor)

STs are limited to about 1400 KB/s. Results may vary slightly, early units seem to be a bit slower, some users of newer machines reported 1500 KB/s with a fast Quantum drive.

2303. Re: TT : Questions ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 22:11:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A28582@K.maus.de>
Source record: 38998

>If I were to buy a TT, how could I be sure if the machine that I will get is
>the latest model? Does the Tos Version helps? (I can only mail order, no
>dealer here)

Well, order a TT with 1.44 meg hard drive, TOS 3.06 and AJAX floppy controller chip. That's what Atari changed for the latest model.

2304. SUN *.au Sample format player/converter?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-19 22:17:12 UTC
From: markjl@bu.edu
Message-ID: <116049@bu.edu>
Source record: 39049

Hello fellow technical inclined Atarians!

(Always beware long salutations!)

(And too many exclamations!!!)

I'm wondering if anybody has tinkered or knows anything about the *.au sample (8 kHz, I believe) format that exists for the SUN series/make of computers.

Why?

Because I want to play some *.au files on my Atari Mega4ST. And I would be willing to try to get myself up to a decent level of hacking this thing out if I can get some advice/insight on how to do it __OR__ whether anybody out there has already done it. (Then I'd like to get the executables)

Aok, that's my scenerio. Please e-mail replies unless your response merits Usenet bandwidth for this newsgroup -- and if you do, don't repost all of my message! haha. Bye now. -mjl
--
|db| This is a copy of the .signature virus, pass it on.
|qp| Mark J. Lavi
|db| Internet: markjl@acs.bu.edu
|qp| Compu$erve: 72545,1236 [or] 72545.1236@CompuServe.com

2305. MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 01:15:35 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C5rCu1.1vG@sdf.lonestar.org>
Source record: 39016

I was wondering if the Minix file system was any faster or saved some space or anything. Basically, while case sensitivity and long file names would be nice I think it would just cause me some extra headaches. I also have a need to be MS-DOS compatible since I exhange floppies between my system and the ones at school all the time. Also, I don't have any programs (that I know of) that will take advantage of such a system.

I also wanted to note that ZOO definately isn't for me. Its slow and does not make a very good compression ratio. LH5 and ZIP-deflate are both faster and compress better with the only drawback being the 8+3 file names. I don't think that using the 8+3 file names makes me less of a "power user". Really, I don't keep that many files around that I need a new name for them all, and if I did they'd be sorted in directories anyway.

There is also some sort of idea going around that you can't be a power user and use GEM. Believe me, command lines are NOT any better at all. You just have to think a different way. Someone told me that pipes were impossible in a GUI. Pipes are VERY easy to do with a GUI!! You just have to rearrange your thinking, and as far as filtering text files in archives, well, I don't understand why the files justy can't be plain 80 column ascii like everything I download. I have NEVER needed to run my files through a text formatter and I definately would never need to search archives for keywords to format! My computer has better things to do.

CYA.

BTW, is there any good shell that is UNIX-like (but allows backslash to separate path names, no way I'm gonna change that habit. Either symbol is equally good so, "if it ain'tbroke, don't fix it!" I'll stick with '\') and allows execution through the TOSRUN pipe, and makes use of _shell_p ? That last is the most important one. A mint-aware shell that uses _shell_p/

2306. Keybd Buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 03:53:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.145701@cix.compulink.co.uk>
Source record: 39053

Help needed -

I am writing an accessory and I want to send chars to the main
application via the kybd buffer when the acc is closed.
The acc is in HiSoft BASIC which allows full access to
the iorec, etc.
I have tried some routines but all I managed to get was some
garbage. I know this is not MTOS compatible, but I intend to
check for this - if MTOS is running the facility will be
switched off.

Many thanks -

New here so no big sig...

Ofir ogal@cix.compulink.co.uk.
send
quit
opt autorecent yes q
opt recent 15 q
join atari.st.prog bios
quit
join gif/girls
fdl n_kinsk*.gif
quit

2307. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 04:01:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1qvsi1INNs54@golem.wcc.govt.nz>
Source record: 39054

Is there any way of locking the flow-control (RTS/CTS) on via this
Serial-Fix v2.0, without having to resort to using X-Control?

(I only have TOS 1.02, 1meg of RAM, and no Hard-Drive, I am not rich!)

X-Control on my system uses up too much RAM & disk-space, and generally
makes life difficult, so is there any way of locking it on via an
ACCessory rather than a CPX or any other method?

It doesn't have to be Serial-Fix, anything that will do the job is fine! 8-)

2308. Oops

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 06:54:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.145898@cix.compulink.co.uk>
Source record: 39055

```
>join gif/girls
>fdl n_kinsk*.gif
>quit

Now before anyone starts, it wasn't for me it's for a friend ;^)

Ofir ogal@cix.compulink.co.uk.
send
quit
```

2309. conterm & Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 08:10:03 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993Apr20.081003.13989@fwi.uva.nl>
Source record: 39056

Hi everyone,

On old TOSses I used to set bit #3 in the conterm-byte so Bconin on
the console would not only give the ascii-code and the scancode of
the key pressed but also the shift-status at the moment the key was
pressed. This was useful to detect the user pressing Alt-A for
example.
In a multitasking environment (i.e. Mint) it is understandably not
wise to make global changes to the system so what can I do
that gives me the same functionality as setting bit #3 of conterm?
Is there soem Fcntl-call I could use or some other system-function
instead of Bconin?

Ta! Vincent

--

| Opinions expressed above are | partingt@fwi.uva.nl, vincent@nextjk.wlink.nl |
| copyrighted 1993 by me! :-) | FidoNet: 2:281/202.15, NeST: 90:500/202.15 |

2310. PBM-PLUS problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 08:29:44 UTC
From: borst@cs.utwente.nl
Message-ID: <1993Apr20.102944@cs.utwente.nl>
Source record: 39058

Hi Atarians,

I am having some troubles using pnmscale and pnmflip from the PBM-PLUS
package (Graphics/Pbm/p?m-bin.zoo at atari.archive).

When I scale some ppm pictures, the size of the result is OK but the lower lines
in the picture are shifted to the right.
My assumption is that bogus-bytes get inserted in some lines.
Maybe raw bytes which happen to be a CR value are translated to CR&LF?
I haven't checked that out yet...
I typed
pnmscale -xysize 320 200 in.ppm > out.ppm
in mupfel, the cli in gemini.
I also tried the same using MiNT 0.96/init9akp but that didn't help.

The other problem is that pnmflip won't rotate a pgm picture generated by
ppmtopgm in.ppm > out.pgm.
It says that there is bad data where it expects a pgm-integer.
I checked the header and it read:
{'P','5',0xd,0xa,
'3','2','0',' ','2','0','0',0xd,0xa,
'2','5','5',0xd,0xa,.....}
It could be the same problem as above.

Does anybody know what's wrong?
Are there bugs in the port of PBM-PLUS to the ST or is it something else?

Also, can somebody name an anonymous ftp site where I can find the sources of
the package?
I would like to compile and run it on a Sun/Unix machine.

Thanks a lot.

2311. Re: TT : Questions ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 11:17:52 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bd3dbfb@p12.f202.n281.z2.fidonet>
Source record: 39072

In a message of <Sat 17 Apr 93 15:53>, Ho Ling Cherd (2:281/202.0) writes:

HL> If I were to buy a TT, how could I be sure if the machine that I
HL> will get is the latest model? Does the Tos Version helps? (I can
HL> only mail order, no dealer here)

Buy TT's with TOS 3.06.

Greetings... - Jan -
FidoNet: 2:281/202.12, UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: The @ char looks mighty good when using Speedo ;-) (2:281/202.12)

2312. Re: SUN *.au Sample format player/converter?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 11:55:03 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1r0oanEich@uni-erlangen.de>
Source record: 39059

markjl@bu.edu (Mark Lavi) writes:

>I'm wondering if anybody has tinkered or knows anything about the *.au
>sample (8 kHz, I believe) format that exists for the SUN series/make of
>computers.

>Because I want to play some *.au files on my Atari Mega4ST.

Use the brandnew program Five to Five (525) that is available
at atari.archive.umich.edu or ftp.uni-erlangen.de now or in a few
days.
--
Harald Schoenfeld | I'm sorry Dave,
(mppi76@cd4680fs.rrze.uni-erlangen.dbp.de) | I'm afraid I can't do that.

2313. Falcon VM driver.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 12:06:49 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5s6zE.72o@newcastle.ac.uk>
Source record: 39060

I've just read that Compo is developing a Virtual memory driver for the Falcon. Anyone got any info ? A PD VM would be excellent.....MultiTOS is such a bugger for using up my 4Meg before I really get going :)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2314. Re: Keybd Buffer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 13:00:24 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5s9Gp.CM6@liverpool.ac.uk>
Source record: 39061

In article <memo.145701@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
> Help needed -
>
> I am writing an accessory and I want to send chars to the main
> application via the kybd buffer when the acc is closed.
> The acc is in HiSoft BASIC which allows full access to
> the iorec, etc.
> I have tried some routines but all I managed to get was some
> garbage. I know this is not MTOS compatible, but I intend to
> check for this - if MTOS is running the facility will be
> switched off.

Hi Ogal. Just a thought, but wouldn't the appl_tplay() stuff be a better
bet? Apart from being easier to code, it should also be legal. Note
that I've never used it, it just seems to be what it designed for.

>
> Many thanks -
>
> New here so no big sig...
>
> Ofir ogal@cix.compulink.co.uk.
> send
> quit
> opt autorecent yes q
> opt recent 15 q
> join atari.st.prog bios
> quit
> join gif/girls
> fdl n_kinsk*.gif
> quit

Been hand editing your reply scripts have you? 8-)

--

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2315. Re: SUN *.au Sample format player/converter?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 13:18:12 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1295@usdtsg.DaytonOH.NCR.COM>
Source record: 39081

In article <116049@bu.edu> markjl@bu.edu (Mark Lavi) writes:
[STuff deleted]

>Because I want to play some *.au files on my Atari Mega4ST. And I would
>be willing to try to get myself up to a decent level of hacking this thing
>out if I can get some advice/insight on how to do it __OR__ whether any-
>body out there has already done it. (Then I'd like to get the executables)

I'm not positive about this, but I *think* the 525.LZH program that
was just posted to atari.archive.umich.edu (like within the last
couple days?) might let you convert .au to a more ST-based sound
format (like AVR or SND). You might also check for the program
Sox5 (at the same FTP site) - I believe that's a more command-line
oriented converter.

Hope this helps...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"remember your Uncle Waldo?"
"the magician?"
"he just retired from the magic business."
"how come?"
"he says he became disillusioned..."

2316. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 14:00:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Apr20.150002.1@gst-soft.demon.co.uk>
Source record: 39062

We went through the same discussion about democoders about 18months ago, with comments from both sides. Both styles of programming are different, and in their own way, can be exceptional. Demos are fun, they introduce a new dimension to programming that is not possible with workstations/U*ix et al. The relative merits and targets of programming demos/applications are entirley different, and should never be compared....

As they say here in the UK on The Big Breakfast..."Don't phone, it's just for fun!"

Chris Wood.
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

2317. Re: MultiTOS (was Re: MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 15:34:56 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5sGM8.M6K@tsegw.tse.com>
Source record: 39065

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>In article <1qkfq9INN86j@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>[STuff deleted]
>>Bob Brodie said some price around the $100 mark would be the price it
>>will be sold for!
>>(Long shot from the chanced PD-distribution, which would have put Atari
>>on the map!)

> I think Broadie said in a GEnie RTC that what's preventing them
>from releasing MTOS freely is their license with DRI for TOS
>(or whomever owns the rights now).

I believe that's GEM... DRI used to own GEM... TOS is purely (c) Atari..

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

2318. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 15:53:10 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5sHGn.MI5@tsegw.tse.com>
Source record: 39066

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>As near as I can tell, NOBODY actually certifies the C compilers (at
>least not authoritatively); it's the manufacturers that claim ANSI
>compliance. And if they can be proven wrong, then ANSI can sue their
>pants off if they don't fix the problem. But it's mostly market
>driven.

I believe that's what people like NIST (National Institute for Standards
Testing) is for. There certainly are people who certify C compilers as ANSI..
I think NIST is one.. CSL (Computer Standards Lab?) may be another..

Mattias

>--
>Christopher Browne | PGP 2.0 key available
>cbbrowne@csi.uottawa.ca |====================================
>University of Ottawa | Genius may have its limitations, but
>Master of System Science Program | stupidity is not thus handicapped.
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

2319. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 15:59:39 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5sHrF.Mn5@tsegw.tse.com>
Source record: 39067

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> Falcon...graphics...scrolling... Ask any democoder

> Yeah. Democoders do amazing things with graphics. They impress the hell
>out of me, for all of 30 seconds or so.

> But those amazing demos don't bear any relationship to real-world
>applications. There's a world of difference between creating a demo that
>can run a hand-coded animation at 30fps, and writing an application that
>lets you create and then play back any aribitrary animation at that speed.

PLEASE - PLEASE let's not get into that again. There are several people who
would support your claim (me being one), but probably just as many
(Daniel Erikson (sp?)) who would beg (or rant & rave) to differ...
The BW waste last time was enough..

Mattias
>--

>==
>- Ian Lepore | NOW members were somewhat upset when their endorsement of
> ianl@bix.com | Clinton was referred to as "Broad-based support."
>==
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

2320. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 16:07:27 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.93Apr20170727@Sol40.essex.ac.uk>
Source record: 39063

In article <1993Apr19.205628.12210@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
| There's GNU C, which is free. There's Lattice C v5.5x, which is roughly
| US$200 (I forget the exact price).
|
| In terms of comparing the two, it is my opinion that you get what you pay
| for.
|

I have to disagree with you here, Ian. I have a copy of Lattice 5.0 on floppies somewhere, and GCC 2.something on my hard disk. Lattice will probably get deleted when I need the floppies, but GCC will stay.

Yes, I know you hate CLIs, but I like them. I still have TOS 1.2 in my machine, so installing applications is a joke. However, with a nice Unix shell, all the useful stuff is a few keypresses away...

--
Simon Oke, 3rd year Computer Science
undergraduate at the University of Essex, UK.

2321. Re: Spectrum Tape Loader for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 16:59:01 UTC
From: hjb@gad.th.vu.nl
Message-ID: <1993Apr20.165901.14133@cca.vu.nl>
Source record: 39064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr15.121137.17958@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:

>Ok! You asked for it... here it is (finally)... the source code for the
>Spectrum Tape Loader... plug tape recorder to ST like this...

Thanks a lot for posting the Tape Loader (No irony marking smileys, I really mean it!). However, after having fooled around with a few ftp-able assemblers I must admit that I do not know enough (i.e. virtually nothing) about assembly code or assemblers to get it to work.
Would it be very problematic to post the binary as well? I have an 8 mHz ST, so that should work alright.

Thanks,
Hendrik Jan Bosman

2322. FS II ST-->PC (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 18:15:22 UTC
From: dmeggins@aix1.uottawa.ca
Message-ID: <1993Apr20.181522.17094@csi.uottawa.ca>
Source record: 39068

A little while ago, I posted a query about using Flight Simulator II scenery files (for the ST) with Flight Simulator 4 (for the PC). So far, I have received no replies. Does anyone here have information on this topic?

Thanks,

David Megginson
dmeggins@aix1.uottawa.ca

2323. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 20:03:41 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr20.200341.25221@mnemosyne.cs.du.edu>
Source record: 39069

>> [I like Lattice C v5.5x]
> I have to disagree, I have Lattice v5.0...

If you want to judge the current release of LC (5.52) based on your
experiences with an old release (5.0), please feel free.

If you can get the GCC linker to look in multiple directories and find a
library file; if you can get the GCC librarian (AR) to properly handle
replacement of object modules that contain pathnames (rather than just
putting duplicate copies of each module in the library on a 'replace'
operation); if you can live with all the other "almost works right"
aspects of GNU C, then more power to you, I guess.

--
==
- Ian Lepore | NOW members were somewhat upset when their endorsement of
ianl@bix.com | Clinton was referred to as "Broad-based support."
==

2324. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 20:51:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1r1nooINN2ol@golem.wcc.govt.nz>
Source record: 39071

] ws> whatever), is also how many BPS you get.
]
] Um. You wish. Try 'theoretical maximum'.

Yeah well, it's usually pretty close, 2400 usually gives me about 238cps.

9600 with V42 usually gives me about 1100cps....

] Except that there are 10 bits per character. Can you say 'start bit' and
] 'stop bit'?

Most amusing!

2325. Re: UUCP for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 21:36:16 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.93Apr20233614@cerberus.cs.tu-berlin.de>
Source record: 39070

In article <a2021200@skid.north.de> alf@skid.north.de (Alf Hoheisel) writes:

Mercury-Uucp from Rodney Volz. No longer supported.
Even the latest release (v1.18) has many severe bugs. (For example
the rnews program can't cope with articles >64KB)...

HERMES from Martin P. Ibert <martini@cloud9.in-berlin.de>. It's shareware
and can be found on several FTP-server.
To name one: ftp.cs.tu-berlin.de

The latest version there is 1.04 but hopefully the 1.10 can come out
soon. It is in late beta-test, but there are still features to be
implemented... What's available is very stable though :-)

Greetings,
Ripley

--
Greetings from Ripley | NEW postcode: 10777 Berlin | ripley@cs.tu-berlin.de
Hans-Christian Eckert | D-1000 Berlin 30 | Regensburger Str. 2
ripley@nostromo.in-berlin.de (home) | ripley@nostromo.sub.org (de only)
For NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de

2326. MAKE beta testers wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 22:14:16 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr20.221416.664@mnemosyne.cs.du.edu>
Source record: 39073

I've ported a cool new MAKE utility to the ST, and I could use a few suckers...er...kind souls to test it out. In addition to the usual things most any MAKE does, it has these nifty features...

- Desktop-friendly (like my old STMAKE) allowing MAKE to be installed as the application to handle double-clicks on a .MAK file (but works just fine from a CLI too)

- Works with any compiler via a MAKE.INI file that contains default rules

- Supports multi-directory projects via a .PATH.ext= facility that lets you specify one or more paths for each type of input/output file

- Command lines up to 4k each, arg passing via ARGV standard

- Allows you to build "response files" on the fly during a make, and feed them to the programs MAKE is running; the response files can contain the expanded values of macros from the makefile

- Macro addition and subtraction of substrings via += and -= syntax

- Macro substring expressions allow replacing all occurances of one substring in a macro with another during expansion (eg, $(OBJS:.o=.c) will expand each FILENAME.O to FILENAME.C in the command)

- Filename parsing syntax in macros (eg, $(OBJ:^D) expands to drive and directory of the value in the $(OBJ) macro)

- Mini-CLI built in which supports common synonyms for basic CLI operations (eg, del delete erase rm unlink: all accepted to delete files)

- Supports special directives #include, #if, #ifn, #else, #endif, #abort

- Lots more

This MAKE is especially handy for managing large multi-directory projects such as programming libraries. (That's why I ported it, GemFast was getting too hard to manage with a basic-functionality-only MAKE).

You're a good candidate for being a tester if you're fairly familiar with MAKE already (and thus in a good position to try some of the advanced features) and you use the Sozobon, HSC, or GNU C compilers. (I haven't set up MAKE.INI files for other compilers yet.)

If you wanna join the exciting fast-paced world of beta testing, just send me email stating such. Also mention what compiler(s) you use, and whether you use a CLI or the GEM Desktop for a development environment. You have to be able to receive large (100k+) uuencoded email to be a tester.

```
--
================================================================================
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
================================================================================
```

2327. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 23:47:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13023@uqcspe.cs.uq.oz.au>
Source record: 39074

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> There's GNU C, which is free. There's Lattice C v5.5x, which is roughly
>US$200 (I forget the exact price).

> In terms of comparing the two, it is my opinion that you get what you pay
>for.

It's my opinion that GNU C and GNU C++ are brilliant. It depends want you
want (more than anything, I wanted C++).

There seems to be a common suggestion (by only a few people, just repeated
a lot) that GNU software is somehow inferior because it is free. Quite the
reverse is in fact the case. GNU software is SUPERIOR because it is free,
runs under hundreds of machines/operating systems, and is effectively debugged
and enhanced by tens of thousands of developers all over the world.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2328. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-20 23:51:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13024@uqcspe.cs.uq.oz.au>
Source record: 39075

julian@math.uni-muenster.de (Julian F. Reschke) writes:

>First of all, you can't get more than 320 * 240 in 16 Bit Color (on a
>normal VGA monitor).

The actual limit is 320*480 in 16-bit colour.

(Obviously, since VGA 240-line modes are implemented using line-doubling,
which uses the same bandwidth as 480-line modes! I'm sure Julian just typoed)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2329. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 00:21:40 UTC
From: ken@isgtec.com
Message-ID: <4592@isgtec.isgtec.com>
Source record: 39079

In article <1993Apr18.003341.24120@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
> Louis The Duck (ltduck@access.digex.com) wrote:
> : On machines with enough memory, it is perfectly possible to use hardware
> : scrolling to scroll text, you just have to know how it's done and do it
> : properly.
>
> The actual implementation would be simple as hell IF and ONLY IF things
> like MultiTOS and graphic-cards wasn't around. Just use the double-buffer
> technique (probably invented by TCB once upon a time) and scroll by
> increasing the screenbase-address. I think this is the technique once
> used in the scroll-routine for fasttext under MiNT...

Well, sure it's "simple as hell" to update the screenbase address, but
NO, it is NOT simple to properly write a hardware text scroller, unless
you simply use all of memory, which is completely stupid.

I have written and will shortly be uploading an extremely nice hardware
scrolling text viewer. It scrolls forward or backward at variable speed
and you can choose exactly how much memory it uses - this is actually
very tricky to get right. It is completely free of the restrictions that
annoy me about virtually all text viewers. There is NO limit on line length,
tab size, or end of line characters. It can load fonts and search for
strings, is compact and unbelievably fast. The user interface was the
primary design consideration - it's effortless and requires very little
to control it. No it doesn't use windows, and is hardware dependent, but
I like it a lot. I have a problem with seeing low-quality characters in
a small window on a 640x400 screen - this problem would go away if the
screen was considerably larger.

> However, things have changed and we don't want hardware-dependant
> programs anymore (unless they are presented in a DEMO, which is a whole
> different thing).

Depends on the program. Certain types of program can be produced in multiple
versions; most cannot, however, and should work on all machines. Small
special purpose programs are a different story. I'll produce two versions
that will work on all current machines and monitors that have hardware
scrolling - TT/Falcon will have to use ST resolutions. However, not many
people have either of those, and it's not yet clear to me whether Atari
will sell the Falcon. 8^(

Besides, there are choices - if you want small text in a window, you can
get M. Forget's program (Masterbrowse I think?), which is well done. I
prefer mine though. :) After using smooth flowing text for a while,
everything else looks jerky!

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2330. C Compilers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 01:45:19 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr21.014519.18494@csi.uottawa.ca>
Source record: 39076

In article <13023@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
>> There's GNU C, which is free. There's Lattice C v5.5x, which is roughly
>>US$200 (I forget the exact price).
>
>> In terms of comparing the two, it is my opinion that you get what you pay
>>for.
>
>It's my opinion that GNU C and GNU C++ are brilliant. It depends want you
>want (more than anything, I wanted C++).

My opinion is fairly agreeable with yours.

>There seems to be a common suggestion (by only a few people, just repeated
>a lot) that GNU software is somehow inferior because it is free. Quite the
>reverse is in fact the case. GNU software is SUPERIOR because it is free,
>runs under hundreds of machines/operating systems, and is effectively debugged
>and enhanced by tens of thousands of developers all over the world.

What's notable is that there are some manufacturers (Hewlett Packard
being one of the more famous names) that have provided significant
commercial support for the GNU C compiler. Their customers wanted it,
and they felt it worth putting some development money into GCC. It
means that they get a good, standardized tool for a fraction of the
price it would take to develop their own compiler from scratch.

There are some caveats.

a) The Atari ST is really just barely powerful enough to host GCC.
GCC runs most happily on machines with considerably more RAM and CPU
power than the Atari ST.

Falcon would be powerful enough to host GCC quite happily. Assuming
it ever gets sold in enough quantity to be worthy of being called a
"real" product.

It's interesting that in the IBM PC world, GCC is only CAPABLE of
running on the higher-end CPUs like 386/486es. It never has and never
will run on an 8086/8088 based computer. The contrast between that
and GCC running on 8Mhz 68000 computers is worthy of note. That shows
the difference between the 68000 and the 8086 more graphically than
most other purported comparisons.

b) GCC supports a somewhat platform-independent object code format
that doesn't happen to be optimized to the Atari ST.

The GCC "native" object format happens to be different from the Alcyon format which most other Atari ST compilers tend to produce. The cost of this is that you need to use a GNU Project linker to link the code into final executable form. However, it DOES mean that you can use the various GNU Project utilities to manipulate the libraries, and don't have to redevelop them in Yet Another Custom version for the Atari.

c) GCC prefers to use 32 bit ints. GEM, and many commercial Atari-specific compilers have 16 bit ints.

This is a portability issue that isn't THAT hard to resolve. Other architectures have seen this problem before, and solutions such as int16 and int32 have been useful for resolving conflicts when they have been a real problem.

It's not as if GCC uses wrong-endian number representation, or anything seditious like that.

These are the "problems" that I see with using GCC on the Atari platform. If others have SPECIFIC criticisms, I'd like to hear them.

I would say that all of these problems have at their root the fact that GCC is inherently intended to be a portable C compiler that can be used on a variety of architectures, and is thus not perfectly optimal for the Atari platform.

That being said (that GCC is not "perfectly optimal"), the fact that so much development work has gone into it results in it being nonetheless a VERY GOOD product, which may be, despite the shortcomings, one of the best compilers available for the Atari ST.

I haven't enumerated the good things about GCC; that would take a lot more space.

I'll just ask: How many C compilers for the Atari ST support compilation of code that can use shared memory under MultiTOS? GCC supported it (although not necessarily at the Atari object level) before the feature was even thought of as a possible feature of MultiTOS.

GCC has enough hooks in it that it should be possible to add features like dynamic linking and dynamically loadable libraries without MAJOR levels of work. There's source code out there to do it RIGHT NOW. It'll take some work to make it work on the ST, and it won't be worth doing on less than a Falcon. I doubt that Hisoft will be adding DLL to their C compiler any time soon, unless it becomes so popular that they HAVE to (which implies that it's being used extensively under GCC).

--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but

Master of System Science Program | stupidity is not thus handicapped.

2331. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 02:45:41 UTC
From: monnier@di.epfl.ch
Message-ID: <1r2cgl$7n4@disun41.epfl.ch>
Source record: 39077
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2bd2f8b671106b@discworld.oche.de> rincewind@discworld.oche.de writes:
>Don't recommend lharc - there are much too many incompatible versions
>around - I use zoo with no problems to exchange files between SUN, PC
>and ST, which does not work as well using lharc (the new versions are
>better, but you don't know what version other people have, and try to
>get a lharc-2 on a sun).

When are you going to open your eyes ????
lharc-2 is known as LHA under unix and IS available (it's even at
atari.archive.umich.edu:.../Archivers/Unix/lha-1.00.tar.Z)

I know lharc is not perfect and has some incompatibilities,
but it is available on most platforms, even version 2 !

>Michael

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2332. GSO - GNU SuperOptimizer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 04:15:19 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993Apr21.041519.23606@csi.uottawa.ca>
Source record: 39078

This was just uploaded to atari.archive as gso22st.zoo.

My question is, just what IS it good for?

The general point of it seems clear enough; you give it a function, and it it "exhaustively generates-and-tests" the shortest instruction sequence to compute that function.

That's clear.

What's not clear is just how one uses the output of the superoptimizer.

There's an -assembler option which produces code to feed to gas; it seems to rather prefer providing a "human-readable" version. What would one typically do next? Modify GCC's code generator to use the given sequence, and recompile the compiler?

What seems somewhat pointless is for gso to have a set of "default" functions to optimize. It's obviously timeconsuming to run gso on them; it would make sense to run gso ONCE on some fast Sparc 10 and generate a table of the optimal code for them, and have a TABLE for each processor for these default functions.

The table can't be THAT big, can it? Especially when it defaults to considering sequences of 5 instructions or less.

Or am I misunderstanding the usefulness of gso totally?
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

2333. Re: C Compilers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 05:20:17 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC5tItt.BMx@netcom.com>
Source record: 39080

In article <1993Apr21.014519.18494@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>GCC has enough hooks in it that it should be possible to add features
>like dynamic linking and dynamically loadable libraries without MAJOR
>levels of work. There's source code out there to do it RIGHT NOW.
>It'll take some work to make it work on the ST, and it won't be worth
>doing on less than a Falcon. I doubt that Hisoft will be adding DLL
>to their C compiler any time soon, unless it becomes so popular that
>they HAVE to (which implies that it's being used extensively under
>GCC).

Actually, I would expect that Hisoft would probably have support for shared libraries quite soon after they become available for MultiTOS (*if* they become available for MultiTOS). They've always done a good job of supporting the ST. Indeed, Alex Kiernan has even made significant contributions to MiNT (and hence ultimately to MultiTOS).

I think both sides in this mini-"compiler war" are missing the point. Gcc has very poor documentation and support; Lattice on the other hand has a nice graphical interface, good documentation, and good support. Lattice doesn't come with source code to any of its parts; gcc on the other hand comes with complete source code, not only to the libraries but also for the compiler itself. This means that gcc is updated frequently, and new features are easily added to it. The two compilers are comparable in terms of code generation. I would say that they are suitable for different types of users... which is good, because it's unlikely that any one compiler could ever satisfy everyone's needs.

In case it isn't obvious: the opinions above are mine alone, and are most likely nothing at all like Atari's opinions...

Eric

2334. Re: >>> 1040 STF and 1040 STE <<<

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 08:17:33 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735380110@rw8.urc.tue.nl>
Source record: 39082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

<BOYHC@CUNYVM.BITNET> writes:

>Would you explain to me what is the difference between 1040 STF and 1040 STE?

Oh yes, and one thing that the other poster forgot to mention, the STE
has a color palette of 4096 colors instead of just 512 colors.
It also has hardware scrolling (a big plus if you like demos!).
Also it has some functions integrated in one chip, so the overscan
modification will not work. And the tos version in it (1.62) has a
cookie-jar.

Erlend.

2335. Monitor pinout for 1040ST wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 08:51:52 UTC
From: dch@dcs.ed.ac.uk
Message-ID: <C5tsMH.2E8@dcs.ed.ac.uk>
Source record: 39017

Ok, no response from the UK (It was holiday time I suppose), can any kind soul in the rest of the world answer this one ?

I recently picked up a 1040ST (No docs.), and am looking for the pinout of the monitor port. It came with a mono monitor but I would like to have a shot at installing a colour monitor instead.

Can anyone send me the pinout ? It would be much appreciated .

Anyone keeps a list of the best technical books to get for the ST ?

Dave Internet:dch@dcs.ed.ac.uk Janet:dch@uk.ac.ed.dcs

2336. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 10:38:23 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr21.103823.28090@tdb.uu.se>
Source record: 39083

Ken Newman (ken@isgtec.com) wrote:
:[...]
: Well, sure it's "simple as hell" to update the screenbase address, but
: NO, it is NOT simple to properly write a hardware text scroller, unless
: you simply use all of memory, which is completely stupid.

YES, it IS easy to write a hardware-dependant TOS-SHOW routine without using all available memory. What you do is allocate twice the normal screensize of memory and set up a double buffer in it. I won't go into the actual code to perform the scrolling, but it's easy! And when the scroll-routine is done you only put in some sort of VT52 control-code interpreter, which shouldn't be too hard either.

: I have written and will shortly be uploading an extremely nice hardware
: scrolling text viewer. [...]
: No it doesn't use windows, and is hardware dependent, but I like it a lot.

Will it work under MultiTOS? Of course not if you don't use windows. :-(

: Depends on the program. Certain types of program can be produced in multiple
: versions; most cannot, however, and should work on all machines. Small
: special purpose programs are a different story. I'll produce two versions
: that will work on all current machines and monitors that have hardware
: scrolling - TT/Falcon will have to use ST resolutions. However, not many
: people have either of those, and it's not yet clear to me whether Atari
: will sell the Falcon. 8^(

Ok for "Small special purpose programs" that are hardware dependent, but programs shouldn't be OS-version dependent! ;-)

: Besides, there are choices - if you want small text in a window, you can
: get M. Forget's program (Masterbrowse I think?), which is well done. I
: prefer mine though. :) After using smooth flowing text for a while,
: everything else looks jerky!

If MasterBrowser had worked under MultiTOS I would probably use it, unfortunately the dialogs doesn't work. As it is now I'm using the good (well, not good at all really) old VIEW-utility supplied with MTOS. I'm really looking for a good text-browser that works correctly under MTOS.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2337. Re: GSO - GNU SuperOptimizer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 10:59:39 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr21.105939.28668@tdb.uu.se>
Source record: 39084

Christopher Browne (cbbrowne@csi.uottawa.ca) wrote:
:
: This was just uploaded to atari.archive as gso22st.zoo.
:
: My question is, just what IS it good for?

Nothing really! :-)

: The general point of it seems clear enough; you give it a function,
: and it it "exhaustively generates-and-tests" the shortest instruction
: sequence to compute that function.
:
: That's clear.
:
: What's not clear is just how one uses the output of the
: superoptimizer.

I haven't tried it very much myself (I just compiled it and put it
at atari.archive a month or two ago), but the general idea is that
it will output a syntax which on the specific processor easily (and
directly) can be translated into assembly language.

: There's an -assembler option which produces code to feed to gas; it
: seems to rather prefer providing a "human-readable" version. What
: would one typically do next? Modify GCC's code generator to use the
: given sequence, and recompile the compiler?

No, just do a direct translation of the "human-readable" syntax into
assembly language. Shouldn't be too hard since most sequences are
quite short. :-)

: What seems somewhat pointless is for gso to have a set of "default"
: functions to optimize. It's obviously timeconsuming to run gso on
: them; it would make sense to run gso ONCE on some fast Sparc 10
: and generate a table of the optimal code for them, and have a TABLE
: for each processor for these default functions.

I agree, why don't you mail the author and debate this with him. :-)
He might give you some clever answers (he's a Swede after all :-).

: The table can't be THAT big, can it? Especially when it defaults to
: considering sequences of 5 instructions or less.

Hmm, some of the functions will output a great number of different
versions which all gives you the same result. I found one that gave
me 112 different routines when optimized for 68k.

: Or am I misunderstanding the usefulness of gso totally?

There's not much to misunderstand. :-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2338. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 11:20:34 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5tzIA.M1r@liverpool.ac.uk>
Source record: 39087

In article <OKES.93Apr20170727@Sol40.essex.ac.uk>, okes@essex.ac.uk (Simon Oke) writes:
>
> I have to disagree with you here, Ian. I have a copy of Lattice 5.0 on
> floppies somewhere, and GCC 2.something on my hard disk. Lattice will
> probably get deleted when I need the floppies, but GCC will stay.
>
That seems someone extravagant, why not simply sell your copy of Lattice.
Unless, of course, when you say `copy' you're talking about a pirate
version...

> Yes, I know you hate CLIs, but I like them. I still have TOS 1.2 in my
> machine, so installing applications is a joke. However, with a nice
> Unix shell, all the useful stuff is a few keypresses away...
>
Nobody says you have to run Lattice using the IDE. I use Lattice with
a shell, emacs as an editor, make to control compilation, etc - no
GEM in there (not that I've anything against GEM, I just feel it has
its place). My main complaint about Lattice would be that it does not
support C++, and I gather is unlikely to, short of a large increase
in userbase (I'd loved to be proved wrong though, if anyone from
Hisoft is reading)

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2339. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 11:38:10 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr21.113810.26683@cs.ruu.nl>
Source record: 39085

In <13023@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>There seems to be a common suggestion (by only a few people, just repeated
>a lot) that GNU software is somehow inferior because it is free. Quite the
>reverse is in fact the case. GNU software is SUPERIOR because it is free,
>runs under hundreds of machines/operating systems, and is effectively debugged
^^^
I wouldn't use the word `run' when the ST version is concerned. Maybe
crawl or wander is more appropriate.

>and enhanced by tens of thousands of developers all over the world.
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2340. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 14:19:23 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93Apr21141923@brosme.dhmolde.no>
Source record: 39086

>>>>> On Wed, 21 Apr 1993 10:38:23 GMT, m91der@tdb.uu.se (Daniel Eriksson) said:

ken said:

>> : Besides, there are choices - if you want small text in a window, you can
>> : get M. Forget's program (Masterbrowse I think?), which is well done. I
>> : prefer mine though. :) After using smooth flowing text for a while,
>> : everything else looks jerky!

Daniel said:

>> If MasterBrowser had worked under MultiTOS I would probably use it,
>> unfortunately the dialogs doesn't work. As it is now I'm using the
>> good (well, not good at all really) old VIEW-utility supplied with
>> MTOS. I'm really looking for a good text-browser that works correctly
>> under MTOS.
>> ---
>> Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

setscreen() viewers have been around since people discovered you could change
the screen pointer I guess. I even used one in the old days, the best one in
my opinion (view_it by Wizzcat). I don't see the problem about memory really,
using just two screens is fast enough for watching text. Just write two copies
of the next line, one at the bottom and one at the top and set the pointer
at the right place :)

anyway when I got my falcon and saw the speed of the built in textviewer I
just had to do something about it. What I did was to write something similar
to the setscreen() viewers BUT I vrt_cpy the standard format raster into
a window. This way it's nice and fast AND will work on any mode with/without
Mtos. The problem of course, and this is (imho) Atari's biggest problem is
the complete lack of speed in the VDI. It's ok in monochrome, but give it
some colors and the vrt_cpy slows down way to much to make any sense. They
tell you to program clean, follow the rules and all, but then why do they
make the VDI so slow people can't use it? beats me. One thing is sure,
it didn't help at all in making me stick to Ataris computers..

My program is still a lot faster than MasterBrowser and is about a third of the
size. I might even finish it off one day, you'll be the first to know :)

Cheers,
Torbjoern Ose aka (Hackbear/DF, yes another of those lame demo coders)

2341. Re: TOS->MSDOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 14:36:23 UTC
From: muttooi@wm-mercer.ca
Message-ID: <C5u8Ko.4Ip@wm-mercer.ca>
Source record: 39006

Your STe already formats MS-DOS readable disks! You can interchange disks between the two machines without any problems. Just remember to use double density (720K) diskettes if you're starting out on the PC. The only ST's that currently use 1.44 M floppies are the Mega STe, TT030, and Falcon030.

--
==========
Ian Muttoo - William M. Mercer Limited - Toronto, Ontario, Canada
PHONE: (416) 868-2133 - MAIL ADDRESS: muttooi@wm-mercer.ca@mail.uunet.ca
==========

2342. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 14:53:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.150477@cix.compulink.co.uk>
Source record: 39090

In article <1993Apr21.103823.28090@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
...
>MTOS. I'm really looking for a good text-browser that works correctly
>under MTOS.
>
>---
>Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)
>
>

Try Everest. It is very fast, MTOS compatible. Everest is a text
editor, it uses about 100k. You can run multiple windows in it.
Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2343. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 15:13:12 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C5uAA1.E6G@cs.bham.ac.uk>
Source record: 39088

In article <TOSE.93Apr21141923@brosme.dhmolde.no> tose@brosme.dhmolde.no (Torbjoern Ose) writes:
> The problem of course, and this is (imho) Atari's biggest problem is
>the complete lack of speed in the VDI. It's ok in monochrome, but give it
>some colors and the vrt_cpy slows down way to much to make any sense.

It's not even that hot in mono :-(Actually, the next biggest problem
is the VDI's inability to draw to a memory pixmap, so you can blit
stuff from it onto the screen.

You might try out Warp9, Turbo ST or NVDI to get more speed tho'.

--Chris

2344. Re: Archivers which can cope with directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 15:44:44 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.b6UWWCZ8T0M@semprini.tdkcs.waterloo.on.ca>
Source record: 39009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1qth4mINNnoe@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> How come you are all for CLI's and use Ataries, would not a PC clone
> fit your needs better...:-)..
>
> Or may be a Amiga...;-)..

I'll bet you 80% of programmers feel MUCH more comfortable using a CLI
for development. In fact, I can think of ONE person who uses the GEM
desktop for development... the other folks use a graphical shell like
Pure C/Turbo C's.

And, without programmers, any computer is a useless hunk of plastic and
silicon.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2345. Re: Good C Graphics library for making games?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 15:46:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.4DNvbZG7Tzc@semprini.tdkcs.waterloo.on.ca>
Source record: 39010

In <1993Apr19.023937.123980@zeus.calpoly.edu>, Chris L. Willison writes:
> I love to write games, and graphics programs, and am really sick and
> tired of using GFA BASIC to make them with. The only reason I use GFA,
> is because it does have pretty good graphics commands. Since I am a
> fairly decent C programmer, I would love to find out what C compilers
> support graphics , (preferably shareware.) I have looked into the GEM,
> and VSI libraries in MJC, and got real confused.

If you've got the disk space and RAM (ie, 4M of RAM, 8-10M of disk
free), get GNU C++ and Warwick's AMS library... Development with AMS
can't be beat! I'm learning C++ just so I can use it.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2346. Re: Silly question about Sversion(

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 15:49:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A28940@UN.maus.de>
Source record: 38968

Peter Missel @ K schrieb am 19.04.93 in der Msg A28578@K (Gruppe CS.ST.TECH):

>For XBIOS, make the call and see if you get the function number back.
>Otherwise, the call has been sucessful.

Unfortunately, that's not quite true - on some TOS versions, XBIOS will
(for some functions) return a meaningless pointer into the ROM function
vector table instead of the function number...

For checking if there is a Bconmap() function, Atari suggests calling
"Bconmap(0)" and testing if the result is 0L.

For other functions, I'm not so sure which method to use - for some
functions, a variation of the above method might work; for others, it might
be useful to peek into the cookie jar (for example, if the _VDU cookie
indicates the presence of TT video hardware, EgetPalette(), EgetShift() and
so on should be present, too...).

Martin

| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |

2347. Re: GSO - GNU SuperOptimizer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 16:05:18 UTC
From: bcballi@cs.vu.nl
Message-ID: <C5uCov.6pp@cs.vu.nl>
Source record: 39089

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
:
: This was just uploaded to atari.archive as gso22st.zoo.
:
: My question is, just what IS it good for?
:
: The general point of it seems clear enough; you give it a function,
: and it it "exhaustively generates-and-tests" the shortest instruction
: sequence to compute that function.
:
: That's clear.
:
: What's not clear is just how one uses the output of the
: superoptimizer.
From what I picked up at comp.compilers, the GSO is used to write
compilers. You can use it to find the most effective piece of
code for a sequence.

: There's an -assembler option which produces code to feed to gas; it
: seems to rather prefer providing a "human-readable" version. What
: would one typically do next? Modify GCC's code generator to use the
: given sequence, and recompile the compiler?
I guess so.

: What seems somewhat pointless is for gso to have a set of "default"
: functions to optimize. It's obviously timeconsuming to run gso on
: them; it would make sense to run gso ONCE on some fast Sparc 10
: and generate a table of the optimal code for them, and have a TABLE
: for each processor for these default functions.
If there aren't any other options like what is your cache size, do
you have a float coproc, etc. than it isn't that effective.

De Mazzel, Gerco (bcballi@cs.vu.nl).

+---+
| I feed on the patience |
| of trees that wait for new born leaves to grow.... |
| R.V. |
+---+

2348. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 17:26:10 UTC
From: ken@isgtec.com
Message-ID: <4602@isgtec.isgtec.com>
Source record: 39005

In article <1qvsi1INNs54@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
> Is there any way of locking the flow-control (RTS/CTS) on via this
> Serial-Fix v2.0, without having to resort to using X-Control?
> It doesn't have to be Serial-Fix, anything that will do the job is fine! 8-)

I find Serialfx to be a pain in the ass, and also 2.0 doesn't work at all
on my STe. Get a copy of Turbocts 1.32, I think it's on a.a, works for me,
no CPX.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2349. Re: PBM-PLUS problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 17:36:44 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Apr21103644@hpbeo82.bbn.hp.com>
Source record: 39003

```
> I checked the header and it read:
> {'P','5',0xd,0xa,
^^^
> '3','2','0',' ','2','0','0',0xd,0xa,
^^^
> '2','5','5',0xd,0xa,.....}
^^^

These CRs (0x0d) shouldn't be there. UNIX tools generally assume that lines
are terminated by single LF (0x0a) characters.
If your tools have been linked with the GCC/MiNT libraries, try setting
the 'b' (binary) flag in the UNIXMODE environment variable.

Good luck,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
-------------------------------------------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

2350. Re: Baud vs. bps (was: Re: Falcon serial speed?)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 17:39:08 UTC
From: mhembruc@tsegw.tse.com
Message-ID: <C5uH18.n4L@tsegw.tse.com>
Source record: 38994

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] ws> whatever), is also how many BPS you get.
>] Except that there are 10 bits per character. Can you say 'start bit' and
>] 'stop bit'?

>Most amusing!

Most amusing??? It's quite true!!

Mattias
--
Mattias Hembruch
>> My views do not necessarily reflect those of the TSE. <<
E-mail: mhembruc@tse.com

2351. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 17:54:38 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr21.175438.3990@mnemosyne.cs.du.edu>
Source record: 38991

> Lattice C...only problem is that it doesn't support C++

This is a rumour. This is a rumour. This is a rumour.

Now that disclaimors are out of the way, I have heard it said that there may be a release of Comeau C++ for the Atari ST machines which will be able to use Lattice C as the back-end compiler. Comeau C++ is a cfront-style C++ compiler. I know Greg Comeau was looking into the possibility of supporting the ST platform. He even went so far as to create a /atari.st sub-topic in his vendor support conference on BIX.

It should be stressed, however, that Greg has never firmly committed to supporting the ST, announced a product release date, or anything else firm like that, to my knowledge. I don't want to be accused of saying that there was any sort of promise on the part of Comeau's company to support the ST. The only firm knowledge I have is that he expressed an interest in support the platform.

--
==
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
==

2352. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 18:03:48 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr21.180348.4527@mnemosyne.cs.du.edu>
Source record: 38992

> ...the VDI's inability to draw to a memory pixmap

If I remember correctly, VDI draws to the 'screen' pointed to by
Logbase(). If you set wind_update(BEG_UPDATE), change the Logbase()
screen pointer to your memory area, draw with VDI, change Logbase() back
to the prior value, then call wind_update(END_UPDATE), you should have
achieved the effect you were after, and it should be MultiTOS compatible
(I think). I haven't tried this for a long long time, though, my memory
could be malfunctioning on me.
--
==
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
==

2353. Re: conterm & Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 18:33:14 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.qjMh1hv3rAQ@elfhaven.ersys.edmonton.ab.ca>
Source record: 39013

In <1993Apr20.081003.13989@fwi.uva.nl>, Vincent Partington writes:

[> On old TOSses I used to set bit #3 in the conterm-byte so Bconin on
[> the console would not only give the ascii-code and the scancode of
[> the key pressed but also the shift-status at the moment the key was
[> pressed. This was useful to detect the user pressing Alt-A for
[> example.
[> In a multitasking environment (i.e. Mint) it is understandably not
[> wise to make global changes to the system so what can I do
[> that gives me the same functionality as setting bit #3 of conterm?
[> Is there soem Fcntl-call I could use or some other system-function
[> instead of Bconin?
[>
[> | Opinions expressed above are | partingt@fwi.uva.nl, vincent@nextjk.wlink.nl |
[> | copyrighted 1993 by me! :-) | FidoNet: 2:281/202.15, NeST: 90:500/202.15 |

I have not tried this under MiNT, but that should not make a difference.
Immediately after getting the key using Bconin() you should call Kbshift()
which will give you the status of the shift/control/alternate/capslock keys.

The ST is fast enough (easily) that the difference will be transparent to
the user. Each of the programs I have released (ShadowTerm II and
MasterBrowse) use this method, and I've never missed a keypress.

--
Regards,

() - - -

2354. Re: Spectrum Tape Loader for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 18:56:57 UTC
From: ga@mrih.no
Message-ID: <1993Apr21.185657.16718@ugle.unit.no>
Source record: 38993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hendrik Jan Bosman (hjb@gad.th.vu.nl) wrote:
> In <1993Apr15.121137.17958@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:
> >Ok! You asked for it... here it is (finally)... the source code for the
> >Spectrum Tape Loader... plug tape recorder to ST like this...

> Thanks a lot for posting the Tape Loader (No irony marking smileys, I really
> mean it!). However, after having fooled around with a few ftp-able assemblers
> I must admit that I do not know enough (i.e. virtually nothing) about
> assembly code or assemblers to get it to work.
> Would it be very problematic to post the binary as well? I have an 8 mHz ST,
> so that should work alright.

Well... I DID use GenST, and as I believe I mentioned, there might be a bug,
and since I don't have any Spectrum tapes lying around, it is very hard to
debug it. But okay! Since you ask... I will assemble it tonight and post it
first thing tomorrow morning - after the physics lectures...

___
//--\ Gard Eggesboe Abrahamsen Birth date: August 19th 1973
|| O PO Box 5061, Larsgaarden Send a card... :)e
|| O 6021 Aalesund, Norway
|| m
//__/ Gard.Abrahamsen@mrih.no
// |

2355. Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 19:33:21 UTC
From: smiller@joule.elee.calpoly.edu
Message-ID: <1993Apr21.193321.107177@zeus.calpoly.edu>
Source record: 39002

Am I correct in thinking that there is a Linux port for the Atari or not?
If not does MiNT support SLIP? And if MiNT supports SLIP is there a way to
use x-windows?
And, thank you all who have told me of C-compilers for the atari... but
another question comes to mind... do these compilers have gem libraries
with them and where can you get info on how to use the gem libraries
(whether it is published material or not).

Thanks all...

*steve miller The water runs smoothly
*dept of electronics engineering like a hand over silk
*cal poly san luis obispo As it drips from her body
*superficial knowledge PhD :P it seems like pure milk -s.miller

2356. Problems with MiNT 1.04 and Minix filesystem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 19:50:24 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <1993Apr21.195024.7255@magnus.acs.ohio-state.edu>
Source record: 39001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone else had problems running MiNT 1.04 with the Minix XFS (version 0.55) installed? I have the filesystem running with MiNT 0.95, but when I try to use 1.04, the computer just hangs during the bootup sequence (right after the Minix XFS message). MiNT 1.04 works fine when I don't run the XFS, so I don't think it's the problem. I using a 4MB Mega STe with a Crazy Dots video card. I've tryed running from normal video with no other auto programs or accessories, but have had no luck. Any suggestions?

--Jeff
jeffmay@magnus.acs.ohio-state.edu

2357. Re: Silly question about Sversion(

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 20:09:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A61445@MS.maus.de>
Source record: 38969

In article <a28578@k.maus.de>, Peter Missel (peter_missel@k.maus.de)
wrote:
>For XBIOS, make the call and see if you get the function number back.
>Otherwise, the call has been sucessful.

That's wrong. It only works for calls where the opcode is beyond
the largest supported opcode and it's not documented (try to call
Bconmap() on TOS 1.04).

>For VDI, there are no difference. A GDOS inquiry procedure exists, though.
>vq_gdos().

You can at least inspect the values in contrl[2] and contrl[4]. They
are only set to the correct values, if someone has indeed executed
the call.

2358. Re: Cookie Jar problems with TOS <

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 20:49:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29163@K.maus.de>
Source record: 38967

>When installing a new cookie into the cookie jar, the accepted way is to
>first check whether _p_cookies (5A0 in hex) is pointing to anything or not.
>If so this is the cookie jar, if not assume you are running on a TOS without
>support for the cookie jar (i.e. <= 1.02) so install your own. This works
>fine on a cold boot, BUT!! if this is a warm boot the value at address 5A0
>hex is NOT cleared under these versions of TOS and potentially can point to
>anywhere in memory that last had a cookie jar installed. If the installed a
>jar was either a program's own address space or by using Malloc(), that
>memory is completely undefined in terms of what could be there now.

The official Cookie Jar docs say that a program that installs a NEW cookie jar
HAS to install a reset handler, too. The latter is to clear the _p_cookies
location.

2359. Re: Silly question about Svers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 20:52:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29164@K.maus.de>
Source record: 38970

>A quick interpretation question about the TOS version: a value of 0x0104 is
>regarded as TOS 1.4 but a value of 0x0206 is regarded as TOS 2.06, and not 2.
>6
>What is the proper way to interpret the TOS version word?

Atari themselves say TOS 1.04; on the day TOS 3.01 (TT) appeared, the "new" way
of reading the version word has been declared official.

2360. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 21:15:11 UTC
From: wmagro@uiuc.edu
Message-ID: <C5ur1C.9vL@news.cso.uiuc.edu>
Source record: 39007

In article <1993Apr19.090200.3095@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>>>>>> ilepore@nyx.cs.du.edu (Ian Lepore) (IL) writes:
>
>IL> When running applications that don't involve much screen output of any
>IL> sort, for example compilers and similar file-in/file-out work, the Falcon
>IL> is pretty comparable to the 386/25 system in terms of how much work gets
>IL> done in a given amount of time. This impresses me about the Falcon.
>
>What would interest me is how a Falcon compares to a 486 (e.g. 25MHz or
>33MHz) system on gcc and/or TeX. Preferably with the 486 running Linux. Is
>there anyone around that has experience with this? Or could run one of the
>standard LaTeX files through these machines?

I just bought a 40 MHz 386 running linux, and I use TeX regularly. I tested TeX on a falcon030 and I would say that the 386 is faster by a factor of three to four. Of course, the TeX was not a 68030 specific version, so the falcon would do a little better in this situation. You wanted comparison to a 486, so you can add another factor of two or more (since TeX probably uses a fair amount of floating point operations, and the 486 has the FPU built in).

By the way, I was one of the whiners who always criticized the PCs and windows for being so slow. I was mostly a mac/atari/unix user before, but now that I have the 386, I do use windows occasionally. On my desk at work I have a Mac IIx (68030 @ 16MHz, like a falcon). Comparing MS Word and MS Excel on the Mac to the same progs and versions under windows, I can only say that the 386 blows the mac away. Granted the processor speed is more than double that of the mac, but the difference is _much_ more dramatic than a factor of two. I still don't like windows' interface, but the days of complaining that it is slow are over. Both mac and PC have 8 Meg of ram and are running with virtual memory turned off. I do have an inexpensive windows accelerator card ($120) that seems to help. Now I can't stand waiting for my ST or Mac IIx.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

2361. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-21 22:45:54 UTC
From: erlingh@fiolilla.pvv.unit.no
Message-ID: <ERLINGH.93Apr21224554@fiolilla.pvv.unit.no>
Source record: 39004

In article <1993Apr21.180348.4527@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> ...the VDI's inability to draw to a memory pixmap

If I remember correctly, VDI draws to the 'screen' pointed to by Logbase(). If you set wind_update(BEG_UPDATE), change the Logbase() screen pointer to your memory area, draw with VDI, change Logbase() back to the prior value, then call wind_update(END_UPDATE), you should have achieved the effect you were after, and it should be MultiTOS compatible (I think). I haven't tried this for a long long time, though, my memory could be malfunctioning on me.
--

The trouble with this solution, is that with some video-cards, Logbase() is not used at all. The only solution, seems to be to use the SCREEN.SYS driver supplied by the new GDOS'es -Fontgdos, speedo and fsmgdos.
In the last news-letter I received from atari, they said they would document it in the next newsletter (I think).
Basically it is supposed to map all VDI-calls to a bitmap, in much the same way as you use a META-driver to write *.gem files.

Erling

2362. STe Hard Disks - which ones have dud ASCI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 02:06:36 UTC
From: karlm@mel.dbce.csiro.au
Message-ID: <706@highett.mel.dbce.csiro.au>
Source record: 39008

Just on that note, I was wondering if anyone recalls what STe's had dud ASCI ports which caused the STe to eat your hard-disk?
Serial numbers and a fix if possible would be nice...

Post here so everyone can see please!

(I wouldn't mind an e-mail for myself though..)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au Tel: +61 3 252 6222 Fax: +61 3 252 6244 |
|_____|

2363. How to compile for shared-memory executable? pbmplus, actually.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 06:01:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13050@uqcspe.cs.uq.oz.au>
Source record: 39011

I'd like to compile the PBMPLUS package as a shared executable under MiNT,
but I don't know how to create such executables.

That is, one copy of the code will exist in memory, even if multiple
processes are executing it.

The reasoning is:

1. The pbm package can be compiled as either:
a. Lots of small executables, each with a copy of the library.
b. Lots of small executables, using dynamic shared libraries.
or c. One huge executable (with one copy of the libraries).

2. The pbm executables are almost always used in a pipeline,
with one pbm program feeding another.

On the ST (even with MiNT) we don't have shared libraries, so (1c) above
uses by far the least space on your hard drive. However, (2) means we
end up having multiple copies of this huge executable running at once.

Clearly, the solution is to compile the PBMPLUS package as a shared
executable.

I'll do it (I have a need for PBMPLUS), if someone will give me a clue.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2364. Re: How to compile for shared-memory executable? pbmplus, actually.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 06:54:37 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1r5ffdINNj4g@elroy.jpl.nasa.gov>
Source record: 39012

In article <13050@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>I'd like to compile the PBMPLUS package as a shared executable under MiNT,
>but I don't know how to create such executables.

You may not be able to with the current GCC support; it will only work if your data+bss segment are around 64K or smaller. (The actual limit would be 64K exactly, but you can finagle things around if you're "close enough" and have large arrays taking up a chunk of the space...)

If you've already built the single huge executable, do a size on it to see how it weighs in. The first thing you can do, if a lot of space is getting eaten in arrays, is to change the array declarations to pointers, and malloc the space at runtime. Other things you can do are to diddle with the order of variable declarations, so that if you had (e.g.) 63K of simple variables and then one huge array (its size is irrelevant, we simply assume that this single entity is what pushes you over the 64K limit), you put the huge array last in the executable. As long as it begins within the 64K line, everything will be addressable without problems.

Yes, this is kludgy and gross and ugly. Sorry. I know how to make things less gross and ugly and more flexible, and I know I've promised it since GCC 2.3.1, but I haven't had time to get it all implemented.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2365. XDebug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 09:10:59 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <C5vo6C.JE3@newcastle.ac.uk>
Source record: 39015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone bought XDebug from the ST Club in England. If you have, could you post your impressions of the product. It would be useful to know how well it integrates with Lattice C , and how it copes with multi-modules in C.

Thanks in advance.

- Chris


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| e-mail: Chris.Forker@newcastle.ac.uk | Dept. Marine Technology |
| voice: +44 91 222-8557 | Newcastle University |
| fax: +44 91 2616059 | Newcastle upon Tyne |
| | NE1 7RU ENGLAND |
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| e-mail: Chris.Forker@newcastle.ac.uk | Dept. Marine Technology |
| voice: +44 91 222-8557 | Newcastle University |
| fax: +44 91 2616059 | Newcastle upon Tyne |
```

2366. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 09:28:37 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1993Apr22.092837.4684@news.rhrz.uni-bonn.de>
Source record: 39014

In article <C5ur1C.9vL@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>I just bought a 40 MHz 386 running linux, and I use TeX regularly. I
>tested TeX on a falcon030 and I would say that the 386 is faster by a
>factor of three to four.

A more realistic factor would be around 2 to 2.5 times faster. Of course,
having a multitasking OS like linux, or better 386bsd, contributes much more
to the apparent speed of an application, since you can always spend the wait
for one application running another one.

> Of course, the TeX was not a 68030 specific
>version, so the falcon would do a little better in this situation.

You didn't say what TeX you ran on the falcon. There are slow versions [like
the early Tools ports] and fast versions, like MultiTeX. Rhe 68030-specific
version of MultiTeX gives some 1-2% better performance on a TT -- this is just
using the -m68020 switch in gcc, no hand-crafted optimization.

>wanted comparison to a 486, so you can add another factor of two or more
>(since TeX probably uses a fair amount of floating point operations, and
>the 486 has the FPU built in).

TeX uses no floating-point whatsoever. Since the 486 is 1989 technology, as
compared to the 1986 technology of the 386, the 486 is inherently faster.

>By the way, I was one of the whiners who always criticized the PCs and
>windows for being so slow. I was mostly a mac/atari/unix user before, but
>now that I have the 386, I do use windows occasionally. On my desk at
>work I have a Mac IIx (68030 @ 16MHz, like a falcon). Comparing MS Word
>and MS Excel on the Mac to the same progs and versions under windows, I
>can only say that the 386 blows the mac away.

Now think about how many man-years Microshit(tm) has spent on the Windoofs
versions as compared to the Mac versions, and guess who knows about all those
undocumented hidden secret Windoofs features.

> Granted the processor speed
>is more than double that of the mac, but the difference is _much_ more
>dramatic than a factor of two. I still don't like windows' interface, but
>the days of complaining that it is slow are over. Both mac and PC have 8
>Meg of ram and are running with virtual memory turned off. I do have an
>inexpensive windows accelerator card ($120) that seems to help. Now I
>can't stand waiting for my ST or Mac IIx.

I have tried to counter your unrealistic comparisons without stooping to a
flame. I guess I almost succeeded :-)

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone: +49 228 73 3427 (Bonn, Germany)

2367. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 10:02:09 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Apr22.100209.22380@cs.ruu.nl>
Source record: 39018

>>>>> wmagro@uiuc.edu (William Magro) (WM) writes:

WM> I just bought a 40 MHz 386 running linux, and I use TeX regularly. I
WM> tested TeX on a falcon030 and I would say that the 386 is faster by a
WM> factor of three to four. Of course, the TeX was not a 68030 specific
WM> version, so the falcon would do a little better in this situation. You
WM> wanted comparison to a 486, so you can add another factor of two or more
WM> (since TeX probably uses a fair amount of floating point operations, and
WM> the 486 has the FPU built in).

Thanks. Can you also comment on the price difference of these two systems.
I am contemplating on which system to buy next and a 386/486 Linux system
is one of the options. The Falcon DSP is also an important issue, but maybe
the PC machines will have a similar board by the time. (A normal soundcard
is a bit meager, I would like to experiment with sound synthesis and sound
processing).
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2368. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 10:03:27 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735472776@rw8.urc.tue.nl>
Source record: 39019

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> Now that disclaimors are out of the way, I have heard it said that there
>may be a release of Comeau C++ for the Atari ST machines which will be
>able to use Lattice C as the back-end compiler. Comeau C++ is a
>cfront-style C++ compiler. I know Greg Comeau was looking into the
>possibility of supporting the ST platform. He even went so far as to create
>a /atari.st sub-topic in his vendor support conference on BIX.

Hmmm, well I believe that at least some Comeau has posted a message
stating that it was almost ready last year. By the way since then I
never read anything from comeau in the newsgroups here. Do they still
exist as a company? And I remember that they made Gramslam and other
grammar-oriented software for the ST. I was planning to buy Gramslam,
but I never knew any adress or pricing on it so if anyone knows a bit
more I would love to hear it.

Erlend.

2369. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 10:19:09 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735473721@rw8.urc.tue.nl>
Source record: 39020

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>Try Everest. It is very fast, MTOS compatible. Everest is a text
>editor, it uses about 100k. You can run multiple windows in it.
>Ofir ogal@cix.compulink.co.uk

Everest really is good. But it has free positioning which can sometimes be a bit difficult, depending on what you use the editor for. Another good editor is 7up, an editor that can open up to 7 windows for textediting. Overall 7up is a slight bit easier to work with, but not as stable (it very occasionaly may crash) as everest. 7up shoudl also work with MultiTOS.

Erlend.

2370. HS FIX 3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 10:25:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1r5rqqINNcjq@golem.wcc.govt.nz>
Source record: 39021
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi some one this week posted a binary of HS FIX 3, is there a site
that I can get this from.

Thise is because that binary would not udecode,
or could you post it again to the net..

Thanks.................

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2371. Re: Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 10:52:25 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5vsvE.22D@newcastle.ac.uk>
Source record: 39023

No ST Linux as yet, but there is an ongoing project to get an Amiga version going which DOES NOT use the Amiga's OS as a staring point, so this could probably be ported to the ST without to much heartache (relative to a port of the PC version:)

aCraig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2372. ACC.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 10:55:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1r5tjsINNctl@golem.wcc.govt.nz>
Source record: 39022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi I have this program called ACC.PRG, it lets you have all your ACC
in a folder..

Big problem is that it causes many programs to crash, so is there a better
one than this...

Thanks...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2373. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 10:56:05 UTC
From: news@newcastle.ac.uk
Message-ID: <C5vt1H.27H@newcastle.ac.uk>
Source record: 39024

In article <ERLINGH.93Apr21224554@fiolilla.pvv.unit.no>, erlingh@fiolilla.pvv.unit.no (Erling Henanger) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>The trouble with this solution, is that with some video-cards, Logbase() is
>not used at all. The only solution, seems to be to use the SCREEN.SYS
>driver supplied by the new GDOS'es -Fontgdos, speedo and fsmgdos.
>In the last news-letter I received from atari, they said they would
>document it in the next newsletter (I think).
>Basically it is supposed to map all VDI-calls to a bitmap, in much the
>same way as you use a META-driver to write *.gem files.
>
>Erling

Kickin' !! Now, if someone could post programming details for this when they are available........

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2374. Falcon & MultiTOS Network Driver....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 11:01:19 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C5vtA7.2Hp@newcastle.ac.uk>
Source record: 39025

Ok, after a lot of hassle trying to find something, I've found a stop-gap measure
in the form of the MikeNet program. Works with or without MultiTOS, and supports
ST/STE/TT/Falcon. Lets me drive share between them. Thats all. So I can stick
a chunky SCSI HD on my Falcon & my ST (2.5Meg) can use it too. This'll have
to do until someone (me?) writes a Networked MiNT filesystem.

Found the program on atari.archive, and it seems very stable.........

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2375. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 12:04:11 UTC
From: julian@math.uni-muenster.de
Message-ID: <1r61jr$m23@obelix.uni-muenster.de>
Source record: 39026

In article 735473721@rw8.urc.tue.nl, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
> >Try Everest. It is very fast, MTOS compatible. Everest is a text
> >editor, it uses about 100k. You can run multiple windows in it.
> >Ofir ogal@cix.compulink.co.uk
>
> Everest really is good. But it has free positioning which can sometimes
> be a bit difficult, depending on what you use the editor for. Another
> good editor is 7up, an editor that can open up to 7 windows for
> textediting. Overall 7up is a slight bit easier to work with, but not
> as stable (it very occasionaly may crash) as everest. 7up shoudl also
> work with MultiTOS.
>
> Erlend.

And there's qed 3.02 (ftp.uni-muenster.de, public/atari/Editors/qed_302.lzh)
which has all the good features of 7up and Everest (personal opinion!).

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
_____ correct me if I'm wrong _____

2376. Re: Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 13:00:40 UTC
From: bcballi@cs.vu.nl
Message-ID: <C5vyt5.KtK@cs.vu.nl>
Source record: 39027

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
:
: No ST Linux as yet, but there is an ongoing project to get an Amiga
: version going which DOES NOT use the Amiga's OS as a staring point,
: so this could probably be ported to the ST without to much heartache
: (relative to a port of the PC version:)
I wouldn't count on a Linux port to a (Mega) ST(e). Linux makes
extensive use of the 386's MMU. So you need at least a 68030 machine
to make it tick. This also why the Amiga port is only for the more
advanved machines. There are however Falcon/TT user working with the
Amiga team. They can give you all better info.

Just my 2 cents,

De Mazzel, Gerco Ballintijn (bcballi@cs.vu.nl)

```
+-------------------------------------------------------------+
| I feed on the patience |
| of trees that wait for new born leaves to grow.... |
| R.V. |
+-------------------------------------------------------------+
```

2377. Re: RESERVE, MALLOC, and TT Ram in GFA Basic!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 13:07:59 UTC
From: ae@ulic.light.de
Message-ID: <1r65bfINN51u@uniko.uni-koblenz.de>
Source record: 39028

In article <1qkfefINNqhk@shelley.u.washington.edu> stusoft@hardy.u.washington.edu (Stuart Denman) writes:

>My question is, when a GFA program loads, does it use all the memory in
>the area it loads into and free the other memory?

You can insert command into Your source, that tells the GFA-Basic compiler not firstly to use the complete memory. It's the $m-Command. So if You insert '$m24000' in the beginning of Your source, the compiled programm reserves only 24000 bytes.

But remember: if You reserve memory Yourself with the RESERVE-command, You have to be sure, that You give only the rest of the memory free, except of those 24000 bytes.

Another problem could be, that this memory must be a multiple of 256 bytes.

I hope, I could give a little help to You...

Ciao, Andy
--
Andreas Edler eMail: aedler@lalo.uni-koblenz.de, ae@ulic.light.de
Konr.-Adenauer-Str. 9 Mailbox: +49 (0)2621 40787 (1200-14400 bps, 24 h)
D-5420/56112 Lahnstein Informatik-Student, Universitaet Koblenz

2378. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 13:36:16 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5w0GH.A1p@liverpool.ac.uk>
Source record: 39033

In article <C5rCu1.1vG@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:
> I also have a need to be
> MS-DOS compatible since I exhange floppies between my system and the ones at
> school all the time.
Just use TOS formatted floppies, and MiniX on your hard disk. Of course, when you copy a long filename to a floppy you'd have to rename it, or accept the default renaming that your copy program gives you

>Really,
> I don't keep that many files around that I need a new name for them all, and if
> I did they'd be sorted in directories anyway.
>
Its nothing to do with the number of files you have. For one thing its the convenience of giving files useful names - once you've had it, its hard to do without it. Or as a more concrete example, supporting libraries with different compilation modes. For example, under Lattice C, a library can be compiled with 16/32 bit integers, register/stack based parameter passing, base or non base relative code. They' re just the standard ST modes, once you start trying to keep libraries built for 68030s, etc as well, it gets even worse. Now your filename has to reflect these options, and it needs a standard extension (.lib), so allowing a single letter to indicate an option (the defaults are `s', `r', and `nb', ie 4 letters not 3) you're left with 5 letters to adequately name and describe your library. Surely something like popup.menu.srnb.030.lib is better than popmsrnb.lib (which doesn't even indicate its for a 68030)

> Pipes are VERY easy to do with a GUI!! You just have to rearrange your
> thinking,
Not trying to flame, but can you explain how you figure that one? For example, (not particularly ST specific) how would you go about doing the command `ps -aux | grep mebeb | grep -v grep' under a GUI? BTW, that command lists all processes belonging to me on the system I'm now on, with the exception of the one I'm using to look with (spot the deliberate oversimplification 8-)

> and as far as filtering text files in archives, well, I don't
> understand why the files justy can't be plain 80 column ascii like everything
> I download.

Well, some of us quite like to be able to print out our documentation with proper formatting, etc. You can't beat LaTeX for multi-platform, high quality documentation

> BTW, is there any good shell that is UNIX-like (but allows backslash to
> [...]
> last is the most important one. A mint-aware shell that uses _shell_p/

>
Yes 8-)

Incidentally, at times whilst replying to this, I was almost conviced that
the whole post was a deliberate p**s take - own up, was it a joke?

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2379. Re: conterm & Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 13:43:04 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5w0rt.A2u@liverpool.ac.uk>
Source record: 39034

In article <H.eg.qjMh1hv3rAQ@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
> In <1993Apr20.081003.13989@fwi.uva.nl>, Vincent Partington writes:
>
> I have not tried this under MiNT, but that should not make a difference.
> Immediately after getting the key using Bconin() you should call Kbshift()
> which will give you the status of the shift/control/alternate/capslock keys.
>
I was wondering about something similar recently. I've recently been
converting one of my programs from BIOS I/O to VDI/AES I/O, and one of the
things I've been wondering about is what happens if the user types whilst
the screen is getting updated? Say he types a key with control held down,
followed by some key without. If I then read these keys (once the redraw is
finished), and check the shift status after each key, will the shift statuses
I receive reflect the statuses when the key was pressed, or the statuses
when I do the check? Does, in fact, the word `statuses' even exist? 8-)
I could check easily enough for myself, but I haven't got round to that
part of the coding yet. If it doesn't work properly, how do I code for this?

Thanks in advance,
Kev

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2380. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 13:48:15 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5w10G.A3p@liverpool.ac.uk>
Source record: 39035

In article <wmtwen.735473721@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
> >Try Everest. It is very fast, MTOS compatible. Everest is a text
> >editor, it uses about 100k. You can run multiple windows in it.
> >Ofir ogal@cix.compulink.co.uk
>
> Everest really is good. But it has free positioning which can sometimes
> be a bit difficult, depending on what you use the editor for. Another
> good editor is 7up, an editor that can open up to 7 windows for
> textediting. Overall 7up is a slight bit easier to work with, but not
> as stable (it very occasionaly may crash) as everest. 7up shoudl also
> work with MultiTOS.
>
> Erlend.

No, no, use Emacs. Okay its pretty slow on the ST, doesn't directly support
MultiTos (though it could), and no doubt uses up a large percentage of
your available memory, but it blows everything else away. As for editing
several files, you can edit as many as will fit in memory, and have as many
windows as will fit on screen. All hail Emacs, etc, etc.

BTW, what happened to the port of Emacs 18.59 that someone mentioned was
almost ready a few months ago? I've heard nothing of it since.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2381. Re: ACC.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 13:58:42 UTC
From: dud@stein.u.washington.edu
Message-ID: <1r68aiINNf73@shelley.u.washington.edu>
Source record: 39029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz writes:

>Hi I have this program called ACC.PRG, it lets you have all your ACC
>in a folder..

>Big problem is that it causes many programs to crash, so is there a better
>one than this...

>Thanks...

I haven't had a crashing problem with it, but it just seems to have no
effect on the TT. It still looks for accessories in the root directory
even when it's run. "Is there a better one than this..."?

Dan Aylward
dud@u.washington.edu

2382. Re: MiNT Shell

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 14:36:21 UTC
From: y0000028@ws.rz.tu-bs.de
Message-ID: <1993Apr22.143621.18972@ibr.cs.tu-bs.de>
Source record: 39030

```
|>
|> CYA.
|>
|> BTW, is there any good shell that is UNIX-like (but allows backslash to
|> separate path names, no way I'm gonna change that habit. Either symbol is
|> equally good so, "if it ain'tbroke, don't fix it!" I'll stick with '\') and
|> allows execution through the TOSRUN pipe, and makes use of _shell_p ? That
|> last is the most important one. A mint-aware shell that uses _shell_p/
|>
|>
Try the okami-Shell. It supports MiNT and has a lot of build-in
commands which make the ST a little faster than but used more memory.

The current version is 1.5 and it is supposed to be on many german
ftp-servers. (but NOT on tu-bs.de!)

Okami supports the / and the \ Notation, well it converts every
/ to \.

Axel Kielhorn
```

2383. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 16:09:38 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr22.160938.16352@mnemosyne.cs.du.edu>
Source record: 39031

> Comeau C++
> Comeau made Gramslam

Different Comeau. Greg Comeau (whose company name I can't quite
remember, Comeau Software or Comeau Computing or something like that) is
certainly still in the compiler business, and continues to upgrade and
support the C++ compiler on several platforms. He had nothing to do with
GramSlam. I saw a demo version of gramslam once. It took me about 15
minutes to disable the demo-timeout features so that I could actually try
it on a reasonable-sized document. It was absolutely the lamest attempt at
grammar checking I've ever seen. It was just plain wrong on 90% of the
things it flagged, and on the other 10% it was being overly picky or not
considering things in context. Later versions may have been better, I dunno.
--
==
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
==

2384. Development from the Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 16:17:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr22.161713.16778@mnemosyne.cs.du.edu>
Source record: 39032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I can think of ONE person who uses the desktop as a development
> environment.

Gee, I wonder who that might be referring to? ::grin:: Chris, I'm not the only one, just perhaps the most vocal.

Mail response I've gotten for my beta testers request indicates that there are a fair number of folks out there using GEMENV and STMAKE to enable program development from the desktop. Your 80% number is probably about right, actually.

To me, it's perfectly natural to instal TEMPUS as the application to handle double-clicks on .C, .H, .S, and other common programming-related file types, and STMAKE as the application to handle .MAK files. Then it doesn't take more than a click or two on the desktop to navigate your way around your development tasks. (Substitute your favorite editor for TEMPUS, of course. I don't love TEMPUS, but it's okay.)

--
==========
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
==========

2385. Re: Problems with a Atari TT and a SPECTRE GCR MAC emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 17:45:49 UTC
From: bjgrier@bnr.ca
Message-ID: <C5wC0E.4qH@news.rich.bnr.ca>
Source record: 39040

I had a few problems also but they were mainly operator error, on my part.

First get a MAC system floppy, Spectre format. Access a 720k disk in your internal drive (open a window, press escape, ...). Now run Spectre 3.0 at least. Place the MAC system floppy in the drive and press the return key. If nothing happens press the "F1" key and see if it comes up.

If this works then go on to the HD. Remember the current version of Spectre can not use the TT's internal HD, you must use the DMA port.

Brian, WS1S (ST/TT User/Developer)
Bell Northerrn Research
Research Triangle Park, NC

2386. SUMMARY: FAX software for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 18:01:57 UTC
From: Michel Goudeseune <michelg@zooid.guild.org>
Message-ID: <1993Apr22.180157.13762@zooid.guild.org>
Source record: 39038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's the information I received about FAX software for the ST.

[I have freely cut and pasted the various replies.]

There are several programs available:

Straight Fax!

Developed in the US by Joppa, requires 1 Meg RAM, works in colour or mono. I seem to remember the article saying they couldn't get it to work with some of the modems they tried. (I'm just guessing, but this software might be known as Joppa Fax in the US - I seem to remember seeing an ad for a product with a name like that in an old issue of Current Notes.)

You've probably already read this a gazillion times, but you can't do better than StraightFAX on the ST... It's available from Toad Computers.

Straight Fax is by Toad Computer
570-F Gov
Ritchie Hwl.Sevena Park
MD 21146 USA

Straight Fax cost 99$ [currency? us$, I think -MG]

Tele Office

Developed in Germany by TKR, requires 1 Meg RAM, works in mono. The article said they couldn't get it to work in colour, but admitted this might be because it was a beta version.

According to the review, Tele Office was much more powerful and flexible, but not quite as easy to use. Both were quoted at the same price, about 60 pounds sterling. I'm not aware of any PD or shareware FAX software being available yet...

Based on this, I recently bought Tele Office to use with my SupraFAX v32bis modem. I haven't used the software much yet, but I did get as far as testing it by successfully sending a FAX to someone. I needed help to set it up though, because the supplier sent it without a manual. They warned me about this before I bought it, so I knew what I was getting into ! :-) It was still being translated into English from German at the time; this has now been completed and I received a copy of the manual recently. And the support I got from the supplier over the phone was good enough to help me get going.

As I say, I haven't used it much, so I don't know whether all the features work well or not yet - and I haven't tried it with a colour monitor, so this is all I can tell you.

HackFAX

If you bought a ZyXEL you can use HackFAX. Search for the archive HFAX060.LZH.

Michel, I noticed on a recent pass through the Newitems driectory at atari.archive.umich.edu a program called 'hfaxbeta'...take a look, it may be a fax package!

[Note: I haven't checked out either of these yet. I have a SupraFAX modem, so I'll see if this will actually work with mine.]

There was also a referral to the December 1992 issue of Atari ST User, the UK version at least. It gave a review of StraightFAX and TeleOffice. A summary of the review is included above.

Q-FAX/Pro

[Does anybody know anything about this one? :-)]

That is all! Thanks again to the contributors. For a list of the contributors, ask me in email.

Michel Goudeseune -- michelg@zooid.guild.org

2387. availability of Speedo GDOS printer drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-22 19:17:44 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bd6e25c@Kralizec.fido.zeta.org.au>
Source record: 38894

Having had a chance to play with/use Speedo GDOS, I'm quite impressed with its speed and robustness.

However, it seems to suffer from the typical GDOS malaise - bugger all in the way of printer drivers.

I notice that the 'old' style printer drivers don't work - that's quite understandable really, but you get BJ10, FX-80, HP deskjet & laserjet, SLM and NX-1000 drivers. Nothing useful like a 24-pin epson driver, or a proprinter driver (although the jury is out on whether or not the BJ driver will work like that).

Anyway, this is what I'm asking - Are there more drivers?

If yes, where do I get them?

Replies as you wish...

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2388. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 00:16:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13060@uqcspe.cs.uq.oz.au>
Source record: 39037

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>If you can get the GCC linker to look in multiple directories and find a
>library file;

GNULIB is a list of directories to search. Works fine for me (most libs
are in my /gcc/lib, but ams.olb is in /usr/ams/lib, and gem++.olb is in
/usr/gem++/lib).

Dear everyone,

Ian really has something against GNU and CLIs for some reason.
Me, I think they all have a place. If someone likes using a
GUI, that's fine - in fact, I prefer to use the desktop to move
files around (better feedback). If someone wants to use GNU
tools, that's fine. Commercial tools - fine too.

Ian will say anything to dirty GNU tools' excellent image.
True or otherwise.

HUNDREDS OF THOUSANDS of people use GNU tools.

Anyway. This isn't gnu.misc.discuss. GCC works, and works VERY well...
And you get C++ as well (and ObjectiveC too, if you want).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2389. Re: Monitor pinout for 1040ST wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 00:16:42 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.07w8@temptation.alphanet.ch>
Source record: 38888

HELLO!

OK LOOK AT YOUR ST FROM BEHIND,AT THE MONITOR SOCKS.

IT'S A 13 PINS SOCK : 4 3 2 1
8 7 6 5
12 11 10 9
13

AS FOLLOWS:

1 :AUDIO OUT
2 : COMPOSITE OUT (Eh...NEVER work with my stf...)
3 : POLY OUT (what that mean....????)
4 : MONO detection
5 : Audio In (!)
6 : GREEN out
7 : RED out
8 : + 12 Volts
9 : Horz Sync
10: BLUE out
11: MONO out
12: Vert Sync
13: GND

Hope this helps

cu...

-- Via DLG Pro v0.995

+------------------+---+
Laurent Zimmerli	Temptation BBS +41 38553454 / Voice +41 39267037
Jacob-Brandt 81	Fidonet : 2:301/331.0 / Fax +41 39280607
CH-2300 Chx-de-Fds	Internet: Laurent_Zimmerli@temptation.alphanet.ch
+------------------+---+

2390. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 01:08:07 UTC
From: erlingh@fiolilla.pvv.unit.no
Message-ID: <ERLINGH.93Apr23010807@fiolilla.pvv.unit.no>
Source record: 39036

In article <C5w10G.A3p@liverpool.ac.uk> mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:

BTW, what happened to the port of Emacs 18.59 that someone mentioned was
almost ready a few months ago? I've heard nothing of it since.

I said I uploaded emacs 18.59 to atari.archive a few months ago.
It has been lurking around in the "new" directory, available for
nobody ever since. Until last week. It was moved to a TT-specific
directory, under the Mint directory I guess.
If you can't find it, it is also available at
flipper.pvv.unit.no:pub/atari. Along with bash-1.12.

Both programs will only work with Mint >= 095 and cpu >= 68020

Erling

2391. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 02:12:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13070@uqcspe.cs.uq.oz.au>
Source record: 39039

tose@brosme.dhmolde.no (Torbjoern Ose) writes:

>this is (imho) Atari's biggest problem is
>the complete lack of speed in the VDI.

IMO, Warp9 (the finest piece of code Darek ever half finished) or NVDI
should come standard with every machine.

(I've never actually seem NVDI, but I assume it is similar it performance
to Warp9)

A great product from CodeHeads. I'll never run without it again - and
I'll never see that UGLY Atari 8x16 font again either! [snicker... but
I'm not going to tell you what font I use... you might call be a traitor!]

Anyone NOT have a software screen accelerator? Get one. They're cheap,
and they make your Windoze friends cry.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2392. Re: ACC.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 06:25:17 UTC
From: VONGUNTENR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <1993Apr23.062517.5831@bernina.ethz.ch>
Source record: 38941
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1r68aiINNf73@shelley.u.washington.edu> dud@stein.u.washington.edu writes:

> sheppard_r@kosmos.wcc.govt.nz writes:
>
> >Hi I have this program called ACC.PRG, it lets you have all your ACC
> >in a folder..
>
> stuff deleted..
>
> even when it's run. "Is there a better one than this..."?

Ther's an acessory wich allows this, but in a slightly different way:

chameleon, from Julian Reschke (I think he programmed it). You put one or more
copies of this one in the boot partition, the other accessories in a folder.
There's a place in chameleon you can edit (with any track-to-track editor) to
specify an acessory which have to be loaded when booting. That's it.
What's better is that you can later unload the accessory and replace it by
another one.

Hope this helps....

|Ralf von Gunten | Ecole d'Ingenieurs du Canton de Neuchatel * EICN-ETS|
|Email:VONGUNTENR@ezinfo.vmsmail.ethz.ch DECnet: 53848::VONGUNTEN|
| Happiness is the only belonging which multiplies when you share it... |

2393. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 08:28:14 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1r89au$ll8@obelix.uni-muenster.de>
Source record: 38943

In article 1vG@sdf.lonestar.org, evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>I was wondering if the Minix file system was any faster or saved some space or
>anything. Basically, while case sensitivity and long file names would be nice
>I think it would just cause me some extra headaches. I also have a need to be
>MS-DOS compatible since I exhange floppies between my system and the ones at
>school all the time. Also, I don't have any programs (that I know of) that
>will take advantage of such a system.
>
From what I heard is the minix fs about 30% faster than the ordinary TOS fs,
so one will gain a lot of speed. But there will be no memory saving, as the
minix fs is not a compressing one.

>I also wanted to note that ZOO definately isn't for me. Its slow and does not
>make a very good compression ratio. LH5 and ZIP-deflate are both faster and
>compress better with the only drawback being the 8+3 file names.
>
Here you are partly wrong: when using the option h with zoo, it packs exactly
as good as the lh5 method, because it uses the same algorithm, so the
compression ratio is not a problem, except when one does not read the manual :-)
Concerning compression speed, you are totally right, but thats because of zoo
being writting totally in C, and lharc and zip being written in assembler,
at least the compression routines.

Ulrich

+---------------+----------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+----------------------------+-------------------------+

2394. Uuencoded files decoder wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 08:34:49 UTC
From: jared@midiline.la.ca.us
Message-ID: <q1ag3B3w165w@midiline.la.ca.us>
Source record: 38942

I need the program that allows me to translate uuencoded files into their original binary format. I would be more than happy to offer my address to anyone who has the program and can mail it to me on a disk with instructions for use.

Make all replies to this message in Email to: jared@midiline.la.ca.us

Thank you...

Jared

---
jared@midiline.la.ca.us (Luposian Knightwolf)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

2395. Re: XDebug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 09:08:29 UTC
From: djs@jet.uk
Message-ID: <1993Apr23.090829.26966@jet.uk>
Source record: 38945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <C5vo6C.JE3@newcastle.ac.uk> Chris.Forker@newcastle.ac.uk (Chris Forker - Nav Arch-) writes:

>Has anyone bought XDebug from the ST Club in England. If you have, could you post >your impressions of the product. It would be useful to know how well it integrates with Lattice C , and how it copes with multi-modules in C.

>Thanks in advance.

Apart from convenient single stepping at the program source level, and accessing local variables by name, it doesn't offer a great deal more than the MonSTC debugger that came with Lattice. And the screen updates are much slower. And it has trouble locating sources which are in more than one directory - but I think I may be able to get this bit working, I just haven't had time to play, recently.

What amazed me was that a source level debugger can claim to be such when it does not understand typedefs and structures etc (You can only display 'simple' variables).

It's nice to be able to configure so many options, though. I did think that the key combinations in monstc were far from intuitive. The default setup for XDEBUG is based on CodeView.

4 out of 10, I reckon.

--
+---+
| David Stevenson +44 235 465028 |
| |
| How did Steve Morrow get injured at Wembley? He fell off a donkey :-) |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2396. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 09:31:31 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C5xJsJ.Int@liverpool.ac.uk>
Source record: 38944

In article <ERLINGH.93Apr23010807@fiolilla.pvv.unit.no>, erlingh@fiolilla.pvv.unit.no (Erling Henanger) writes:
> I said I uploaded emacs 18.59 to atari.archive a few months ago.
>
Guess, its time for me to go downloading 8-). Thanks for the info.

> Erling

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2397. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 10:50:25 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735562139@rw8.urc.tue.nl>
Source record: 38946

warwick@cs.uq.oz.au (Warwick Allison) writes:

>IMO, Warp9 (the finest piece of code Darek ever half finished) or NVDI
>should come standard with every machine.
And who is going to pay for the inclusion of this software?

>A great product from CodeHeads. I'll never run without it again - and
>I'll never see that UGLY Atari 8x16 font again either! [snicker... but
Oh but the Atari font isn't that bad. It just isn't the best font
available.
>I'm not going to tell you what font I use... you might call be a traitor!]
Hmmmm, why not call the font something like monaco :)

Erlend.

2398. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 10:53:32 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.735562287@rw8.urc.tue.nl>
Source record: 38947

mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:

>No, no, use Emacs. Okay its pretty slow on the ST, doesn't directly support
>MultiTos (though it could), and no doubt uses up a large percentage of
>your available memory, but it blows everything else away. As for editing
>several files, you can edit as many as will fit in memory, and have as many
>windows as will fit on screen. All hail Emacs, etc, etc.

Grrrrr..... Emacs.... I already have Teradesk as a shell. No need to
use Emacs as a compiler/TeX/newsread etc. shell.
For non-intuitive work I prefer STevie, which is one of the 4 editors
on my harddrive :)

Erlend.

2399. Where are the tos chips?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 11:13:34 UTC
From: naffara@crc.ac.uk
Message-ID: <1993Apr23.111334.8676@crc.ac.uk>
Source record: 38948

Can anyone tell me where the tos roms are in a STFM and a old (tos 1.2) Mega ST and also what they look like?

Is it just a case of swapping the chips over (the STFM has 1.4) or is there any thing else you have to do?

Will this cause any problems with my SH205 harddisk which was (probably) formatted with tos 1.2?
I would like to have tos 1.4 in the mega because it is supposed to be faster and better with a harddisk.

one last thing, are the chips easily damaged? (hopefully not!)
Thanks for any help
Phil
(E-mail naffara@crc.ac.uk)
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

2400. files needed to install LaTeX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 11:21:30 UTC
From: dern@jupiter.etca.fr
Message-ID: <C5xovu.84G@etca.fr>
Source record: 38959

Hello everybody!

I want to install a version of LaTeX for my Atari TT.
I have a bubble jet printed BJ 10ex
and I want to know what files are needed for having a small but running
version of LaTeX.

I look in the directory Tex in the ftp server
and they seems to have very high number of files!

I want LaTeX,
a gem DVI viewer
and a program to print file on my BJ10ex

Could someone is able to tell me what files I need?

Thanks by advance.

Jerome.
dern@etca.fr

2401. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 11:34:44 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Apr23.113444.9838@cs.nott.ac.uk>
Source record: 38950

In article <C5w10G.A3p@liverpool.ac.uk> mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
>
>No, no, use Emacs. Okay its pretty slow on the ST, doesn't directly support
>MultiTos (though it could), and no doubt uses up a large percentage of
>your available memory, but it blows everything else away. As for editing
>several files, you can edit as many as will fit in memory, and have as many
>windows as will fit on screen. All hail Emacs, etc, etc.

I shall join in the "favourite editor" bandwagon with my persomal
preference - MicroEmacs. I'm sure there are billions of things that it
doesn't do that the full Emacs does, but there are lots of plus
points:

1. It can be mouse/gem driven (although the interface isn't perfect,
as it's basically just been tacked on).

2. It has a fairly good macro language, which I find much more
comprehensible than ELISP (this may just be my failing :-)

3. It doesn't take up too much space, so is viable for people who
don't have a hard drive.

4. As with full emacs, you can edit as many windows as will fit on
screen, and with the GEM version you can have more than that.

Anyway, just my 2p. (that's around 3 cents for you Americans...)

Keith.
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

2402. ZYDEC mouse pinout

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 11:43:00 UTC
From: darryl@dogmatix.inmos.co.uk
Message-ID: <1993Apr23.114300.5973@titan.inmos.co.uk>
Source record: 38949
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.hardware,comp.sys.amiga.tech

Hi,
this should hopefully be simple question for someone out there to
answer. The young daughter of a friend of mine accidently pulled off the
9 pin D-type connector off his ZYDEC mouse, and i was wondering if
somebody might have some information on the pin-out and/or the wire
colour to D-type pin No for this beast.

Please could you Email any information to me, as my employer keeps me
far to busy to read news !

cheers,
darryl

sorry for the repost but I'm still getting to grips with Pnews.

Darryl Cross, INMOS Ltd, | mail(uk): darryl@inmos.co.uk
Bristol, UK. | or ukc!inmos!darryl
TEL +44 454 616616 ex 618 | (us): uunet!inmos.com!darryl
FAX +44 454 617910 | Internet: darryl@inmos.com

2403. gdb for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 12:12:22 UTC
From: menes@statistik.tu-muenchen.de
Message-ID: <1993Apr23.121222.22401@Informatik.TU-Muenchen.DE>
Source record: 38951

Hi all,

I wonder if some has ported gdb 4.5 to MiNT. I scan all archives but couldn't find it. A good C-compiler like gcc 2.33 is only half as good without a source level debugger.

Thank for your help,

Rainer

email: menes@statistik.tu-muenchen.de

2404. Re: conterm & Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 12:26:08 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993Apr23.122608.21911@fwi.uva.nl>
Source record: 38952

mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>I have not tried this under MiNT, but that should not make a difference.
>Immediately after getting the key using Bconin() you should call Kbshift()
>which will give you the status of the shift/control/alternate/capslock keys.

Hmm, I don't really like that method....it all depends on the user not letting
go of the specific key too fast and this way the keybaord-buffer is no use.
Adn what's more, with TOSWIN the screen can react quite slowly sometimes and
then it really gets to be a problem. I'd only want to resort to something
like that if there are no other alternatives.

>The ST is fast enough (easily) that the difference will be transparent to
>the user. Each of the programs I have released (ShadowTerm II and
>MasterBrowse) use this method, and I've never missed a keypress.

is this for regualr typing or for option-shortcuts? The latter don't tend
to come in such large numbers, which is lucky because they are the ones
that mostly need Ctrl or Alt to be pressed...

Ta! Vince
--

| Opinions expressed above are | partingt@fwi.uva.nl, vincent@nextjk.wlink.nl |
| copyrighted 1993 by me! :-) | FidoNet: 2:281/202.15, NeST: 90:500/202.15 |

2405. Re: UNIX to Atari ST (via DOS???)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 12:55:13 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <C5xt82.Kp@bailgate.gpsemi.com>
Source record: 38953
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Apr20.101407.4850@unix.brighton.ac.uk>, ddv@unix.brighton.ac.uk (Domenico De Vitto {spider}) writes:
|> If the PC disk fits in the drive (and <= the drive density ie not HD for stfm)
|> then and ST will read/write the disk perfectly.
|>
|> end of story.
|> Dom

That's not quite true actually Dom. The Sun SPARC station 10 at work (my access to the Usenet/Internet) has a floopy drive, takes the right disks and even has some software on it (MSTOOLS circa 1989) that will copy files onto the DOS formatted disk, low or high density - it's auto sensing. But, when you put these disks in the atari text files consist of the first ~80 lines only, repeated enough time to make up the correct file length. This happens even when using the text copy mode of the software. Binary file are unusable.

If anyone has any suggestions at how I can avoid having to use a Mac as a middle man to get files from the Sun to my STe I'm all ears.

Martin

P.S. I've cross posted this to the c.s.a.s.tech group in case anyone there has any ideas about Sun UNIX to STe transfer of files.
--

==
Martin Kite | G.P.S. Lincoln | E-mail - mkite@lincoln.gpsemi.com
================================= | Janet - mkite@com.gpsemi.lincoln
==

2406. Re: C Compilers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 13:18:00 UTC
From: and@thor.mim.uni-hannover.de
Message-ID: <and.18.0@thor.mim.uni-hannover.de>
Source record: 38955

In article <1993Apr21.014519.18494@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>From: cbbrowne@csi.uottawa.ca (Christopher Browne)
>Subject: C Compilers
>Date: Wed, 21 Apr 93 01:45:19 GMT

>In article <13023@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>
>>> There's GNU C, which is free. There's Lattice C v5.5x, which is roughly
>>>US$200 (I forget the exact price).
>>
>>> In terms of comparing the two, it is my opinion that you get what you pay
>>>for.
>>
>>It's my opinion that GNU C and GNU C++ are brilliant. It depends want you
>>want (more than anything, I wanted C++).

>My opinion is fairly agreeable with yours.

I had some problems with c++ programs running under MS-DOS (gcc 2.3.3). It seems that gcc still has bug concerning templates and overloaded operators for derived classes. Gcc might be good as a C Compiler, but has too much problems with C++ in the current version.

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

2407. Re: UNIX to Atari ST (via DOS???)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 14:13:46 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1993Apr23.141346.18473@cs.yale.edu>
Source record: 38954
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Kite (mkite@lincoln.gpsemi.com) wrote:
: That's not quite true actually Dom. The Sun SPARC station 10 at work
: (my access to the Usenet/Internet) has a floopy drive, takes the
: right disks and even has some software on it (MSTOOLS circa 1989)
: that will copy files onto the DOS formatted disk, low or high
: density - it's auto sensing. But, when you put these disks in the
: atari text files consist of the first ~80 lines only, repeated
: enough time to make up the correct file length. This happens even
: when using the text copy mode of the software. Binary file are
: unusable.

: If anyone has any suggestions at how I can avoid having to use a Mac as a
: middle man to get files from the Sun to my STe I'm all ears.

Get the latest version of Mtools. Version v2.0.5 was posted to the
comp.sources.unix news group the 2nd week of January 92 as v25i097
thru v25i099. Subsequent patches have brought the version up to
v2.0.7. I have no trouble reading and writing Atari disks on my old
Sparc 1.

The symptoms you describe suggest a messed up FAT. This could be as
simple as a media change problem. For example, if you format a disk
on your STe, move it to the Sparc, write a file on it, and then move
it back to your Ste, the old FAT is still cached in the Atari. You
need to force a media change to cause the FAT to be reread from disk.
This can be done by opening a window on the disk and then pressing ESC
(for TOS 1.4 and later). Similar problems could conceivably occur if
the disk is not formatted properly. Try letting Mtools do the
formatting (using mformat) and then see if it is readable on the
Atari. The Atari is fairly generous about what it can read.

A couple of caveats: (1) Mtools as distributed only handles standard
9-sector disks. It is possible to get the Sparc 1 to read and write
10-sector disks, but the method is not supported by Sun and has some
problems. Things might be different on the Sparc 10. (2) Mtools
assumes MSDOS conventions for text files; namely, it converts Unix
newlines to MSDOS <CR><LF> and put a ^Z at the end of the file. An
easy code modification eliminates the ^Z for Atari use.

==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2408. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 14:13:58 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <C5xwvB.4D7@cs.bham.ac.uk>
Source record: 38956

In article <ERLINGH.93Apr21224554@fiolilla.pvv.unit.no> erlingh@fiolilla.pvv.unit.no (Erling Henanger) writes:
>In article <1993Apr21.180348.4527@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
[I wrote]
>
> > ...the VDI's inability to draw to a memory pixmap
>
> If I remember correctly, VDI draws to the 'screen' pointed to by
> Logbase(). If you set wind_update(BEG_UPDATE), change the Logbase()
> screen pointer to your memory area, draw with VDI, change Logbase() back
> to the prior value, then call wind_update(END_UPDATE), you should have
>
> The only solution, seems to be to use the SCREEN.SYS
>driver supplied by the new GDOS'es -Fontgdos, speedo and fsmgdos.
>In the last news-letter I received from atari, they said they would
>document it in the next newsletter (I think).
>Basically it is supposed to map all VDI-calls to a bitmap, in much the
>same way as you use a META-driver to write *.gem files.
>

Presumably this is MEMORY.SYS, not SCREEN.SYS?

-- Chris Ridd -- /g=Chris/s=Ridd/o=nhs imc/ou1=cosit/p=nhs imc/a=attmail/c=gb

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

2409. Re: Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 14:45:08 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Apr23.154508.1@gst-soft.demon.co.uk>
Source record: 38975

> TITLE: Re: Linux
> I wouldn't count on a Linux port to a (Mega) ST(e). Linux makes
> extensive use of the 386's MMU. So you need at least a 68030 machine
> to make it tick. This also why the Amiga port is only for the more
> advanved machines. There are however Falcon/TT user working with the
> Amiga team. They can give you all better info.
>

If you've been reading the 680X0 channel on Linux you'll have
noticed that there is suddenly a large amount of traffic
discussing the sources and availablity, with respect to other
platform writters getting going. There have currently been
quite a number of offers from TT users for their services to
get going on the TT project. Things finally appear to be
picking up on the linux port for Atari's. However their is
still some way to go even on the Amiga version, so it's not
going to be here next week; but with any luck it will be
available on TT's...

If anybody is interested in joining the 68K channel, even
just to be kept uptodate on the project send a message to,

linux-activists-request@niksula.hut.fi

If you want the help file then leave the subject and message
blank, and no signature, it can cause problems.

To join the channel send a mesage with no subject and the
FIRST line of the message set to,

X-Mn-Admin: join 680X0

Chris Wood
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

2410. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 15:07:04 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.735577624@vega>
Source record: 38958

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> If you can get the GCC linker to look in multiple directories and find a
>library file; if you can get the GCC librarian (AR) to properly handle
>replacement of object modules that contain pathnames (rather than just
>putting duplicate copies of each module in the library on a 'replace'
>operation); if you can live with all the other "almost works right"
>aspects of GNU C, then more power to you, I guess.

So your complaints are really not about gcc compiler but about
some acompanying tools. These are not really parts of the compiler
itself; they were provided by various folks at different time to
make all this stuff to stick together on your Atari and there is
nothing sacred about them. Sources are freely available and complete
replacemets, but better backwards compatible, are surely welcome.
In particular smart or a smarter linker would be really nice.

All this project holds together because many peple many times decided
that for their tastes something "almost works right", or does not work
like it should at all, and provided evolutionary replacements.
If you have better ideas, or something bugs you hard enough, you are
certainly welcome with your contribution.

Somehow I have impression that Ian has problems since he still does not
believe that 'make' is a good tool. :-) De gustibus ...

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

2411. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 15:29:14 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02tw@tndb.UUCP>
Source record: 38977
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <12988@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
>> When I tried to port Ani Pro playback to the Falcon [it was 1/10th the speed]
>
>>The problem, quite simply, is
>>the Falcon's brain-dead interleaved bit plane scheme for storing pixels in
>>256-color mode. If the Falcon supported byte-a-pixel (aka packed-pixel)
>>video memory layout, I have no doubt it would run circles around the
>>386/25 machine.)
>
>
>Here is a typical case of a blind port. If Ian used the Falcon's TrueColour
>mode, his prayers would be answered. The TrueColour mode is 1 word per pixel.

That's not necessarily a good answer. If the Ani Pro file format
addresses pixel colours via registers, (and I expect it does) then
it takes an extra step in the translation to map the colours. That's
going to slow things down.

>As this is a tech group, I'd like to re-raise this point about types of
>video memory layout.
>
>Basically, there are three common types of video layout:
>
> 1. Bit interleaved bitplanes.
> 2. Word interleaved bitplanes.
> 3. Bitplane interleaved bitplanes.
>
>These mean:
>
> 1. Bit interleaved bitplanes.
>
> Bits of a pixel are adjacent in memory. For example, 1
> byte per pixel means all 8 bits of a 256colour pixel
> are in one byte [eg. ModeX on VGA cards]. 1 word per
> pixel means all 16 bits of a 65536colour pixel are in
> one word [eg. TrueColour on Falcons]. 2 pixels per
> byte means all 4 bits of a 16colour pixel are adjacent
> in one byte [eg. GTIA modes on 8bit Ataris]. 4 pixels
> per byte means all 2 bits of a 4colour pixel are
> adjacent in one byte [eg. graphics mode 7 on 8bit
> Ataris]. Got that yet?
>

> 2. Word interleaved bitplanes.
>
> Bits of a pixel are in corresponding positions in
> adjacent words of memory. For example, in a 16-colour
> mode, the bits for a pixel are at the same bit position
> in 4 adjacent words of memory [eg. ST Low rez].
>
> 3. Bitplane interleaved bitplanes.
>
> Bits of a pixel are in the same position in completely
> separate bitplanes (expanses of memory). For example,
> in a 16-colour mode, all the first bits of pixels are
> in one area of memory, followed by all the second bits
> of pixels, etc. [eg. Standard Amiga graphics modes]
>
>Now, to say that one system is better than another (or to say that one
>is more "brain-dead" than another) is pure naivety. Each style has
>greater and lesser consequences.

I'm sorry, but I can't agree with that. My position is that
for cases 1 and 3 you are correct in saying there are significant
advantages and disadvantages which make either a legitimate choice,
but having worked all 3 types of displays to some extent, the Atari
form with is case 2 *is* "brain dead". It generally has the
disadvantages of both without the advantages.

>One of the greatest advantages of (3) is that you don't have to use all
>the bitplanes. (2) also has this advantage, but has the added advantage
>that when you do use all bitplanes, access is still very fast (because it
>is still local).

This isn't generally true. There are two scenarios for graphic
memory accesses, 1) by the processor(s), and 2) by display. In Ataris
and Amigas the "processors" includes blitters and any custom chips
as well as the CPU. Since the custom processing chips can be designed
to address via offsets of internal registers, they can be designed
to address bit plane size block offsets pretty much as efficiently as by
incrementing the register. As for the CPU, in theory things are
a bit trickier to analyse. There aren't many cases where it's useful
to read 2 words into a register at the same time, which is the most
efficient "Read" mode for a 68K processor, because then you end up
with, say the LSb in the high word and the NextLSb in the low word.
What are you going to do at that point? You can copy the register
to another register and then shift it. That's 2 instructions.
I don't have a cycle count handy, but if it's in cache, that's probably
just a tad quicker than 2 separate 1 word reads, but you'll lose the
advantage if you fall out of the cache (I'm assuming an 020 or above--
probably no advantage at all for 68000 or '010). On the other hand,
for a full bitplane system, if you have enough address registers free
you can set up 1 register address each, pointed at the bases for each
bitplane and address that way fairly quick. It's unlikely you'll

find any advantage to "word bitplane" addressing over regular "single bit" bitplanes. Let's leave the generalizations behind and try the "real world" test. If you can show me an example of useful code that demonstrates an advantage of the Falcon's 16 bit interleave over the Amiga 1200's full bit plane, post it and we'll look at it from that standpoint. Keeping in mind that few people have both a Falcon and an Amiga 1200 handy, we'll allow for a bit fudging on it being "real world". At least both computers exist so the ideas can be checked. But stick to *useful* code examples.

...

>The Falcon gives you the very best of both worlds - word-interleaved
>modes right up to 8 interleaved bitplanes, and a 16-bit (word-per-pixel)
>bit interleaved mode.

In my terms that would be the "crippled word-interleave modes right up to 8 interleaved bitplanes and a crippled 16-bit (word-per-pixel) mode (because it doesn't have colour registers)."

>IMO, you can't ASK for much more than that (except extremes like 24-bit,
>32-bit), but Ian would complain about those too ("Waaaaa, you have to modify
>4 bytes just to change one pixel!")

That's 1 "LONG". That's not going to bother Ian. He knows that that's a single read or write for an '030. *You* might have a problem with that if you don't understand that this is the natural addressing size of the '030 rather than 16 bits, but Ian? No, I don't think Ian would have a problem with that. :-)

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

2412. Multi-Screens

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 17:03:31 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C5y4pw.6D8@sdf.lonestar.org>
Source record: 38983
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, folks, here is the problem.

To use VDI commands you need to open a VDI workstation and all the commansd work on the screen. Now, I want to draw, using VDI, onto a buffer!

I thought about just opening a VDI workstation, and then moving logbase to that buffer, then I could do the VDi command, and move logbase back where it was. This doesn't seem to be the correct approach. Is there a better one?

Also, what if the other scrren (in the buffer) in in a different resolution. Is there any way to trick the VDI into doing it correctly? This has to work under MiNT/MultiTOS so I don't want to do anything global to screw up the system and I don't want to use ANY LineA. However, different resolutions are just kinda a nicety right now. It doesn't HAVE to be different resolutions.

What if I were in ST Med, and I did my drawing on a buffer screen moving logbase (assuming this will work at all), could I then bit-blit this onto a low-res buffer ? It seems the only way to draw between resolutions is through bit-blit since that is the only time you can specify different screen resolutions and number of bit-planes (which is likely why the Falcon uses bit-planes for 256 color mode. Compatibility with vro_cpyfm()). But would I be able to get the extra colors this way?? Any help would be appreciated.

Basically these screens are gonna be used as window buffers and the redraw will just be a vro_cpyfm(). And when the user hits the FULLER I'll either increase the window to full size and remove all the gadgets or move physbase to my buffer with Setscreen() - possibly changing resolution too. This option will be user selectable.

I can't store the data any other way since there could be who knows how much VDI graphics that need to go into the window, and I refuse to redraw everything just cause the user hit the arrow on the scroll bar (do you know how slow 20-30 VDI commands per line would be???). Again there is no way to know at programming time, exactly what VDI commands will be used. This is for a terminal program that uses both text and graphics and sound, etc. etc.

2413. Re: gdb for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 17:26:00 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93Apr23172600@sun.ph-cip.uni-koeln.de>
Source record: 38957

In article <1993Apr23.121222.22401@Informatik.TU-Muenchen.DE>
menes@statistik.tu-muenchen.de (Rainer Menes) writes:

> Hi all,
>
> I wonder if some has ported gdb 4.5 to MiNT. I scan all archives but couldn't find it. A good C-compiler like gcc 2.33 is only half as good without a source level debugger.
>
> Thank for your help,
>
> Rainer
>
> email: menes@statistik.tu-muenchen.de

For all you unwary, who don't know of debuggers for the humble GCC: :-))

I know of no port of GDB 4.5 to the ST/MiNT. I've tried once, but gave up on behalf of the BFD (Binary File Descriptor library). After several mails to Cygnus support (the original authors of the BFD) without reply, I canceled the project.

Instead I ported GDB 3.5, which should be available in binary and sources on a.a.
But I must say, the port of Andreas Schwab is much more sophisticated.
You'll find this as binary on ft.germany.eu.net. Sources were distributed via comp.sources.atari.st.

For all you C++ hackers, there's a port of GDB 3.6,
(also from A. Schwab), which handles GCC 2.X output and C++ more
coveniently. Sources are available on ftp.germany.eu.net, too.

Hope this helps, Joe

<Joerg.Hessdoerfer@EUROPA.rs.kp.dlr.de>

2414. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 18:24:58 UTC
From: ken@isgtec.com
Message-ID: <4630@isgtec.isgtec.com>
Source record: 38964

In article <TOSE.93Apr21141923@brosme.dhmolde.no> tose@brosme.dhmolde.no (Torbjoern Ose) writes:
> setscreen() viewers have been around since people discovered you could change
> the screen pointer I guess. I even used one in the old days, the best one in
> my opinion (view_it by Wizzcat). I don't see the problem about memory really,
> using just two screens is fast enough for watching text. Just write two copies
> of the next line, one at the bottom and one at the top and set the pointer
> at the right place :)

Well if you're talking about "setscreen viewers", which mine is not, then maybe you can use two screens and write two copies of each line. This is completely impossible for a hardware smooth scrolling viewer, though. My program scrolls hundreds of times faster than that. At the max rate (which is really arbitrary, but fixed - there is no point in going much faster than "unreadable" :}), it is impossible to have enough time to write two lines or even one line while scrolling. Wait till you see it - I actually tried coding it the way you mention, it don't work, trust me. :} Especially if you correctly handle tabs and long lines.

> to the setscreen() viewers BUT I vrt_cpy the standard format raster into
> a window. This way it's nice and fast AND will work on any mode with/without
> Mtos. The problem of course, and this is (imho) Atari's biggest problem is
> the complete lack of speed in the VDI. It's ok in monochrome, but give it
> some colors and the vrt_cpy slows down way to much to make any sense.

Well if you're talking vdi and vrt_cpy you're not talking about anything like high-speed, which is what I wanted, and achieved.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2415. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 18:38:59 UTC
From: ken@isgtec.com
Message-ID: <4631@isgtec.isgtec.com>
Source record: 38965

In article <1993Apr21.103823.28090@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
> : NO, it is NOT simple to properly write a hardware text scroller, unless
> : you simply use all of memory, which is completely stupid.
>
> YES, it IS easy to write a hardware-dependant TOS-SHOW routine without
> using all available memory. What you do is allocate twice the normal
> screensize of memory and set up a double buffer in it. I won't go into
> the actual code to perform the scrolling, but it's easy! And when the
> scroll-routine is done you only put in some sort of VT52 control-code
> interpreter, which shouldn't be too hard either.

Well, from your answer, we're not really talking about the same thing. You're
wrong, I know what your two-screen method is that you refer to, and it's
WAY too slow to do high-speed hardware smooth scrolling on a 8 Mhz STe.
You're talking about old stuff that uses setscreen and writes two lines
at a time, that is impossible to do while you're smooth scrolling at high
speed without slowing the scrolling down. VT52 control codes? Ha ha ha.
You're definitely not talking about speed. When you see the program, you'll
know what I'm talking about.

> Will it work under MultiTOS? Of course not if you don't use windows. :-(

If you want text in a window, then no it doesn't do that. On the other
hand it is several hundred times faster than that. It should run,
but I doubt it would multitask. Can't say I care particularly.

> Ok for "Small special purpose programs" that are hardware dependent, but
> programs shouldn't be OS-version dependent! ;-)

All it requires is hardware scrolling in the machine, it is not os-version
dependent. Whether it is multitasking friendly is a separate issue. A lot
of software isn't.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2416. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 19:05:51 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1993Apr23.140551.17393@miavx1.acs.muohio.edu>
Source record: 38974

In article <13070@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> IMO, Warp9 (the finest piece of code Darek ever half finished) or NVDI
> should come standard with every machine.
>
> A great product from CodeHeads. I'll never run without it again - and
> I'll never see that UGLY Atari 8x16 font again either! [snicker... but
> I'm not going to tell you what font I use... you might call be a traitor!]

Oh no, not Chicago!! :-)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 23-APR-1993

2417. FALCON - Blitter vs. CPU

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 19:32:43 UTC
From: se18@titus.nextlab.cs.qub.ac.uk
Message-ID: <1993Apr23.193243.2226@ousrvr.oulu.fi>
Source record: 38961
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

According to the Falcon documentation, the Blitter is a coproceesor
which to me means it runs in parallel with the CPU. Even if it did not
have interleaved memory access (as of DMA on STE) it could still aquire a
large amount of bus cycles due to the CPU's cache(this will depend on the
Cache hit ratio).
So the question is 'Why are people saying that the Blitter is
useless', as it should be able to work in parallel with the CPU.
Please state the source of your 'facts', or system timings, and not
speculative remarks.

2418. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 20:40:56 UTC
From: erlingh@fiolilla.pvv.unit.no
Message-ID: <ERLINGH.93Apr23204056@fiolilla.pvv.unit.no>
Source record: 38960

In article <C5xwvB.4D7@cs.bham.ac.uk> cjr@cs.bham.ac.uk (Chris Ridd) writes:

>document it in the next newsletter (I think).
>Basically it is supposed to map all VDI-calls to a bitmap, in much the
>same way as you use a META-driver to write *.gem files.
>

Presumably this is MEMORY.SYS, not SCREEN.SYS?

Yes, sorry about that. MEMORY.SYS is the correct drivername.
I will check the facts before posting next time...

Erling

2419. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 20:48:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1r9km4INN5ei@elroy.jpl.nasa.gov>
Source record: 38962

In article <13070@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>IMO, Warp9 (the finest piece of code Darek ever half finished) or NVDI
>should come standard with every machine.

I'd agree there. Atari should just license NVDI and put it into the TOS
ROMs. (Actually, since I'm using a RAMloaded TOS 4.04 right now anyway,
I don't care if it's ROM or RAM... But it definitely ought to be standard.)
>
>(I've never actually seem NVDI, but I assume it is similar it performance
>to Warp9)
>
>A great product from CodeHeads. I'll never run without it again - and
>I'll never see that UGLY Atari 8x16 font again either! [snicker... but
>I'm not going to tell you what font I use... you might call be a traitor!]

If only the desktop understood fonts of other than 8 or 16 rows. I have a
great 5x9 font, a 6x10 font, and an 8x12 font that I find much more pleasant
and useful....
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2420. Re: FALCON - Blitter vs. CPU

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 21:03:21 UTC
From: glens@natinst.com
Message-ID: <1r9lip$stj@falcon.natinst.com>
Source record: 38963
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Not to mention the Blitter has 32-bit wide access to RAM and the CPU only has 16-bit access. In some situations this might help. But in some situations you would only want to do 16-bit access to RAM with the CPU EVEN IF IT HAD 32-Bit ACCESS. Any situation where you 'calculate' the color of a pixel, you would want to go ahead and store that pixel instead of trying to calculate 2 pixels at once. I don't think that the 16-bit bus to the CPU was as bad as everyone has made it out to be. Even in the game I am working on now I would still use 16-bit accesses to RAM because it would be faster than trying to put together a 32-bit screen chunk.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com

---

2421. Re: Monitor pinout for 1040ST wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-23 21:52:26 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Apr23.215226.194596@zeus.calpoly.edu>
Source record: 38966

I think this is the configuration:
Hope it helps.

```
xxxxxxx
x x
x * * * * x Here is an attempt to
x * * * * x show the Monitor jack.
x * * * * x (Each star is a pin receptacle)
x * x
xxxxxxx
```

The pins are numbered as follows*:

```
4 3 2 1
8 7 6 5
12 11 10 9
13
```

*note: this is the external PORT view!

1--Audio Out 7--Red
2--Composite Sync 8-- +12vdc (10ma)
3--General Purpose Output 9--Horizontal Sync.
4--Monochrome Detect 10--Blue
5--Audio in 11--Monochrome
6--Green 12--Vertical Sync.
13--Ground
(This info. was straight out of my users manual.)

2422. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 01:20:00 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr24.012000.25333@tdb.uu.se>
Source record: 38971

Ken Newman (ken@isgtec.com) wrote:
: Well, from your answer, we're not really talking about the same thing. You're
: wrong, I know what your two-screen method is that you refer to, and it's
: WAY too slow to do high-speed hardware smooth scrolling on a 8 Mhz STe.

Now listen, I know EXACTLY what I'm talking about. And if we are talking about a TOS-SHOW-thingy (only scrolls in one direction, downwards) then you're TOTALLY wrong when you say an 8 MHz STE can't do fast smooth-scrolling using the method I described. Even if the scrolling is multi-directional you're wrong.

I don't say you can't do an even faster scroller, but I strongly doubt it. Somehow I think we both talk about the same thing. To scroll anything on the screen without using lots of memory does automatically force you to update AT LEAST as much as you scroll. If you rely on using Timer B or HBL interrupts it's possible to make a scroller that is even faster than the one I've described (I think so at lest, haven't tried it myself). It would involve setting the screenpointer every 8th scanline (or 16th or 4th depending on how fast you want your text to scroll). It's much more complex and the overhead presented by the interrupts as well as the possibility of getting flicker due to non-accurate interrupts (remeber that a mul takes 70+ cycles and an interrupt has to wait till the instruction is finished) would probably not make it a very nice option...

: You're talking about old stuff that uses setscreen and writes two lines
: at a time, that is impossible to do while you're smooth scrolling at high
: speed without slowing the scrolling down.

NO NO NO! I can't imagine where you've heard that an 8 MHz STE can't update 2560 bytes/VBI (16 pix high font in monochrome). It can probably update so much of the screen that you can scroll 1/10th of a screen 70 times a second. That would mean 7 pages of text in one second. Is that fast enough?

: VT52 control codes? Ha ha ha.
: You're definitely not talking about speed. When you see the program, you'll
: know what I'm talking about.

Why would VT52 escape sequences make it much slower. You just don't use any of the code from the OS but write your own VT52-handling. The overhead per normal printable character would be very low. Just use a CMP-BLE combo to check if it's control code or not (20 cycles if memory serves me). And the test only needs to be done once for every character (even though it must be printed twice because of the double-buffer). Updating 1/10th of the screen is about 200 characters with 20 cycles overhead per char. That

makes 4000 cycles (~3.5 percent) of overhead for checking for control-characters every VBI. Every VT52-function would of course add quite a lot of overhead since the X-position would have to be calculated by multiplying, which is rather slow on a 68k.

: If you want text in a window, then no it doesn't do that. On the other
: hand it is several hundred times faster than that. It should run,
: but I doubt it would multitask. Can't say I care particularly.

Maybe YOU don't care, but what about all who use MTOS? What do you think they will think of your program when it screws up their desktop. I doubt they'll use it much! :(

: All it requires is hardware scrolling in the machine, it is not os-version
: dependent. Whether it is multitasking friendly is a separate issue. A lot
: of software isn't.

I wouldn't say that! Maybe if you look at OLD software you'll find high percentages of non-friendly software. But we're living NOW, not yesterday (or 3 years ago). :-)

Why don't you explain how your program works! It would make this discussion much more interesting. :) It's very possible that I've overlooked something that would make double-buffer technique impossible to use, but I can't tell unless you tell me what your program is capable of.

Happy scrolling...

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2423. Re: Where are the tos chips?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 03:32:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1raccrINNl6c@golem.wcc.govt.nz>
Source record: 38972

] Can anyone tell me where the tos roms are in a STFM and a old (tos 1.2) M
] ST and also what they look like?

On the STFM, they're basically under the 'Q' key of the keyboard, but
you have to remove the sheilding to get at them, and there will be a
row of chips, or a couple of chips & some empty spaces that look like
they should have chips in them!

Swapping the 1.4 and the 1.2 in the MegaST & the STFM shouldn't cause
any problems, as long as you plug them into the right slots!

] one last thing, are the chips easily damaged? (hopefully not!)

Just don't bend the pins, or expose them to anything magnetic/static,
and they'll be fine! (I haven't seen magnets damage chips yet, but there's
bound to be a 1st time!)

2424. Re: Monitor pinout for 1040ST wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 03:35:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1raci8INNl6c@golem.wcc.govt.nz>
Source record: 38973

```
] 5--Audio in 11--Monochrome

Does Pin #5 have any use? Can audio actually be input to the atari via
this pin? Sampled? Or is it just a loop-back?
```

2425. Re: A couple of Falcon questio

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 05:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A61555@MS.maus.de>
Source record: 38989

```
In article <13024@uqcspe.cs.uq.oz.au> Warwick Allison
(warwick@cs.uq.oz.au) wrote:
>>First of all, you can't get more than 320 * 240 in 16 Bit Color (on a
>>normal VGA monitor).
>
>The actual limit is 320*480 in 16-bit colour.
>
>(Obviously, since VGA 240-line modes are implemented using line-doubling,
>which uses the same bandwidth as 480-line modes! I'm sure Julian just typoed)

Or it was my built-in dislike for graphics modes without aspect ratio 1:1.
```

2426. UNIXMODE ? Utilities for MiNT filesystems ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 11:17:00 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Apr24.112626.25540@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 38976

Hello,

I am using a 16MB minix partition under Mint(0.95). It works very well and
makes you feel like sitting in a shell and going *nix, but now i
have a problem :

I want to back up this filesystem, but i do not have any tools
that will archive & restore the full file permissions, owner and extended
filenames. What i am looking for is some kind of 'tar' or 'zoo' that
works with extended filenames and that do not use the "tos-compatible"
filenames (i want "Foo.bar.c.Z", not "foo,bar.c,z")

Btw, what UNIXMODE settings are availeable for gnu-compiled tools,
and which of them are useful with MiNT ? (a complete list would be nice)

Thanx for any information,

Frank
--
==
CS Student | I may be late,
Real : Frank Moehle, 2900 Oldenburg, west germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<---------------------------------
**** It`s how you DO it, not how you don't. ****

2427. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 17:04:13 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr24.170413.14789@mnemosyne.cs.du.edu>
Source record: 38978

> Dear Everyone,
> Ian really has something against GNU and CLIs...

Oh great, don't attack the message itself (perhaps it's unassailable?), instead tell everyone to ignore the messenger.

I didn't know about the GNULIB list of libraries to search. (I presume you mean an env var named GNULIB?) I was foolishly using a LIB= env var with a list of paths. My mistake, either I never saw it in the docs (a clear possibility, the docs being mostly non-existant as near as I can tell), or I just overlooked the info if it was there in the quick-reference card. (Easy enough to overlook, since that quick reference card is all full of texinfo control sequences.)

I notice you didn't address my other recent comment about GNU tools that appeared in the same message: the librarian tool doesn't work well if the modules contain pathnames. EG, GCC-AR rs MYLIB ..\MYOBJECTS.OBJ\module2.o this will generally not replace an existing module that was added to the library using the same command earlier. Instead of stripping the path info and using the module name, it seems to hash up some sort of bogus name to shorten it. Then when you try to replace the module later, even though you'd think it should hash to the same value and do a replace, it doesn't, it just adds the module as new.

I don't have anything against CLIs at all, except a personal dislike of them as a working evironment. I don't remember *EVER* saying that anyone else should shun CLIs if that's the way they like to work. I just don't use them myself, don't intend to start, and will continue to provide tools that allow either a CLI or the GEM Desktop to be used as a development environment.

As for GNU C, the main thing I have against it is that it's hard to install and use. This is not surprising, in that it's a free offering. Free software is different from commercial software in that the latter is constantly driven towards increased usability by market forces. When I got Lattice C, I clicked on INSTALL.PRG and 10 minutes later I had a fully-configured and working compiler. When I want to know something about the compiler, it's likely to be in one of the nice easy to use typeset manuals that comes with the product. When something goes wrong, email to HiSoft gets me a bugfix or workaround within a day or two (which is, of course, much preferable to snide comments such as "the source is available, fix it yourself"). For this ease of installation and usage, and solid support, I paid $200. GNU C is free. You get what you pay for. Not everyone has $200 to waste on a compiler for hobbyist work. What they do have is time to just keep trying things until it works. My time (I felt) was valuable enough that the $200 for LC was a bargain.

Of course, I had to get into the exciting world of GNU C after all, since so many folks kept asking for GemFast to work under it. I have no doubt that in the fullness of time I will have found workarounds for all the little quirks and undocumented factors I keep running into. Until that full understanding comes, I'll continue to carp about the problems I have here. It works: I get answers (like the GNULIB thing) and better yet, so does everybody else. Maybe the folks reading this who'll be installing GCC next month will find the process a litter easier. Maybe somebody will break down and write a nifty install-and-configure program for it. Maybe somebody will create and post at a.a some nice easy-to-read ASCII docs for it.

--
==
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
==

2428. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 17:10:46 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr24.171046.14967@mnemosyne.cs.du.edu>
Source record: 38979

> Somehow I have impression that Ian has problems since he still does not
> believe that 'make' is a good tool. :-) De gustibus ...

Excuse me? As someone who created the first ST MAKE that works well from the desktop, as someone who just spent a week porting an even more capabable MAKE to the ST and retrofitting the desktop friendliness into it, as someone who, for chrissake uses MAKE to manage all his backups even, I can't quite see how I'm a person who doesn't believe MAKE is a good tool.

--
==
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
==

2429. Re: FALCON - Blitter vs. CPU

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 19:02:20 UTC
From: monnier@di.epfl.ch
Message-ID: <1rc2rs$h36@disun41.epfl.ch>
Source record: 38982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1r9lip$stj@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>calculate 2 pixels at once. I don't think that the 16-bit bus to the CPU was
>as bad as everyone has made it out to be. Even in the game I am working on
>now I would still use 16-bit accesses to RAM because it would be faster than
>trying to put together a 32-bit screen chunk.

Are you serious ?
Do you mean you're convinced your Falcon is only putting pixels on the screen ?
Don't you know that all pointers are 32bits and (even worse) that instructions
can be advantageously read 32bits at once ?

Even with your 'exclusively graphics' application, I'm convinced a 32bits
access to memory would give you more than 50% speedup !!

Stefan
--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2430. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 19:06:59 UTC
From: llunch@habermann.cba.csuohio.edu
Message-ID: <1993Apr24.190659.19553@news.csuohio.edu>
Source record: 38980

In article <C5w10G.A3p@liverpool.ac.uk> mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
>
>No, no, use Emacs. Okay its pretty slow on the ST, doesn't directly support
>MultiTos (though it could), and no doubt uses up a large percentage of
>your available memory, but it blows everything else away. As for editing
>several files, you can edit as many as will fit in memory, and have as many
>windows as will fit on screen. All hail Emacs, etc, etc.
>
>BTW, what happened to the port of Emacs 18.59 that someone mentioned was
>almost ready a few months ago? I've heard nothing of it since.
>
I didn't think any version of emacs supported multiple
graphical windows. Microemacs does on the st, and it doesn't hog all
your memory. I wish I could use emacs on the atari, but I will not
use an editor that can't allocate memory dynamicaly.

2431. gem 2 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-24 19:46:48 UTC
From: llunch@habermann.cba.csuohio.edu
Message-ID: <1993Apr24.194648.20143@news.csuohio.edu>
Source record: 38981

The libraries with Turboass contain coded control definitions of the following calls 'ab GEM 2.0': appl_yeild, appl_bvset, menu_unregister, shel_rdef, shel_wdef, sgrf_stepcalc, xgrf_2box. I haven't been able to find any other references to these calls and I am curious as to what the hell they do. I got the impression, from something ger2eng translated, that gem 2.0 allows accesories to malloc more safely than before. Can someone curroborate this in a language I understand? I would also like to find a freeware multilevel popup menu library (source code).

Confusedly,
Jason

2432. STeno/STalker/STunned

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 13:29:18 UTC
From: rrice@ccat.sas.upenn.edu
Message-ID: <122791@netnews.upenn.edu>
Source record: 38984

[No readable article body recovered]

2433. STeno/STalker/STunned

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 13:30:19 UTC
From: rrice@ccat.sas.upenn.edu
Message-ID: <122792@netnews.upenn.edu>
Source record: 38985

[No readable article body recovered]

2434. STeno/STalker/STunned

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 13:38:18 UTC
From: rrice@ccat.sas.upenn.edu
Message-ID: <122794@netnews.upenn.edu>
Source record: 38986

Dear Folks:

I seem to be having some minor, but annoying, trouble with my STalker/STeno link, which I am using now to write this onto a SUN Unix running ELM from my Mega 4 STE. I am running STalker 3.02, and STeno 2.0, "I" as the clipboard drive, both accessories OUTSIDE OF Multidesk Deluxe on a color system.

When I use STeno as a type-ahead buffer in this configuration, any attempt to use the "TAB" key results in a backspace when the line is transmitted, which can be disastrous when, for example, signing your name.

Also problematic is the fact that whenever I type a longish paragraph in STeno before hitting "return" and sending it through to STalker and the UNIX, the last part of the paragraph simply doesn't show up in STalker--no reason given. This isn't so much of a problem in typinglargK6;1HK7;1H

Also problematic is the fact that whenever I type a longish8;1Hparagraph in STeno before hitting "return" and sending it through to9;1HSTalker and the UNIX, the last part of the paragraph simply doesn't10;1Hshow up in STalker--no reason given. This isn't so much of a problem11;1Hin typing lar13;6H

Also problematic is the fact that whenever I type a longish paragraph in STeno before hitting "return" and sending it through to STalker and the UNIX, the last part of the paragraph simply doesn't show up in STalker--no reason given. This isn't so much of a problem in typing little notes such as this one, but if I want to edit a large text file in STeno and send it out through STalker--disaster.

As proof of that, witness the two truncated versions of the last paragraph above--one was plain "type ahead," the next "transmit selection," and third, which went through, was saved to my CodeHead ram disk and sent (by STalker) as a text file. How's that for a concrete demonstration of trouble? Where DID the garbage come from??

Anybody got any ideas (sorry about the 2 blank posts--editor bug)

Rob S. Rice

2435. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 15:08:00 UTC
From: ltduck@access.digex.com
Message-ID: <1re9gg$i1e@access.digex.net>
Source record: 38988

I hope you know that you can scroll vertically with only 64k of
RAM...that's not a lot.

2436. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 15:35:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29669@K.maus.de>
Source record: 38854

>If I remember correctly, VDI draws to the 'screen' pointed to by Logbase().
>If you set wind_update(BEG_UPDATE), change the Logbase() screen pointer to
>your memory area, draw with VDI, change Logbase() back to the prior value,
>then call wind_update(END_UPDATE), you should have achieved the effect you
>were after, and it should be MultiTOS compatible (I think). I haven't tried
>this for a long long time, though, my memory could be malfunctioning on me.

This isn't even TOS compatible.

Remember that on graphics cards, Logbase() does not necessarily point to the
screen VDI uses. It points to the screen XBIOS uses, which might be a different
one.

2437. Re: Problems with MiNT 1.04 and Minix filesystem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 15:47:56 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.bduUV1yxD2Q@semprini.tdkcs.waterloo.on.ca>
Source record: 38987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr21.195024.7255@magnus.acs.ohio-state.edu>, Jeff A May II writes:
> Has anyone else had problems running MiNT 1.04 with the Minix
> XFS (version 0.55) installed? I have the filesystem running
> with MiNT 0.95, but when I try to use 1.04, the computer just
> hangs during the bootup sequence (right after the Minix XFS
> message). MiNT 1.04 works fine when I don't run the XFS, so
> I don't think it's the problem. I using a 4MB Mega STe with
> a Crazy Dots video card. I've tryed running from normal video
> with no other auto programs or accessories, but have had no luck.
> Any suggestions?

It works fine for me; I've got a ~5M minix partition for playing around
in. I still can't boot to GEM with MiNT 1.04 loaded though...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2438. Re: Multi-Screens

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 19:42:21 UTC
From: monnier@di.epfl.ch
Message-ID: <1repit$i9t@disun41.epfl.ch>
Source record: 38895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Logbase is no better than LineA !

Stefan

--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2439. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 19:51:35 UTC
From: monnier@di.epfl.ch
Message-ID: <1req47$iaq@disun41.epfl.ch>
Source record: 38896

In article <1993Apr24.190659.19553@news.csuohio.edu> llunch@habermann.cba.csuohio.edu (Jason Baker) writes:
> I didn't think any version of emacs supported multiple
>graphical windows. Microemacs does on the st, and it doesn't hog all
>your memory. I wish I could use emacs on the atari, but I will not
>use an editor that can't allocate memory dynamicaly.

Gnu- Emacs 19 has multiple graphical windows (under X, when available)
Epoch-Emacs has multiple graphical windows (under X)

Emacs 18 has multiple windows (but text windows, tiled)

You can use Emacs on the atari, and I doubt it can't allocate memory
dynamically (especially considering it uses a garbage collector).
But of course, it does allocate a large amount of memory before even
starting to allocate any additionnal memory dynamically :-)

Stefan

--

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

2440. New system calls on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 21:06:51 UTC
From: gutschk@uni-muenster.de
Message-ID: <1reuhb$1nmr@obelix.uni-muenster.de>
Source record: 38990

Hi folks,

I was just tracing the system calls involved with a "v_opnwk" on my F030 and discovered a couple of calls, that I cannot find any documentation on: Setscreen(0,0,3,0), Setscreen(0,0,3,-1) and Gemdos(21,...). Does anybody have a clue as to what these calls do?

Thanx

Markus

2441. Implementing kbhit(), getch()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-25 23:55:46 UTC
From: sourada@iastate.edu
Message-ID: <sourada.735782146@vincent2.iastate.edu>
Source record: 38891

For a program I'm porting, I need functions kbhit and getch. kbhit is supposed to see if a key has been hit, 'on the fly', and getch is supposed to get a key or wait for one if there hasn't been one.

I tried various solutions, some of which worked only with TOS, some only with MiNT running. Finally I tried this, it seems to work, but is it a good solution?

```
int kbhit(void)
{
return((int)Bconstat(2));
}

int getch(void)
{
return((int)(Bconin(2)&0xff));
}
```

(Of course, making them macros might make more sense, but that's not the point...)

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

2442. Re: New system calls on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 00:07:02 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr26.000702.24361@mnemosyne.cs.du.edu>
Source record: 38892

> Falcon Setscreen() call

On the Falcon, there's an extra optional parm to Setscreen(). If the rez
parm (3rd parm) is 3, then the 4th parm is a shortword which is a mode-code
the same as that accepted by the Vsetmode() call. This is all full of
bitmapped options as defined below. The docs say using this type of
Setscreen() is preferable to using Vsetmode() because the Setscreen() will
reallocate the screen (possibly moving it!) as needed for the new mode.
To avoid macro conflicts with the old Setscreen() call, I decided to call
this new format Vsetscreen(). I cooked up a header file for handling the
falcon video stuff using Atari's examples and docs, it looks like this:

```
#define Vsetscreen(a,b,c,d) (short)xbios(5,a,b,c,d)
#define Vsetmode(a) (short)xbios(88,a)
#define Vmontype() (short)xbios(89)
#define Vsetsync(a) (void)xbios(90,a)
#define Vgetsize(a) (long)xbios(91,a)
#define VsetRGB(a,b,c) (void)xbios(93,a,b,(long)c)
#define VgetRGB(a,b,c) (void)xbios(94,a,b,(long)c)

#define VERTFLAG 0x0100 /* bit options for Vsetmode() */
#define STMODES 0x0080
#define OVERSCAN 0x0040
#define PAL 0x0020
#define VGA 0x0010
#define TV 0x0000

#define COL80 0x0008
#define COL40 0x0000

#define BPS16 0x0004
#define BPS8 0x0003
#define BPS4 0x0002
#define BPS2 0x0001
#define BPS1 0x0000

#define COLSMASK 0x0007 /* This is the bit mask for bit/plane #s */

#define MONITOR_MONO 0 /* return values from Vmontype() */
#define MONITOR_COLOR 1
#define MONITOR_VGA 2
#define MONITOR_TV 3
```

--
==========
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!

==========

2443. GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 00:14:36 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr26.001436.24556@mnemosyne.cs.du.edu>
Source record: 38893

What is the deal with GEMDOS standard file handles? Folks are always asking me why my programs (such as make) can't handle I/O redirection, so today I tried to look into the matter.

It looks like handle 0 is both standard input and standard output. There is no standard error handle at all. How in the hell can you redirect standard input and output to files when handle 0 refers to both input and output? How can you redirect stderr at all?

I see that there are standard handles for MIDI and 'raw console'. I've never heard of anyone doing MIDI I/O using DOS-level file calls, is this an anti-feature, or what?

My guess is that the sensible thing to do would be redefine a couple of the useless standard handles like MIDI and raw console to mean stdout and stderr, but I can see that causing trouble if everyone doesn't cooperate. How do existing shells deal with this situation? (Speaking not of MiNT/MTOS, I'm sure they have very copacetic ways of handling redirection, which I will use when running under them. I need to know how to handle all this (as it were) on plain GEMDOS systems.)

--
==
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
==

2444. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 04:12:44 UTC
From: rosenkra@convex.com
Message-ID: <1993Apr26.041244.4740@convex.com>
Source record: 38897

In article <1993Apr26.001436.24556@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> It looks like handle 0 is both standard input and standard output. There
>is no standard error handle at all. How in the hell can you redirect
>standard input and output to files when handle 0 refers to both input and
>output? How can you redirect stderr at all?

by compiling with gcc using gnu.olb, then executing from a CLI that groks stderr (like tcsh). :-)

sorry, ian, could not resist...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2445. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 05:26:42 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC62sGJ.MtH@netcom.com>
Source record: 38898

In article <1993Apr26.001436.24556@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> It looks like handle 0 is both standard input and standard output. There
>is no standard error handle at all.

Not quite. Handle 0 is standard input, and handle 1 is standard output.
It's true that a standard error handle isn't defined, but a lot of people
use handle 2 for standard error by putting something like:
if (isatty(2)) Fforce(2, Fopen("CON:", 1))
in their startup code. (Handle 2 normally points at AUX:, but few programs
do GEMDOS level I/O through this handle.)

> I see that there are standard handles for MIDI and 'raw console'. I've
>never heard of anyone doing MIDI I/O using DOS-level file calls, is this
>an anti-feature, or what?

There are BIOS level handles for MIDI and raw console, but not GEMDOS
level ones (correction: some versions of GEMDOS may have them, e.g.
MiNT does, but don't count on this existing in all versions of GEMDOS).

--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

2446. Weide 4Meg memory board. Help needed !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 07:05:50 UTC
From: andre@wilt.aha.nl
Message-ID: <1993Apr26.070550.20615@wilt.aha.nl>
Source record: 38922

I have bought a (pre-used) Weide 4Meg memory board, but have no
installation instructions. The atari-board I have is a "C070789-001 Rev.C".

I have tried to install it, but had no success whatsoever. Is there
someone who can hekp me ??

Greetings,

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
andre@maestro.htsa.aha.nl or
andre@sluis.wilt.aha.nl

2447. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 07:58:37 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C62zHq.K3n@hpbbrd.bbn.hp.com>
Source record: 38931

William Magro (wmagro@uiuc.edu) wrote:
> I just bought a 40 MHz 386 running linux, and I use TeX regularly. I
> tested TeX on a falcon030 and I would say that the 386 is faster by a
> factor of three to four. Of course, the TeX was not a 68030 specific
> version, so the falcon would do a little better in this situation. You
> wanted comparison to a 486, so you can add another factor of two or more
> (since TeX probably uses a fair amount of floating point operations, and
> the 486 has the FPU built in).

TeX doesn't use the FPU much, although Metafont will (which is used
only when creating new fonts).

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

2448. Re: A couple of Falcon questio

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 08:28:00 UTC
From: Juergen_Hahn@m4.maus.de
Message-ID: <A28202@M4.maus.de>
Source record: 38852

WM>You wanted comparison to a 486, so you can add another factor of two or
WM>more (since TeX probably uses a fair amount of floating point
WM>operations, and the 486 has the FPU built in).

There a almose _no_ floating point operations in TeX. TeX uses fix point integers, so a fpu doesnt bring that speed. I think the speed comes from the 2nd level cache of the 386 machine.

JH.

2449. Re: ACC.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 09:24:02 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr26.102402@cs.bham.ac.uk>
Source record: 38935
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I haven't had any crashing problems with it...

And it works perfectly!

I'm using Mega/STE TOS 2.05 so I don't know what the problem is on TOS 3 (on the TT...)

Brilliant program!

David.

PS. No idea whether it works with MiNT...

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2450. Re: Problems with MiNT 1.04 and Minix filesystem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 09:24:49 UTC
From: ut@informatik.uni-kiel.dbp.de
Message-ID: <1rg9p1INN3pp@samson.informatik.uni-kiel.dbp.de>
Source record: 38913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr21.195024.7255@magnus.acs.ohio-state.edu> jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) writes:

>Has anyone else had problems running MiNT 1.04 with the Minix
>XFS (version 0.55) installed? I have the filesystem running
>with MiNT 0.95, but when I try to use 1.04, the computer just
>hangs during the bootup sequence (right after the Minix XFS
>message). MiNT 1.04 works fine when I don't run the XFS, so
>I don't think it's the problem. I using a 4MB Mega STe with
>a Crazy Dots video card. I've tryed running from normal video
>with no other auto programs or accessories, but have had no luck.
>Any suggestions?

Hmmm....
I think the reason is that for MiNT >= 0.99 and especially for the filesystems things have changed a bit (Eric explained it in this group). Recompile the XFS with a new MiNT lib. (I have PL 30).

Uli

--
Ulrich Teichert Voice : +49 4321 71582
Stormweg 24 E-mail: ut@informatik.uni-kiel.dbp.de
2350 Neumuenster 8, Germany

2451. Re: New system calls on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 09:44:18 UTC
From: julian@math.uni-muenster.de
Message-ID: <1rgati$1bj8@obelix.uni-muenster.de>
Source record: 38899

In article 1nmr@obelix.uni-muenster.de, gutschk@uni-muenster.de (Markus Gutschke) writes:
> Hi folks,
>
> I was just tracing the system calls involved with a "v_opnwk" on my
> F030 and discovered a couple of calls, that I cannot find any
> documentation on: Setscreen(0,0,3,0), Setscreen(0,0,3,-1) and
> Gemdos(21,...). Does anybody have a clue as to what these calls do?
>
> Thanx
>
> Markus
>

The new Setscreen calls should be documented in the Falcon developers manual.
GEMDOS 21 is probably Srealloc() (it's only implemented for OS internal use).
For details, take a look at the current MiNT sources.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2452. MinixFS V2 Problem?!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 10:16:21 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C635vB.GKu@hermes.hrz.uni-bielefeld.de>
Source record: 38900

All these problems with MinixFS 0.55, mine does fine, except one: V2 completely trashed a disk when it's installed on aanything bitter than 64megs. It not only trashes if you acutally use anything above 64meg, but right at the beginning. V2 uses longs instead of integers as pointers, but obviously there's something wrong with it. Has anyone had THIS problem???

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de
**********(EOT)*

2453. Re: conterm & Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 11:09:28 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.Kq0vRf2gy4M@elfhaven.ersys.edmonton.ab.ca>
Source record: 38920

In <1993Apr23.122608.21911@fwi.uva.nl>, Vincent Partington writes:

[> mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
[>
[> >I have not tried this under MiNT, but that should not make a difference.
[> >Immediately after getting the key using Bconin() you should call Kbshift()
[> >which will give you the status of the shift/control/alternate/capslock keys.
[>
[> Hmm, I don't really like that method....it all depends on the user not letting
[> go of the specific key too fast and this way the keybaord-buffer is no use.
[> Adn what's more, with TOSWIN the screen can react quite slowly sometimes and
[> then it really gets to be a problem. I'd only want to resort to something
[> like that if there are no other alternatives.

I have to disagree. No matter how much MiNT/MultiTOS slows you down, it is
unlikely (to say the least) that the system would cut away in between the
two commands (one to get the key and the other to check the status of the
shift key).

I mentioned this method because it would work in a TOS or GEM program. If
the program is strictly GEM, the best way to go would be to use the value
returned by the event handler handler, in which case you would not need
to call Kbshift() at all, since I believe (not positive) that the shift
key status is also returned.

[> --
[> partingt@fwi.uva.nl, vincent@nextjk.wlink.nl

^--Sorry to mangle your signature, but it does not quote very well (longer
than eighty characters) on my system.

--
Regards,

() - - -

2454. Problem with MW

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 12:29:24 UTC
From: gg11klbl@sbusol.rz.uni-sb.de
Message-ID: <1rgkj4INN4oa@sbusol.rz.uni-sb.de>
Source record: 38910

Hi,

What's going wrong here: If I start MW, it gives me the message:
"Can't open your shell! No more handles!". :-(

Benni

--
Benjamin Lorenz, Brunnenweg 33, D-6601 Scheidt/Saar
E-mail: belo@stud.uni-sb.de, Phone: +49 681 815702

2455. Re: STe Hard Disks - which ones have dud ASCI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 12:40:24 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr26.134024@cs.bham.ac.uk>
Source record: 38936

In article <706@highett.mel.dbce.csiro.au>, karlm@mel.dbce.csiro.au (Karl Meyland) writes:
|> Just on that note, I was wondering if anyone recalls what STe's had dud ASCI
|> ports which caused the STe to eat your hard-disk?
|> Serial numbers and a fix if possible would be nice...
|>
|> Post here so everyone can see please!
|>

Only the first few batches of STe's had that problem, and it only occured if
the DMA cable was longer than Atari had originally specified. So if it does
go wrong, try a shorter cable!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2456. Sound problems on new TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 13:18:44 UTC
From: scott@dmi.stevens-tech.edu
Message-ID: <1993Apr26.131844.3871@dmi.stevens-tech.edu>
Source record: 38901
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

I have the following hardware problem. I recently put a new TT
into a German tower case made for holding a TT. After instalation of the
TT motherboard and all my drives the machine booted and worked fine.
The problem is that I managed to screw up the sound subsytem. I get no
keyclicks, bell or any audio.

I though the problem was the Yamaha chip as the tower case comes
with a front mount reset switch that clips a lead to the Yamaha. However
I replaced the yamaha chip and still no sound? Does anyone know how I can
go about finiding out what the problem is? bye the way I also get no ouput
from the two RCA jacks at the back of the machine.

Altough I do not use sound that much it is anoying to me that I
have a nice new TT with all the trimmings but a broken sound subsystem.

Cheers,
Scott. "scott@dmi.stevens-tech.edu"

2457. Screen Accellerators For Falcon....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 13:31:17 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C63Ew6.zx@newcastle.ac.uk>
Source record: 38905

I tried an OLD copy of TurboST (fore-runner of Warp 9) on my Falcon last night. Speed increases of 600% were found.....but there are some nasty screen coruption problems. Has anyone tried a more recent accellerator ? These should make the machine a dream to use.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2458. Re: STeno/STalker/STunned

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 13:33:59 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1993Apr26.133359.15225@netfs.dnd.ca>
Source record: 38902

In article <122794@netnews.upenn.edu> rrice@ccat.sas.upenn.edu (Rob S. Rice) writes:
>
>Dear Folks:
>
> I seem to be having some minor, but annoying, trouble with my
>STalker/STeno link, which I am using now to write this onto a SUN Unix
>running ELM from my Mega 4 STE. I am running STalker 3.02, and
>STeno 2.0, "I" as the clipboard drive, both accessories OUTSIDE OF Multidesk
>Deluxe on a color system.
>
> When I use STeno as a type-ahead buffer in this configuration, any
>attempt to use the "TAB" key results in a backspace when the line is
>transmitted, which can be disastrous when, for example, signing your name.
>...
> Also problematic is the fact that whenever I type a longish
>paragraph in STeno before hitting "return" and sending it through to
>STalker and the UNIX, the last part of the paragraph simply doesn't show up
>in STalker--no reason given. This isn't so much of a problem in typing
>little notes such as this one, but if I want to edit a large text file in
>STeno and send it out through STalker--disaster.
>
> As proof of that, witness the two truncated versions of the last
>paragraph above--one was plain "type ahead," the next "transmit selection,"
>and third, which went through, was saved to my CodeHead ram disk and sent
>(by STalker) as a text file. How's that for a concrete demonstration
>of trouble? Where DID the garbage come from??

Rob: I'm not sure why TAB is getting converted to backspace... perhaps
it has something to do with the UNIX editor you're using. Make sure
though that "Expand tabs on Cut/Copy" is checked under STeno's Options
menu. When you select some text and cut/copy it to the clipboard,
STeno will expand the tabs into the appropriate number of blanks in
the text it puts in the clipboard.

As far as your typeahead problems go, make sure the "Send a <CR> after
each line" option is checked under STeno's "STalker" menu. This
causes STeno to send a CR after each line of a paragraph. Otherwise,
it only sends a CR after the entire paragraph (which is useful in an
on-line conference on GEnie/CompuServe/etc).

You might also want to consider simply using STeno/STalker's cut &
paste capabilities. The main advantage over typeahead is that when
STalker does a "Paste", it will follow the ASCII upload settings
you've selected, including things like line waits, host prompts, etc.
Text sent via typeahead or "Transmit selection" is usually sent at

full speed by STalker, although version 3.02 lets you control this
(see the README notes for 3.02 for more info).

Eric
--
Eric Rosenquist - Software Kinetics Limited __ __
65 Iber Road, Stittsville Ontario Canada, K2S 1E7 / // /
Tel: (613) 831-0888, Fax: (613) 831-1836 \ _\
email: Eric.Rosenquist@sofkin.ca /_/

2459. Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 13:42:50 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C63FFF.AKv@brunel.ac.uk>
Source record: 38904

Does any body know if their is any extra circutry required to build
the modem 16+ MIDI for Cubase.
I know some drivers have to be installed...
But what are the connections of the Modem port to be used as a MIDI port within
Cubase.

--

Brendan McEnroe (Brond)	Pure SINE wave in my head
Applied Computer Systems Yr4	
Brunel University	/\ /\ /\ /\
Middlesex	/ \ / \ / \ / \
England	\ / \ / \ / \ /

2460. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 14:08:02 UTC
From: mh1@irz208.inf.tu-dresden.de
Message-ID: <1rgqc2$8sa@irz401.inf.tu-dresden.de>
Source record: 38903

In article <1993Apr26.001436.24556@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> It looks like handle 0 is both standard input and standard output. There
> is no standard error handle at all. How in the hell can you redirect
> standard input and output to files when handle 0 refers to both input and
> output? How can you redirect stderr at all?

According to Atari, handle 0 is standard input, and handle 1 is standard output. By convention, handle 2 is standard error, _not_ AUX i/o (as declared by Atari; in fact, Atari recommends using the BIOS functions for AUX i/o, as far as I know).

Of course, handle 2 points to AUX i/o at boot time, so programs have to force it to the console if this has not already been done by some ancestor process. The MiNT library does this with the following piece of code:

```
/* if stderr is not re-directed to a file, force 2 to console
* (UNLESS we've been run from a shell we trust, i.e. one that supports
* the official ARGV scheme, in which case we leave stderr be).
*/
if(!*_argv[0] && isatty(2))
(void)Fforce(2, -1);
```

BTW, handle 0 is _not_ stdout, although in most cases you will be able to write to it because it's connected with the console.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2461. Re: New system calls on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 14:19:24 UTC
From: gutschk@uni-muenster.de
Message-ID: <1rgr1c$qnb@obelix.uni-muenster.de>
Source record: 38906

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> Falcon Setscreen() call
>
> On the Falcon, there's an extra optional parm to Setscreen(). If the rez
>parm (3rd parm) is 3, then the 4th parm is a shortword which is a mode-code
>the same as that accepted by the Vsetmode() call. This is all full of
>bitmapped options as defined below. The docs say using this type of
>Setscreen() is preferable to using Vsetmode() because the Setscreen() will
>reallocate the screen (possibly moving it!) as needed for the new mode.
>To avoid macro conflicts with the old Setscreen() call, I decided to call
>this new format Vsetscreen(). I cooked up a header file for handling the
>falcon video stuff using Atari's examples and docs, it looks like this:

[deleted some demo code]

Well, I already got that far by reading the docs, but I still do not
understand what Vsetscreen(0,0,3,0) and Vsetscreen(0,0,3,-1) do (note!
it *must* be 0 for your screen address, to force reallocation!). 0 is
no legal video mode on the falcon and -1 is usually ment for inquiring
the current video mode. Besides Vsetscreen(0,0,3,0) internally calls
Gemdos(21,..) --- I never got any docs on this call!

The reason for asking these questions is, that I try to write some
kind of software ScreenBlaster. I already figured how to set the
hardware registers and how to change the LineA variables, but the
current version of my program wastes an awful amount of memory, since
it is unable to force reallocation of screenmemory to the required
size. This is fine on my 14Meg Falcon, but it does not make this
program fit for distribution as freeware.

(BTW, I know, this program will be a dirty hack :-) So please do not
send any flames; it is just supposed to be a convenient tool that you
can put into your AUTO-folder --- if you have a F030, the F030 video
subsystem, either TOS or MTOS and an SVGA monitor, everything will
work just fine; otherwise do not install this program and do not care
about its dirty programming techniques...)

Hoping to get some info on these new calls...

Markus

2462. Re: New system calls on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 14:23:33 UTC
From: gutschk@uni-muenster.de
Message-ID: <1rgr95$1o53@obelix.uni-muenster.de>
Source record: 38907

julian@math.uni-muenster.de (Julian F. Reschke) writes:

>The new Setscreen calls should be documented in the Falcon developers
>manual.

Setscreen(0,0,3,x) are only documented, for x being unequal to 0 and -1.

>GEMDOS 21 is probably Srealloc() (it's only implemented for OS internal use).
>For details, take a look at the current MiNT sources.

Thanx, I will try to do so. Hopefully I will get the information I
need. Otherwise I have to stick to disassembling the OS --- grr, I
hate that... Atari really should have provided a call for setting up
an arbitrary screen geometry.

Markus

2463. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 14:27:19 UTC
From: gutschk@uni-muenster.de
Message-ID: <1rgrg7$1o1v@obelix.uni-muenster.de>
Source record: 38908

[Ian was asking for help on redirection of standard I/O]

If your program was written in C, I would recommend to link it with the MiNT-Libs. This ought to take care of standard I/O both for plain TOS and for MiNT. Besides you get closer similarity to BSD calls, so porting software is actually a lot simpler.

Markus

2464. Re: emacs (was Hardware scrolling)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 14:55:46 UTC
From: llunch@backus.cba.csuohio.edu
Message-ID: <1993Apr26.145546.6001@news.csuohio.edu>
Source record: 38909

In article <1req47$iaq@disun41.epfl.ch> monnier@di.epfl.ch (Stefan Monnier) writes:
>In article <1993Apr24.190659.19553@news.csuohio.edu> llunch@habermann.cba.csuohio.edu
(Jason Baker) writes:
>> I didn't think any version of emacs supported multiple
>>graphical windows. Microemacs does on the st, and it doesn't hog all
>>your memory. I wish I could use emacs on the atari, but I will not
>>use an editor that can't allocate memory dynamicaly.
>
>Gnu- Emacs 19 has multiple graphical windows (under X, when available)
>Epoch-Emacs has multiple graphical windows (under X)
>
>Emacs 18 has multiple windows (but text windows, tiled)
>
So, what you are saying is that right now there is nothing
called Gnu Emacs that supports more than one graphical window? Are
you disagreeing with me?

>You can use Emacs on the atari, and I doubt it can't allocate memory
>dynamically (especially considering it uses a garbage collector).
>But of course, it does allocate a large amount of memory before even
>starting to allocate any additionnal memory dynamically :-)
>
If it allocates a fixed amount of memory at startup and can't
allocate further memory, in what sense are it's internally memory
management schemes dynamic allocation? I can't run emacs because I
can't exit emacs and run fixstack every time I want to edit a large
file, and I can't tie up all my memory editing a few tiny files.
Emacs was not intended to run on machines without a brk call, and it

2465. Tech help on old 520 ST wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 16:02:20 UTC
From: cse0080@desire.wright.edu
Message-ID: <1993Apr26.110220.8985@desire.wright.edu>
Source record: 38911

I have an old 520 ST upgraded to 1MByte of ram. It has been in storage for about 5 years. Recently I tried to get it up and running again as an educational tool for my children. The machine seems to almost come up, then I get two bombs and a busy-bee cursor that responds to mouse movements. (This is with no floppy in drive A. A TOS floppy goes into an infinite read from the disk/flash something on the screen/restart the boot process cycle. I have been able to get a game disk to come up completely, i.e. the game starts running (the game is Silent Service) The above indicates to me that most of the system is probably functional. I also have another ST box that I have used to swap chips that were socketted, and everything runs identically with chips from the other system (I *know* the other system is dead, killed by a power surge back in the days before I knew better.)

I would appreciate any directions to where I could look next. I have looked locally for people that service ST's, but no luck. I am comfortable mucking about in the hardware, but have no scope . . . . Also, if anyone has a functional ST box that they would be willing to sell FRC (for real cheap) I might go that route rather than continue to try to resurect (sp?) this one.

Thanks,

Karl C. Hansen
CSE0080@desire.wright.edu
Kalamazoo, MI.

2466. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 16:21:43 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr26.162143.1371@mnemosyne.cs.du.edu>
Source record: 38912

> handle 0 is stdin, handle 1 is stdout, 2 is stdaux, there are no
> DOS-level MIDI and raw console handles.

Eric, I hesitate to question what you say here. Really I do. If anyone should know this stuff, it'd be you, I'd think.

But, it contradicts what (little) the GEMDOS manual says, and also what Mike Fulton told me a couple months ago.

The GEMDOS manual is where it says handle 0 is stdin/stdout and 1 is stdaux and 2 is stdprn. I can believe the GEMDOS manual is wrong (that'd hardly be a first, huh?). Mike Fulton is the one who told me about there being DOS-level MIDI and raw console handles, #s 4 and 5 I believe he said.

So the real standard handles are:

0 - stdin
1 - stdout
2 - stdaux
3 - stdprn
4 - ???
5 - ???

If 4 and 5 are so wasty, why haven't folks used one of them for stderr? Personally, I'm not fond of the concept of redirecting stderr anyway. I've always thought of it as a way to talk interactively to the user even when stdout is redirected. There are times when you want a program to be able to say something to the user no matter what the user has done with redirection.

--
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!

2467. TT & Fast-RAM boards

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 16:37:43 UTC
From: porret@elde1.epfl.ch
Message-ID: <1993Apr26.173743.1@elde1.epfl.ch>
Source record: 38914

I recently bought a TT with 4Mo ST RAM, and I'd like to upgrade it with a
TT-RAM board. Could somebody answer the following questions :

- Is there any differences in speed between different boards ? (Maybe some
allow burst-mode and some not ?...)

- I heard that the MightyMic board was quite good, but it is expensive too.
Is there any good reason for this high price ?

Thank you.

Alain-Serge Porret | E-mail : PORRET@ELDE1.EPFL.CH
Department of Electricity | DecNet : 56451::PORRET
Swiss Institute of Technology |

2468. TT : Overscan-TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 16:39:42 UTC
From: porret@elde1.epfl.ch
Message-ID: <1993Apr26.173942.1@elde1.epfl.ch>
Source record: 38915

Does anybody use Overscan-TT with a standard VGA screen (PCT 1426) ? If so, does it work well (In the advertisement, they say it allows you to work with 832x496 pixels in either TT-mid or ST-high resolution) ? Is there any compability or installation problem ?

Thank you for your answer.

Alain-Serge Porret | E-mail : PORRET@ELDE1.EPFL.CH
Department of Electricity | DecNet : 56451::PORRET
Swiss Institute of Technology |

2469. TT : HD drive upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 16:40:24 UTC
From: porret@elde1.epfl.ch
Message-ID: <1993Apr26.174024.1@elde1.epfl.ch>
Source record: 38916

I have a TT with 3.05 TOS, and I'd like to change the disk drive to be able
to use HD disks. Is that true that, to do it, I "only" have to :
- Upgrade my TOS to 3.06.
- Change the WD1772 (or something like that) disk controller with an Ajax
controller.
- Buy a new drive [I guess this one is true !]

Thank you.

Alain-Serge Porret | E-mail : PORRET@ELDE1.EPFL.CH
Department of Electricity | DecNet : 56451::PORRET
Swiss Institute of Technology |

2470. Re: FALCON - Blitter vs. CPU

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 16:46:54 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Apr26.164654.14378@unix.brighton.ac.uk>
Source record: 38919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Don't you know that all pointers are 32bits and (even worse) that instructions
> can be advantageously read 32bits at once ?
>
> Even with your 'exclusively graphics' application, I'm convinced a 32bits
> access to memory would give you more than 50% speedup !!
>
> Stefan
> --

50% speed up, you must be joking.

Not all instructions are 32bit, not all pointers are 32bit.
You are not taking into account the cache or the fact that the COBEL chip
which is on a 32bit bus makes up for some of the speed lose (there are obviously
no wait states between the 68030 and the COMBEL).

Also there is the DSP and BLITTER which reduce the load off the processor.
In addition the SDMA sound system requires no processing time for the output
of sound.

Within this architecture there is no way you'd get anywhere near 50% speedup.

----------------------------Tom.

2471. Re: Screen Accellerators For Falcon....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 17:07:16 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <1rh4s4INN6ug@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 38917

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
> I tried an OLD copy of TurboST (fore-runner of Warp 9) on my Falcon last night.
> Speed increases of 600% were found.....but there are some nasty screen coruption
> problems. Has anyone tried a more recent accellerator ? These should make the
> machine a dream to use.
>
> Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk

I have heard that NVDI for Falcon is ready near in the future (next days,
next week)!

```
-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D(W)-4370 Marl 1 (Germany) +---------------------------+
| (++49)(0)2365/65952 | With a rubber duck :-) |
| fiebelko@sally.informatik.uni-dortmund.de | one's never alone! :^{ |
-----------------------------------------+---------------------------
```

2472. Mouse Driver

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 18:06:30 UTC
From: mrz5149@ritvax.isc.rit.edu
Message-ID: <1993Apr26.180630.8727@ultb.isc.rit.edu>
Source record: 38918

Does anybody know how to write a mouse driver? I know it
invloves using XBIOS 0 (initmous). I'd like to make an assembly
language program that gets input from the MIDI ports and then
uses this input to drive the mouse. Thanks.

+---+-----------------------------+
Michael "Zoooks!" Zucca	Spam, spam, spam, spam, spam
Internet: mrz5149@ritvax.isc.rit.edu	Spam, spam, spam, spam, spam
Printing And Applied Computer Science	Lovely spam, woderful spam!
RIT - Rochester Institute Of Technology	Shut up. Shut up! Shut Up!
+---+-----------------------------+

2473. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 19:04:24 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC63uBD.MAI@netcom.com>
Source record: 38921

In article <1993Apr26.162143.1371@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > handle 0 is stdin, handle 1 is stdout, 2 is stdaux, there are no
> > DOS-level MIDI and raw console handles.
>
> But, it contradicts what (little) the GEMDOS manual says, and also what
>Mike Fulton told me a couple months ago.

The GEMDOS manual is wrong. Mike probably made the mistake of consulting it.

I have the GEMDOS sources open in another window as I type. Both old (pre-Falcon) and new (Falcon) GEMDOS set up the standard handles as follows:
handle 0: CON: (standard input)
handle 1: CON: (standard output)
handle 2: AUX: (serial port)
handle 3: PRN: (printer)
handle 4: CON: (undocumented)
handle 5: CON: (undocumented)

MiNT and MultiTOS do *not* set up handles 4 and 5, i.e. these are invalid handles. They've never been documented to be anything in particular, as far as I know. I think they were intended to be reserved for application use, in case an application wants to pass a file handle to its child. In any case, do not rely on these pointing at anything in particular when your application starts; it's entirely possible (probable, in fact) that earlier TOS versions didn't set them up, and future TOS versions may set them up differently.

(It's quite possible that we had planned to make handles 4 and 5 default to MIDI and raw console, and maybe we'll still do this.)

> If 4 and 5 are so wasty, why haven't folks used one of them for stderr?
>Personally, I'm not fond of the concept of redirecting stderr anyway.
>I've always thought of it as a way to talk interactively to the user even
>when stdout is redirected. There are times when you want a program to be
>able to say something to the user no matter what the user has done with
>redirection.

If you want to be sure of talking to the user, you can open "CON:" and write to it.

I think there certainly are times when it's useful to redirect stderr (e.g. to catch errors in a batch file). It seems that many (most?) ST programs use handle 2 for stderr, after redirecting it to the console.

That's not necessarily something that Atari can endorse officially,
but since it is a well-entrenched existing practice it's also unlikely
that we can change it.
--
Eric Smith ersmith@atari.uucp ersmith@netcom.com

2474. Re: TT & Fast-RAM boards

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 19:09:23 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.191.735851363@dhhalden.no>
Source record: 38923

In article <1993Apr26.173743.1@elde1.epfl.ch> porret@elde1.epfl.ch writes:
>I recently bought a TT with 4Mo ST RAM, and I'd like to upgrade it with a
>TT-RAM board. Could somebody answer the following questions :
>
>- Is there any differences in speed between different boards ? (Maybe some
> allow burst-mode and some not ?...)

A friend of mine tested that when he borrowed my Mighty Mic card earlier this year. I had fixed him some SIMMs and he had an Atari branded card so he tried them both. There were some differences, but hardly of any significancy to everyday life.

>- I heard that the MightyMic board was quite good, but it is expensive too.
> Is there any good reason for this high price ?

Well, The Mighty Mic is good but it caused me a lot of trouble, since the only type of SIMM they can guarantee works 100% is either Toshiba or Samsung. It took me several months to get hold of the correct RAM... Recently, a new player entered the market with a similar card. The difference is that it cost about 60% of the Mighty Mic card, yet accepts up to 128MB of SIMM using 16MB SIMMs (and it accepts any brand as long as it isn't Siemens). The Mighty Mic is only supporting 32.(Of course, they have a bigger card, but it cost $$$$). It has to be said that after this card made it onto the market, the dealer prices on MM cards has plunged, so it will probably be available cheaper than the normal DM700,- asking price. As for having such a high price - I don't know. The card is wery well done, the latest rev. is a beauty and it works fine. My only guess is that at one time they were the only player on the marked and they milked it for what it was worth...

>Thank you.
>--
>Alain-Serge Porret | E-mail : PORRET@ELDE1.EPFL.CH

Anytime,

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2475. Need GFA compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 19:37:53 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Apr26.193753.175864@zeus.calpoly.edu>
Source record: 38924

Can anyone tell me where to get a GFA BASIC compiler?

.....cwilliso

2476. Mint Gem and memory protection

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 21:17:41 UTC
From: llunch@ackerman.cba.csuohio.edu
Message-ID: <1993Apr26.211741.12674@news.csuohio.edu>
Source record: 38925

Why won't gem work with mint030? Will it work if it is
started before mint? Is the problem that gem goes into other programs
memory for resources, or that other programs go into gem during
calls. If it is the latter, I wouldn't think gem would work under any
Mint. I assume that when a process makes a kernal call, or is
interupted, mint makes sure it has a legal pc (I know I've had
segmentation faults). So, when an application calls rscr_load which
calls Mint, why is there no fault? Also, it is possible that mint
would interupt an accessory, its memory is owned by the desktop yet

2477. STe SIMM install instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 21:25:14 UTC
From: phruby@ucrengr
Message-ID: <29607@galaxy.ucr.edu>
Source record: 38926

Hi! I have a STe with 2mb of memory in it and would like to upgrade it to four megs. Could someone e-mail me complete instructions on what simms to buy, and how to install them? Thanks!

Paul
phruby@ucrengr.ucr.edu

2478. Re: ACC.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 22:10:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A29851@K.maus.de>
Source record: 38886

V>Ther's an acessory wich allows this, but in a slightly different way:
V>chameleon, from Julian Reschke (I think he programmed it).

Chameleon was written by Karsten Isakovic, NOT by Julian.

The main adv. of ACC.PRG is that it prevents you from messing up your root directory with lots of ACCs, e.g. when you use SUPERBOOT with several different setups.

V>What's better is that you can later unload the accessory and replace it by
V>another one.

I agree, but it's worth to be mentioned that this will fail with ACCs that do not use XBRA. I've had a lot of messages like "The Chameleon can't unload the ACC". :-(

Regards,
Andreas

2479. Re: Implementing kbhit(), getch()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-26 22:25:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A29196@UN.maus.de>
Source record: 38853

In <sourada.735782146@vincent2.iastate.edu>,
Steven D Ourada (sourada@iastate.edu) wrote:

>For a program I'm porting, I need functions kbhit and getch. kbhit is
>supposed to see if a key has been hit, 'on the fly', and getch is supposed
>to get a key or wait for one if there hasn't been one.
>
>I tried various solutions, some of which worked only with TOS, some only with
>MiNT running. Finally I tried this, it seems to work, but is it a good
>solution?
>
>int kbhit(void)
>{
> return((int)Bconstat(2));
>}
>
>int getch(void)
>{
> return((int)(Bconin(2)&0xff));
>}

If your program does _any_ GEMDOS screen output at all, you should use the
GEMDOS function Cconis() and Crawcin() instead of BIOS functions - otherwise,
keys will be lost!
The problem is caused by GEMDOS having its own keyboard buffer which
is filled whenever screen related GEMDOS functions are called; the "lost"
keys might reappear _much_ later in another program that uses the GEMDOS
keyboard functions!
(As far as I know, this is no longer a problem if MiNT is installed...)

If your program is a GEM application (i.e. uses /any/ GEM AES functions),
you should use neither BIOS nor GEMDOS keyboard functions, since (you
guessed it...;-)) GEM AES adds yet another layer of keyboard buffering -
always use some evnt_multi() variant instead.
(MultiTOS may add further complications.)

Martin

| e-mail: Martin_Koehling @ un.maus.de |
| Please don't mail any replies longer than 16 KBytes - |
| the Mausnet can't handle large data quantities! |

2480. STeno/STalker/STopped

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 00:40:08 UTC
From: rrice@ccat.sas.upenn.edu
Message-ID: <123292@netnews.upenn.edu>
Source record: 38927

[No readable article body recovered]

2481. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 02:54:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13131@uqcspe.cs.uq.oz.au>
Source record: 38928

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>If only the desktop understood fonts of other than 8 or 16 rows. I have a
>great 5x9 font, a 6x10 font, and an 8x12 font that I find much more pleasant
>and useful....

Huh! You're obviously still talking *fixed-width* fonts.

I want proportional-spaced fonts for MenuBar titles and items. No reason why
they aren't possible.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2482. Re: Screen Accellerators For Falcon....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 04:06:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ribf9INNcoc@golem.wcc.govt.nz>
Source record: 38929

>I tried an OLD copy of TurboST (fore-runner of Warp 9) on my Falcon last nig
>Speed increases of 600% were found. But there are some nasty screen corrupti

600%? Looks like Atari are still using their badly optimised C code for
the screen drawing routines, you'd think that they would rewrite those
areas using some of the code similar to what TurboST or Warp-9 uses,
even if it is in assembler, surely it couldn't be that difficult!

2483. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 05:41:40 UTC
From: ken@isgtec.com
Message-ID: <4655@isgtec.isgtec.com>
Source record: 38859

```
< Now listen, I know EXACTLY what I'm talking about. And if we are talking
< about a TOS-SHOW-thingy (only scrolls in one direction, downwards)

Actually, no, that's not what the program does, it scrolls forward and
backward at variable speed, fully accomodating long lines (> 80 chars)
of *any* length. Meaning you can give it binary files if you want, and
you don't have to scroll sideways to see long lines. However you make
some good points, I'll comment below.

< you're TOTALLY wrong when you say an 8 MHz STE can't do fast smooth-
< scrolling using the method I described. Even if the scrolling is multi-
< directional you're wrong.
< .....
< To scroll anything
< on the screen without using lots of memory does automatically force
< you to update AT LEAST as much as you scroll.

True, but the route I took did use a user-selectable amount of extra screen
memory, so I didn't have to update and scroll together at all, until the
boundaries of the screen memory were reached, at which point I "batch"
the updates and redraw. This produces a small delay, but this can be
adjusted. I'll explain why I did this below.

< If you rely on using
< Timer B or HBL interrupts it's possible to make a scroller that is even
< faster than the one I've described (I think so at lest, haven't tried
< it myself). [strange algorithm removed]

Ok, but as long as you can keep up in the VBL's at a reasonable scroll
rate, without any delays, you don't need to go faster, as you mention.

< NO NO NO! I can't imagine where you've heard that an 8 MHz STE can't
< update 2560 bytes/VBI (16 pix high font in monochrome). It can probably
< update so much of the screen that you can scroll 1/10th of a screen 70
< times a second. That would mean 7 pages of text in one second. Is that
< fast enough?

Yes. There's not much point in scrolling that fast. I'll take your word
that you can update 2560 bytes/vbl (which of course in mono is all
single-byte writes). I think the discrepancy between what you're saying
and what I am is that my program makes some restrictions on the way text
is written because of the generality of the program. I was a bit hasty
in saying that some things were impossible. Perhaps you can write 2 lines
in mono per vbl, expanding tabs, if you can do a tight loop of just moves
to the screen, with no multiplies or divides. It is clear to me now that
the reason my text drawing stuff takes longer is some overhead per character,
```

not writing the character itself (which takes 16 instructions in mono). One
big problem is scrolling backwards over a long line, which is screwed up
by most text viewers. My program keeps no line data structures at all, and
the way it works, I never have to worry about where physical lines begin
(as opposed to logical lines). So how would you scroll backward by one
physical line with your algorithm? Where does the line start with lines
much longer than 80 chars? Remember there can also be tabs in long lines.
My program handles this completely, at the expense of not being able to
draw in the vbl while smooth scrolling. If you want to maintain lists of
pointers to the beginnings of all the lines, this takes time to calculate
also.

< Why would VT52 escape sequences make it much slower. You just don't use
< any of the code from the OS but write your own VT52-handling. The overhead
< per normal printable character would be very low.

Sure, checking for ESC is fast etc, but processing some of the codes is
slow, depending on which ones you mean. Also I can't see any point in
adding vt52, it's a text viewer not an editor. Haven't seen many files
with vt52 codes in them, other than some strange character demos. Inverse
video might be useful, but not many files have this in them.

< Every VT52-function would of course add quite a lot
< of overhead since the X-position would have to be calculated by multiplying,
< which is rather slow on a 68k.

< ....
< what about all who use MTOS?

Both of them, you mean? :^}

< What do you think
< they will think of your program when it screws up their desktop. I doubt
< they'll use it much! :(

I doubt it too. Considering that you need a TT or at least a Falcon to
effectively use MTOS, worldwide so far that's a couple hundred people.
And they don't make the TT anymore.

< Why don't you explain how your program works! It would make this
< discussion much more interesting. :) It's very possible that I've
< overlooked something that would make double-buffer technique impossible
< to use, but I can't tell unless you tell me what your program is
< capable of.

Well I have explained it by now, and I have no more time to type in big
posts. 8^) Maybe in a later version of the program I will try to optimize
the character loop, but I'm no demo coder and the program works well right
now. If you want to discuss further, let's use email...

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2484. NewdeskInf and video

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 05:53:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.166499@cix.compulink.co.uk>
Source record: 38930

Does anyone know what all the numbers in the line starting
with #E in the NEWDESK.INF file on the Falcon mean?

I have managed to get overscan on TV and SC1224 by changing
some values, but I'd like to know more. There's nothing about
this in the dev docs.

Also, how do I get 800*600 on an svga? Maybe someone who knows
can mail me an exec that does this.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2485. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 07:46:04 UTC
From: rincewind@discworld.oche.de
Message-ID: <2bdd9ce4a3bf71@discworld.oche.de>
Source record: 38867

>Personally, I'm not fond of the concept of redirecting stderr anyway.
>I've always thought of it as a way to talk interactively to the user even
>when stdout is redirected. There are times when you want a program to be
>able to say something to the user no matter what the user has done with
>redirection.

That's what stderr is for - to talk to the user when stdout is
redirected to some file or to /dev/null. If the user has redirected
stderr, too, he does not want that messages - and in that case, I find
it annoying if the program finds some other way to print it.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"People who used magic without knowing what they were doing usually came to a
sticky end. All over the entire room, sometimes."(T. Pratchett, Moving Pictures)

2486. Re: Screen Accellerators For Falcon....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 07:58:40 UTC
From: elendir@inf.enst.fr
Message-ID: <2708@enst.enst.fr>
Source record: 38932

Dieter Fiebelkorn writes
]
] I have heard that NVDI for Falcon is ready near in the future (next days,
] next week)!

That s right. We have had a demo of a beta-version at Atari France. It looks groovy !!!

Vince.

--

PSG : NOTRE HISTOIRE DEVIENDRA LEGENDE.

2487. Re: conterm & Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 08:46:14 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993Apr27.084614.15236@fwi.uva.nl>
Source record: 38933

mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>[> Hmm, I don't really like that method....it all depends on the user not letting
>[> go of the specific key too fast and this way the keybaord-buffer is no use.
>[> Adn what's more, with TOSWIN the screen can react quite slowly sometimes and
>[> then it really gets to be a problem. I'd only want to resort to something
>[> like that if there are no other alternatives.

>I have to disagree. No matter how much MiNT/MultiTOS slows you down, it is
>unlikely (to say the least) that the system would cut away in between the
>two commands (one to get the key and the other to check the status of the
>shift key).

The system probably wouldn't but that's not the problem: it's the delay
between the time the user pressed the key & the key got placed in the keybaord
buffer and the time I read the keyboard buffer & the shift-status. If this`
takes too long the user may have let go of the (for example) the Ctrl-key
and then there's no way to distinguise between Ctrl-M and Return.

BTW, I noticed TOSWIN sets bit #3 of conterm. Why does it do this?

Ta! Vince

--

| Opinions expressed above are | partingt@fwi.uva.nl, vincent@nextjk.wlink.nl |
| copyrighted 1993 by me! :-) | FidoNet: 2:281/202.15, NeST: 90:500/202.15 |

2488. Re: Tech help on old 520 ST wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 09:39:28 UTC
From: walter@lkn.e-technik.tu-muenchen.de
Message-ID: <walter.735903568@sun>
Source record: 38934

cse0080@desire.wright.edu (Karl C. Hansen) writes:

>I have an old 520 ST upgraded to 1MByte of ram. It has been in storage for
>about 5 years. Recently I tried to get it up and running again as an
>educational tool for my children. The machine seems to almost come up, then I
>get two bombs and a busy-bee cursor that responds to mouse movements. (This is
>with no floppy in drive A. A TOS floppy goes into an infinite read from the
>disk/flash something on the screen/restart the boot process cycle. I have been
>able to get a game disk to come up completely, i.e. the game starts running
>(the game is Silent Service) The above indicates to me that most of the system
>is probably functional. I also have another ST box that I have used to swap

this looks like your boot-diskette is dead. Try another one.
Esp. some file on the disk, which is executed, is bad. Therefore
the boot cannot complete, and starts again.
The game disk has other files to boot, and it works.

--
Greetings from Munich, Bavaria!

Walter.
+...+
+ Internet: walter@lkn.e-technik.tu-muenchen.de +
+ Fidonet: Walter Loepsinger on 2:246/61 +
+...+

2489. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 11:25:05 UTC
From: julian@math.uni-muenster.de
Message-ID: <1rj56i$25vd@obelix.uni-muenster.de>
Source record: 38937

In article 1371@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > handle 0 is stdin, handle 1 is stdout, 2 is stdaux, there are no
> > DOS-level MIDI and raw console handles.
>
> Eric, I hesitate to question what you say here. Really I do. If anyone
> should know this stuff, it'd be you, I'd think.
>
> But, it contradicts what (little) the GEMDOS manual says, and also what
> Mike Fulton told me a couple months ago.
>
> The GEMDOS manual is where it says handle 0 is stdin/stdout and 1 is
> stdaux and 2 is stdprn. I can believe the GEMDOS manual is wrong (that'd
> hardly be a first, huh?). Mike Fulton is the one who told me about there
> being DOS-level MIDI and raw console handles, #s 4 and 5 I believe he said.

The GEMDOS reference manual is wrong.

>
> So the real standard handles are:
>
> 0 - stdin
> 1 - stdout
> 2 - stdaux
> 3 - stdprn
> 4 - ???
> 5 - ???

Nope. Devices 4 and 4 aren't connected to anything (well perhaps to stdout, but
who cares).

>
> If 4 and 5 are so wasty, why haven't folks used one of them for stderr?
> Personally, I'm not fond of the concept of redirecting stderr anyway.
> I've always thought of it as a way to talk interactively to the user even
> when stdout is redirected. There are times when you want a program to be
> able to say something to the user no matter what the user has done with
> redirection.

Because everything in the UNIX world relies on handle 2 being stderr. BTW: redirecting
stderr is very useful if you want to put error messages in a file (just an
example). When you want to talk directly to the user, you can still Fopen CON:, this
works with GEMDOS and MiNT.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)

eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2490. Re: conterm & Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 14:09:31 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C65BBw.I5v@liverpool.ac.uk>
Source record: 38939

In article <H.eg.Kq0vRf2gy4M@elfhaven.ersys.edmonton.ab.ca>,
mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
> I have to disagree. No matter how much MiNT/MultiTOS slows you down, it is
> unlikely (to say the least) that the system would cut away in between the
> two commands (one to get the key and the other to check the status of the
> shift key).
>
Yes, but what if your code doesn't allow you to scan the keys instantly. Say
the first keypress causes a screen redraw, and the second keypress occurs
before this redraw has been completed. We're talking about situations where
the keys are being read from a queue, not directly from the keyboard - the
question is, are the shift statuses buffered as well. The answer is likely
to be no, since buffering them would lead to possible confusion (if you
didn't always read both queues together, for example)

> I mentioned this method because it would work in a TOS or GEM program. If
> the program is strictly GEM, the best way to go would be to use the value
> returned by the event handler handler, in which case you would not need
> to call Kbshift() at all, since I believe (not positive) that the shift
> key status is also returned.
>
I use this method in an editor in one of my programs, but it has (as far as
I can see) a problem. I use a two tables in reading the keyboard. The first
table contains pairs of evnt_keybd() return values to function numbers,
and the second contains pairs of function numbers to function pointers.
This way, I can simply dump the first table to disk to let the users
save their redefined key mappings. The problem occurs if I want to make
the help file reflect the new key mappings. In a system that returned
a code for each key on the keyboard, which didn't change if a control
key was pressed, and the control key status in, say, the top four bits,
I only have to store a small amount of text to describe the keys. With
the evnt_keybd() stuff I have to store a text string describing every
key combination, eg

<code for ALT + A> "ALT+A"
<code for CTRL+F10) "^F10"

etc.

Am I missing some simple work around to this?

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2491. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 14:48:08 UTC
From: and@thor.mim.uni-hannover.de
Message-ID: <and.2.0@thor.mim.uni-hannover.de>
Source record: 38850

In article <ersmithC63uBD.MAI@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>From: ersmith@netcom.com (Eric R. Smith)
>Subject: Re: GEMDOS standard handles
>Date: Mon, 26 Apr 1993 19:04:24 GMT

>I have the GEMDOS sources open in another window as I type. Both old
>(pre-Falcon) and new (Falcon) GEMDOS set up the standard handles as
>follows:
>handle 0: CON: (standard input)
>handle 1: CON: (standard output)
>handle 2: AUX: (serial port)
>handle 3: PRN: (printer)
>handle 4: CON: (undocumented)
>handle 5: CON: (undocumented)

>MiNT and MultiTOS do *not* set up handles 4 and 5, i.e. these are
>invalid handles. They've never been documented to be anything in particular,
>as far as I know. I think they were intended to be reserved for

As far as I know they are documented in the "Rainbow" TOS 1.4 Release Notes
to be CON:.

>application use, in case an application wants to pass a file handle
>to its child. In any case, do not rely on these pointing at anything
>in particular when your application starts; it's entirely possible
>(probable, in fact) that earlier TOS versions didn't set them up,
>and future TOS versions may set them up differently.

TOS 1.0 and 1.2 leave them uninitialized, but you can set them to CON: and
then pass it to your children (Use Fforce).
TOS 1.4 and higher set them to CON, so it should be a sensible idea to use
handle 4 for stderr. I think that would be the best way at all.

>(It's quite possible that we had planned to make handles 4 and 5 default
>to MIDI and raw console, and maybe we'll still do this.)

I don't think so.

>> If 4 and 5 are so wasty, why haven't folks used one of them for stderr?
>>Personally, I'm not fond of the concept of redirecting stderr anyway.
>>I've always thought of it as a way to talk interactively to the user even
>>when stdout is redirected. There are times when you want a program to be
>>able to say something to the user no matter what the user has done with
>>redirection.

>If you want to be sure of talking to the user, you can open "CON:" and
>write to it.

But the user can not redirect the errors! That's no good idea at all.

>I think there certainly are times when it's useful to redirect stderr
>(e.g. to catch errors in a batch file). It seems that many (most?)
>ST programs use handle 2 for stderr, after redirecting it to the console.

I think that depends on the C compiler used for compiling the program.

2492. WM_ARROWED bug! (help wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 15:28:50 UTC
From: tose@brosme.dhmolde.no
Message-ID: <TOSE.93Apr27152850@brosme.dhmolde.no>
Source record: 38938

Since Atari doesn't seem to have any intentions towards fixing the very irritating bug that gives you two WM_ARROWED messages for each click I'm asking you guys how to fix this myself in my own programs. Should I use a timer to wait for a (possible) second message or what?

I know there is a program that fixes this bug (arrowfix), but I want my programs to work correctly with or without having this program resident..

At the moment I am using Tos 4.01 and 4.04 and they both still have this bug.

Please give me some advice here guys..

Cheers,

Torbjoern Ose - tose@brosme.dhmolde.no

2493. Re: WM_ARROWED bug! (help wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 15:32:35 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1rjjmj$f6v@info2.rus.uni-stuttgart.de>
Source record: 38940

In <TOSE.93Apr27152850@brosme.dhmolde.no> tose@brosme.dhmolde.no writes:

>
> Since Atari doesn't seem to have any intentions towards fixing the very
> irritating bug that gives you two WM_ARROWED messages for each
> click I'm asking you guys how to fix this myself in my own programs. Should
> I use a timer to wait for a (possible) second message or what?
This is the way I do it:

If I get this message (evnt_multi) in my main loop I set a flag.
When I call evnt_multi there are 2 cases:
1) The flag is set
I ask for a timer event (t=0) AND a message event
2) The flag is unset
I ask for a message event.
(timer event only if you really need it. It cuts performance when you
have more than 1 application in multi-tos)

If I get the WM_ARROWED message AND the flag is set I ignore this message
and unset the flag.
IF I get ONLY the timer event I unset the flag.

This works with or without arrowfix.

With arrowfix the only problem could be that massages are ignored if
you click faster than the program can work.
I think tat's not a bug, it's a feature. But you can optionally
skip this algorithm if the user wants.

>
> I know there is a program that fixes this bug (arrowfix), but I want my
> programs to work correctly with or without having this program resident..
>
> At the moment I am using Tos 4.01 and 4.04 and they both still have this
> bug.
>
> Please give me some advice here guys..
>
> Cheers,
>
> Torbjoern Ose - tose@brosme.dhmolde.no
Here it is.
Gerd

internet: CASTAN@cip.physik.uni-stuttgart.de

(Neuer Rechnername! Der alte bleibt aber noch einige Zeit gueltig.)
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 # obHack: Writing LIFE in Lotus 1-2-3
[D-70327 Stuttgart] #

2494. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 15:49:51 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr27.154951.21503@mnemosyne.cs.du.edu>
Source record: 38841

> [more details on standard handles]

Thanks, Eric. All this redirection stuff which I've been shunning for years because it's so confusing isn't really so bad after all. I've just been mislead by various conflicting docs.

Since we're clearing up bad documentation here, let me mention one more thing that might mislead some folks (it did me, briefly): that Lattice C manuals, in describing Fdup() and Fforce(), state that after redirecting a file using a sequence such as:

```
newhandle = Fcreate(newfile, 0);
oldhandle = Fdup(2);
Fforce(2,newhandle);
spawnl(etc,etc);
Fforce(2,oldhandle);
Fclose(oldhandle);
```

They say that there's no need to Fclose(newhandle); because the child process will have done so. That appears to be just plain wrong (thank gawd), you do need to close the newhandle. (Well, you can let it auto-close when your program ends, but that's sloppy. The point is, the termination of the child process doesn't auto-close a handle you opened, which is what the Lattice docs say.)

```
--
================================================================================
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
================================================================================
```

2495. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 15:57:45 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr27.155745.21903@mnemosyne.cs.du.edu>
Source record: 38842

> to talk to the user, you can Fopen("CON:")

That came to me in a Blinding Flash of the Obvious yesterday. Except:
is it really necessary to Fopen() CON:? I just did an Fwrite(-1, ...)
in a place where I absolutely positively have to talk to the console
regardless of redirection. I figured that was safe, since -1 is supposed
to be an always-open handle to the console as near as I can tell. Is this
and unsafe method?

Also, what is the common syntax ST shells use for redirecting stderr? I
looked in some msdos source code, and it seems to support two syntaxes:

2> filename
>& filename

Is either of these the 'right' way to do it with ST shells? (The msdos
source also accepts 2>> and >>& to append, btw.)

--
==
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
==

2496. Re: WM_ARROWED bug! (help wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 16:05:06 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr27.160506.22377@mnemosyne.cs.du.edu>
Source record: 38843

```
> [double-scroll bug with WM_ARROWED messages]
> I want to put a fix in my own program.

This is simplicity itself, as it turns out: you just have to wait for a
double-click in your program, just once. I use the following sequence:

XMULTI xm;

xm.mflags = MU_TIMER | MU_BUTTON;
xm.mbclicks = 2;
xm.mbmask = 1;
xm.mbstate = 1;
xm.mtcount = 100; // 100 ms wait; don't use 0!

evnx_multi(&xm);

Just that simple act of waiting for a double-click in your own code seems
to clear up the double-scroll bug. You only need to do it once. I have
no idea why it works, it just does. :-)

--
================================================================================
- Ian Lepore | One thing you've got to admit about David Koresh:
ianl@bix.com | He sure knows how to preach to his conflagration!
================================================================================
```

2497. Re: TT : HD drive upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 16:27:21 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C65HpM.6Lr@hpbbrd.bbn.hp.com>
Source record: 38742

porret@elde1.epfl.ch wrote:
> I have a TT with 3.05 TOS, and I'd like to change the disk drive to be able
> to use HD disks. Is that true that, to do it, I "only" have to :
> - Upgrade my TOS to 3.06.

You don't have to unless you really need to format HD disks from the
Desktop. There are lots of PD formatters around that format HD disks.

> - Change the WD1772 (or something like that) disk controller with an Ajax
> controller.

If you're lucky (like me), you don't have to do that. Just replacing
the drive did the trick for me. Most old 1772s can also be clocked at
16 MHz.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

2498. Re: conterm & Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 16:34:02 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC65I0q.Bn4@netcom.com>
Source record: 38845

In article <1993Apr27.084614.15236@fwi.uva.nl> partingt@fwi.uva.nl (Vincent Partington) writes:
>BTW, I noticed TOSWIN sets bit #3 of conterm. Why does it do this?

TOSWIN doesn't set bit #3 of conterm. What it does is that it takes the key code and shift key status returned by GEM's evnt_multi, and passes them both to the program running in its window *as if* conterm bit #3 had been set.

Why does it do this? To solve precisely the problem that you were discussing: how to get shift key status in a multitasking environment. The solution is to do a Bconin() and to look for the shift keys in the highest byte. This will work under MultiTOS because your program will be in a TOSWIN-like window, and will work under normal TOS if you set conterm bit #3.

Eric Smith ersmith@netcom.com ersmith@atari.uucp

2499. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 16:47:48 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1rjo3kINNf30@elroy.jpl.nasa.gov>
Source record: 38844

In article <13131@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>>If only the desktop understood fonts of other than 8 or 16 rows. I have a
>>great 5x9 font, a 6x10 font, and an 8x12 font that I find much more pleasant
>>and useful....
>
>Huh! You're obviously still talking *fixed-width* fonts.
>
>I want proportional-spaced fonts for MenuBar titles and items. No reason why
>they aren't possible.

Ah, yep. I like fixed-width, it makes my terminal programs more legible... }-)
But I guess proportional would be OK for menus & titlebars...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2500. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 16:58:41 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1rjoo1INNflr@elroy.jpl.nasa.gov>
Source record: 38846

In article <1993Apr24.012000.25333@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>(or 16th or 4th depending on how fast you want your text to scroll). It's
>much more complex and the overhead presented by the interrupts as well as
>the possibility of getting flicker due to non-accurate interrupts
>(remeber that a mul takes 70+ cycles and an interrupt has to wait till
>the instruction is finished) would probably not make it a very nice
>option...

You don't need to use the multiply instruction, though...

>of overhead since the X-position would have to be calculated by multiplying,
>which is rather slow on a 68k.

Assuming an 8-pixel wide fixed-width font, the X-position is a one-to-one
correspondence with memory addresses. You mean the Y-position (vertical)?
You can get the Y position from a lookup table, and eliminate any need for
multiplication. This is the method I used in my optimizations to MiNT's
fasttext driver. This is also how I set up my putpixel/getpixel routines
in my old port of Fractint.

Too bad none of this discussion is applicable to a GEM-windowing environment.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2501. Re: Implementing kbhit(), getch()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 17:06:42 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1rjp72INNg5b@elroy.jpl.nasa.gov>
Source record: 38847

In article <sourada.735782146@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>For a program I'm porting, I need functions kbhit and getch. kbhit is
>supposed to see if a key has been hit, 'on the fly', and getch is supposed
>to get a key or wait for one if there hasn't been one.

Ah, an MSDOS program.
>
>I tried various solutions, some of which worked only with TOS, some only with
>MiNT running. Finally I tried this, it seems to work, but is it a good
>solution?
>
>int kbhit(void)
>{
> return((int)Bconstat(2));
>}
>
>int getch(void)
>{
> return((int)(Bconin(2)&0xff));
>}
>
>(Of course, making them macros might make more sense, but that's not the
>point...)

They're probably fine. I think I always used Cconis() and Cconin(), since they use the GEMDOS handles and thus allow for redirection.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2502. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 17:19:59 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1rjpvvINNgpp@elroy.jpl.nasa.gov>
Source record: 38848

In article <1993Apr27.155745.21903@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> Also, what is the common syntax ST shells use for redirecting stderr? I
>looked in some msdos source code, and it seems to support two syntaxes:

MSDOS - Just Say NO. You really need to go to The Source to find The Right Way to do things. In this case, the entire concept of Shells and I/O redirection, as poorly implemented in MSDOS, is merely a rip-off of Unix.
>
> 2> filename

This is the syntax used by the Unix Bourne shell. In fact, the Bourne shell lets you open any file descriptor this way, e.g.
n> filename, n< filename

where n is a single digit from 0 to 9.

> >& filename

This is the syntax used by the Unix C-shell. Note that when using this redirection, *both* stdout *and* stderr get redirected to the specified file. If you only want to redirect stderr, and leave stdout alone, you have to play C-shell games.
>
> Is either of these the 'right' way to do it with ST shells? (The msdos
>source also accepts 2>> and >>& to append, btw.)

Most ST shells try to emulate either the Bourne shell or the C shell. So, whichever is the correct syntax depends on which shell you're using. I would heartily suggest that you read the "I/O redirection" sections of both the Bourne shell and C shell manual pages. The Bourne shell is tremendously flexible in this are, the C shell less so.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2503. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 17:30:47 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Apr27.173047.28502@tdb.uu.se>
Source record: 38849

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
: [...]
: Too bad none of this discussion is applicable to a GEM-windowing environment.

It's a real pity one need to think about windows and multitasking
and stuff like that. ;-) Personally I try to avoid arguing about GEM
since I know far too little about it to be able to defend any standpoint
I might have...

BTW, you're of course right about the lookup-table!

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

2504. Re: Tech help on old 520 ST wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 18:21:36 UTC
From: cse0080@desire.wright.edu
Message-ID: <1993Apr27.132136.9031@desire.wright.edu>
Source record: 38851

In article <walter.735903568@sun>, walter@lkn.e-technik.tu-muenchen.de (Walter Loepsinger) writes:
> cse0080@desire.wright.edu (Karl C. Hansen) writes:
>
>>I have an old 520 . . . . . A TOS floppy goes into an infinite read . . .
>
> this looks like your boot-diskette is dead. Try another one.
> Esp. some file on the disk, which is executed, is bad. Therefore
> the boot cannot complete, and starts again.
> The game disk has other files to boot, and it works.
>
>
> --
> Greetings from Munich, Bavaria!
>
> Walter.
> +...+
> + Internet: walter@lkn.e-technik.tu-muenchen.de +
> + Fidonet: Walter Loepsinger on 2:246/61 +
> +...+
I have TOS in rom, and I seem to recall that the machine should be able to come up without any disks at all. When that didn't work, I tried the TOS disk which goes into the infinite reboot cycle.

I have since tried another "non-boot" disk which has a file in the auto folder which initializes the time/date from a battery-backed chip (Timekeeper). With this disk, I can see the time/date initialization, then the system reboots again before the desktop comes up. Once again, I am in an infinite loop.

Could this be caused by bad memory?

Karl C. Hansen
cse0080@desire.wright.edu
Kalamazoo, MI

2505. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 20:01:15 UTC
From: llunch@hopper.cba.csuohio.edu
Message-ID: <1993Apr27.200115.15942@news.csuohio.edu>
Source record: 38855

In article <1rjoo1INNflr@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>You don't need to use the multiply instruction, though...
>
>>of overhead since the X-position would have to be calculated by multiplying,
>>which is rather slow on a 68k.
>
>Assuming an 8-pixel wide fixed-width font, the X-position is a one-to-one
>correspondence with memory addresses. You mean the Y-position (vertical)?
>You can get the Y position from a lookup table, and eliminate any need for
>multiplication. This is the method I used in my optimizations to MiNT's
>fasttext driver. This is also how I set up my putpixel/getpixel routines
>in my old port of Fractint.
>
>Too bad none of this discussion is applicable to a GEM-windowing environment.

If you want to multiply by ten, why not move to a temporary
register, shift the temp by 3, shift the original by 1, and add. To
multiply by 6 shift temp 2 instead of 2. Instant support for gemini's
8 point font. I wrote this longhand since don't know the details of
gcc inline assembly. I've never tried this, am I wrong thinking it
would work? It seems strange that the 68000 would take as long
multiplying by easy numbers as hard ones, and that assembly code could
work several times faster.

2506. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 21:47:55 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC65wJw.6uD@netcom.com>
Source record: 38856

In article <1993Apr27.155745.21903@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> to talk to the user, you can Fopen("CON:")

> That came to me in a Blinding Flash of the Obvious yesterday. Except:
>is it really necessary to Fopen() CON:? I just did an Fwrite(-1, ...)
>in a place where I absolutely positively have to talk to the console
>regardless of redirection. I figured that was safe, since -1 is supposed
>to be an always-open handle to the console as near as I can tell. Is this
>and unsafe method?

It's safe as long as nobody has done an Fclose(-1). I would add the extra
2 or 3 lines of code to open CON:; it's better to practice defensive
programming. (Yes, Fclose(-1) *should* fail in most versions of TOS.
I wouldn't assume that all versions of TOS are free of bugs, though :-))

--
Eric Smith ersmith@atari.uucp ersmith@netcom.com

2507. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 22:05:50 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC65xDr.8HI@netcom.com>
Source record: 38858

In article <and.2.0@thor.mim.uni-hannover.de> and@thor.mim.uni-hannover.de (Andreas Kromke) writes:
>In article <ersmithC63uBD.MAI@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>>MiNT and MultiTOS do *not* set up handles 4 and 5, i.e. these are
>>invalid handles. They've never been documented to be anything in particular,
>>as far as I know. I think they were intended to be reserved for
>
>As far as I know they are documented in the "Rainbow" TOS 1.4 Release Notes
>to be CON:.

I can't find this in my Rainbow TOS release notes; the only reference to "standard handles" I can find is a comment that closing a standard handle causes it to revert to its default BIOS device.

>TOS 1.4 and higher set them to CON, so it should be a sensible idea to use
>handle 4 for stderr. I think that would be the best way at all.

Except that no existing applications do this, and a lot of existing applications already use handle 2 for stderr. I suppose it wouldn't be the first time that Atari broke existing practice, but in this case I'd rather not; the gain wouldn't really be worth it, in my opinion.

I think it's actually quite useful for applications to have 2 handles which they can define for themselves and pass to children, and so unless some compelling reason comes along, handles 4 and 5 will remain undefined by the operating system and available for application use. If applications decide to use them for standard error output, fine; we're not going to stop them. But it is a bad choice, since no existing tools will write error output to either of those handles. And keep in mind that handles 4 and 5 are *not* guaranteed to point at CON: when a program starts, unless the program's parent has explicitly arranged for that to happen. (The same is true of handle 2 also, of course.)

This isn't "official Atari policy", because it's not written on paper. I would be highly surprised if any official Atari policy differed from it, however...
--
Eric Smith ersmith@atari.uucp ersmith@netcom.com

2508. HELP! Need news reader.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-27 22:16:44 UTC
From: seacat@carson.u.washington.edu
Message-ID: <1rkbccINNs81@shelley.u.washington.edu>
Source record: 38857

Can somebody tell me if there is a shell that will redirect i/o to modem?

Or is there any UUCP/MAIL software for the ST that will allow a bbs and its users to access the newsgroups, and email?

I know that HERMES will do this, the problem is making it possible for the bbs users to have access to it over modem.
Any help would earn major praise!

Thanks Alot!

A shell with redirection would be great, and a RN/NN type program would also be helpful.

2509. Re: Monitor pinout for 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 01:51:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A29902@K.maus.de>
Source record: 38759

```
>1--Audio Out 7--Red
>2--Composite Sync 8-- +12vdc (10ma)
>3--General Purpose Output 9--Horizontal Sync.
>4--Monochrome Detect 10--Blue
>5--Audio in 11--Monochrome
>6--Green 12--Vertical Sync.
>13--Ground

Early 520 ST units have nothing on pin 2 and Ground on pin 8.

STMs and STFMs have Composite Video on pin 2.

STE assignment differs; no "General purpose output" there.
```

2510. UPLOAD: GEM++ v1.5 - Free GNU C++ GEM class library

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 02:04:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13143@uqcspe.cs.uq.oz.au>
Source record: 38860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Available from atari.archive.umich.edu...
(in the /atari/Programming directory)

GEM++ is a class library for C++ that adds a layer of abstraction to
the GEM/AES/VDI system functions.

Included are all sources, makefiles, and an EXAMPLE program - ready compiled,
so you don't even need a compiler to see what it is all about. The example
program simply exercises a few of the features of the library.

A large range of classes are available, representing most of the GEM concepts:

FILE CLASS : BASE DESCRIPTION
-------- -------------------- ---------------------------------------
gemap GEMapplication - One for every program.
gemda GEMdeskaccessory
: GEMapplication - One for every desk accessory.

gemr GEMrsc - Loads and frees RSC files.
gema GEMactivity - A user interaction - the main loop.
geme GEMevent - A GEMactivity generates these.
gemfb GEMfeedback - The result of GEMevent processing.
gemks GEMkeysink - Key event consumer in a GEMactivity.
gemt GEMtimer - Timer event consumer in a GEMactivity.

gemw GEMwindow - Standard GEM windows.
gemf GEMform - Standard GEM forms / dialog boxes.
gemm GEMmenu
: GEMform - Standard GEM menus are forms.
gemhf GEMhotform
: GEMform - A GEMform that with extra features.
gemfw GEMformwindow
: GEMwindow, GEMform - A GEMform in a GEMwindow.
gemfiw GEMformiconwindow
: GEMformwindow - Iconifiable GEMformwindow.
gemd GEMdesktop
: GEMformwindow - Standard GEM desktops are forms.

img IMG - Standard GEM image format.

vdi VDI - Standard GEM vdi calls.

gemrawo GEMrawobject - GEMforms are made up of these.
gemo GEMobject - Extensible layer on GEMrawobject.
gemsl GEMslider
: GEMobject - A slider extension.

```
gemto GEMtextobject
: GEMobject - A text extension.
gemimgo GEMimageobject
: GEMobject, IMG - An extension that displays an IMG.
gemuo GEMuserobject
: GEMobject - Extension with user defined graphics.
gemvo GEMvdiobject
: GEMuserobject - User graphics drawn using a VDI.

gemal GEMalert - Standard GEM alert boxes.
gemfs GEMfileselector - Standard GEM file selector.

gemsb GEMstreambuf
: streambuf - Interprocess communication.
gemrec GEMrecorder - Records GEM events.

GEM++ has been developed with the GNU C++ compiler (G++), and so I can't
garauntee it will work on other compilers (but hey, if you manufacture a
C++ compiler for the Atari ST/TT, give me a free copy and I'll gladly
port GEM++ to use it!).

GEM++ is Free software, protected by the GNU Library General Public License,
which basically means you can use it for free, and even SELL it, or sell any
programs you write using it. You just have to distribute (or make available)
the ***GEM***** sources (not your own code) with the product. And you can't
get much fairer than that!

(MOST OF) THE NEW THINGS IN GEM 1.5 SINCE GEM++ 1.2:

- Detailed manual entries for every class.
- Added user-loaded RSC files (as opposed to GEM loaded single RSC file)
- Scroll bars now fully automated - even with GEMformwindow.
- Added new class: GEMformiconwindow - iconifiable windows!
- Vastly extended GEMslider interface - matches window slider conventions.
- Moved GEMmenu::DoItem(...) up to GEMform::DoItem() - allow the simple
interface of GEMmenu to be used on all GEMforms.
- Updated VDI to latest standard (thanks Bammi!)
- Added extension methods to GEMhotform.
- Added example desk accessory.
- Added new examples to example.cc.
- Improved overall consistency of filenames and classnames.
- Added etc/default.mak to avoid set-up problems.
- Top-level include file is now "gem++.h", not "gem.h".
- Added split main-loop to GEMactivity.
- Added direct-text and PRINTF-style GEMalerts
- Improved completeness of GEMevent
- Added GEMform::Map() - object traversal
- Moved GEMrealobject to own file, and renamed to GEMrawobject.
- Heaps of bug fixes, including bringing GNU C++ 2.3.3 compatibility.

Sorry I don't distribute GEM++ in patches yet. It has been quite dynamic
in the past - but is settling down a lot now, especially since I used it
```

to write my GEM port of NetHack.

Any help you need in setting up GEM++ or GNU C++, I'm right here on the net.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2511. HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 02:12:43 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C668t8.FsB@sdf.lonestar.org>
Source record: 38767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been trying to get at the GNU C and MiNT files from atari.archive for a long time now. I've sent out Email questions, and have sent all the proper mail with the "help" message as the FAQ said to do. However, I have been unable to achieve success.

Please help me by sending instructions on how to recieve files from atari.archive through Email and how to get some sort of file index. It would be greatly appreciated.

If you recieve duplicate postings of this message, send duplicate replies! Maybe I won't get them all! I'm going to try sending a copy of this to a bunch of places, so you may see it more than once.

Send all Mail to evanlang@sdf.lonestar.org

Thank You for any help you can send,
Evan Langlois

2512. Re: NewdeskInf and video

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 03:36:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rku3rlNNi9d@golem.wcc.govt.nz>
Source record: 38861

```
] Does anyone know what all the numbers in the line starting
] with #E in the NEWDESK.INF file on the Falcon mean?

On older machines it's the line with the resolution information!
```

2513. Archive Bit for new backup...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 03:52:31 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Apr27.225231.18770@bsu-ucs>
Source record: 38862

I am curious if there is a program (or just some way) to reset the archive bit on all files on my hard-drive so a backup program would back-up the entier hard-drive.

As it is, I've donea partial backup in the past so some of the files' bits are set so the backup program ignores them. Many of the files on the old backup disks (floppys) are corrupt so I'd like to start anew witha new batch of floppys.

Anyone?

-Matt

P.S. I'd like a bulk way of handling this rather than going through and renaming every file on my hard-drive, or some such thing. :)

2514. Re: TT & Fast-RAM boards

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 07:21:35 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.55.735981694@dhhalden.no>
Source record: 38863

In article <1993Apr26.173743.1@elde1.epfl.ch> porret@elde1.epfl.ch writes:
>From: porret@elde1.epfl.ch
>Subject: TT & Fast-RAM boards
>Date: 26 Apr 93 16:37:43 GMT
>I recently bought a TT with 4Mo ST RAM, and I'd like to upgrade it with a
>TT-RAM board. Could somebody answer the following questions :
>
>- Is there any differences in speed between different boards ? (Maybe some
> allow burst-mode and some not ?...)
>
>- I heard that the MightyMic board was quite good, but it is expensive too.
> Is there any good reason for this high price ?
>
>Thank you.
>
>---
>Alain-Serge Porret | E-mail : PORRET@ELDE1.EPFL.CH
>Department of Electricity | DecNet : 56451::PORRET
>Swiss Institute of Technology |
>---

The other card from Germany is made by Catch Computer and is half the price
of the mighty mic. I have the card myself and it works perfect. All SIMM
modules I have tried has worked.

Prowd owner of: TT 10meg, 425MB HD, 24-Bit card
Falcon030, 4/65
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

2515. Re: A couple of Falcon questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 07:38:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13159@uqcspe.cs.uq.oz.au>
Source record: 38864
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jimomura@tndb.UUCP (Jim Omura) writes:

>It's unlikely you'll find any advantage to "word bitplane" addressing
>over regular "single bit" bitplanes. Let's leave the generalizations
>behind and try the "real world" test. If you can show me an
>example...

Simple. Scrolling.

By using the movem instruction, you can easily load 48 bytes at a time into registers, then write 48 bytes back out. With word-interleaved bitplanes, in a 16 colour (4 bitplane) mode such as ST-Low, you can therefore move 96 pixels (96 pixels = 24 CONSECUTIVE words). With a bitplane-interleaved system, you must move 6 words of the first bitplane, then 6 words of the next, then 6 words of the third bitplane, then 6 words of the final bitplane.

See. Examples are easy. That's why I said there are Pros and Cons for each. But no, you just *had* to insist that one was absolutely better or absolutely worse than another. Oh well.

>In my terms that would be the "crippled word-interleave modes
>right up to 8 interleaved bitplanes and a crippled 16-bit (word-per-pixel)
>mode (because it doesn't have colour registers)."

How many video output systems have 128K of colour lookup table?????????????

Do you think 24-bit video is equally crippled? They NEVER have CLUTs.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2516. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 08:02:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13161@uqcspe.cs.uq.oz.au>
Source record: 38865

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> I didn't know about the GNULIB list of libraries to search. (I presume
>you mean an env var named GNULIB?) I was foolishly using a LIB= env var
>with a list of paths...

Hence, it's a good idea not to bad-mouth software which you aren't fully
familiar with.

Is SunOS crap just because you have to set LD_LIBRARY_PATH in order
for it's cc/ld to find libraries? (no, it's crap for other reasons)

> I notice you didn't address my other recent comment about GNU tools that
>appeared in the same message: the librarian tool doesn't work well if the
>modules contain pathnames.

Simple because I've not done that. I don't know enough to comment one
way or another.

>As for GNU C, the main thing I have against it is that it's hard to
>install and use.

That depends how much freedom you want. I can set up a big huge ZOO file
with an entire directory structure, and preset environment variables for
you to work for that structure... but everyone has different requirements.
Do you want ALL the libraries? Do you want the sources to the libraries?
Do you want the sources to the compiler? Just the tools perhaps? And what
about Bison and Flex - those too? I think the MiNT Distribution Kit fills
this need.

>Free software is different from commercial software in that the latter is
>constantly driven towards increased usability by market forces. When I
>got Lattice C, I clicked on INSTALL.PRG and 10 minutes later I had a
>fully-configured and working compiler.

I believe the MiNT Distribution Kit has an INSTALL.PRG that has exactly
that purpose.

But really, IMO, if you don't go through the process of installing the
system yourself, you may find it difficult to install updates, or to
move it around when your physical system changes.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2517. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 08:15:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13162@uqcspe.cs.uq.oz.au>
Source record: 38866

>> ... [re: Ian loves `make', but needs more features]

I agree! That's why I LOVE GNU Make - I'm even tempted at times to use
all of its extensions here at work! Ever read the GNUMake manual (nice
laser printed copy sitting here in my drawer)? It's 120 pages.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2518. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 08:59:54 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13477@hardy.rl.ac.uk>
Source record: 38868

In article 15942@news.csuohio.edu, llunch@hopper.cba.csuohio.edu (Jason Baker) writes:
> If you want to multiply by ten, why not move to a temporary
>register, shift the temp by 3, shift the original by 1, and add. To
>multiply by 6 shift temp 2 instead of 2. Instant support for gemini's
>8 point font. I wrote this longhand since don't know the details of
>gcc inline assembly. I've never tried this, am I wrong thinking it
>would work? It seems strange that the 68000 would take as long
>multiplying by easy numbers as hard ones, and that assembly code could
>work several times faster.

Actually there a whole theory about fast multiplication by small constants; its used by optimizing compilers. (see Bernstein, R., "Multiplication by Integer Constants", Software Practice and Experience, 16(7), pp 641-652, 1986). For example to multiply by 15 you can left shift by 4 and subtract off the original number.

The 68k mulu/muls instructions _are_ faster on "easier" numbers so you have to be careful that you optimization really is faster still.

These days I don't bother multiplying by a constant for screen addresses since I want my code to work with Falcon overscan and STe hscrolling. The ~12cy overhead is small if you only do one mulu/primitive and calculate all other screen addresses incrementally (I count an 80 char string as _one_ primitive).

Steven

2519. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 09:04:39 UTC
From: djs@jet.uk
Message-ID: <1993Apr28.090439.1421@jet.uk>
Source record: 38869

In <C63FFF.AKv@brunel.ac.uk> cs89bsm@brunel.ac.uk (Brendan S McEnroe) writes:

>Does any body know if their is any extra circutry required to build
>the modem 16+ MIDI for Cubase.
>I know some drivers have to be installed...
>But what are the connections of the Modem port to be used as a MIDI port within
>Cubase.
If the serial port can be driven at 31250 baud, then all the MODEM 16+ needs
to do is convert RS232 signals (voltage levels) to MIDI (current loop). This
is only a couple of cheap components. As you state, you also need the
.DRV file for Cubase to recognise the port.
--
+---+
| David Stevenson +44 235 465028 Yeo 2, Boston 1 3rd in GMVC! |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2520. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 09:30:05 UTC
From: julian@math.uni-muenster.de
Message-ID: <1rliqt$qb5@obelix.uni-muenster.de>
Source record: 38870

In article 0@thor.mim.uni-hannover.de, and@thor.mim.uni-hannover.de (Andreas Kromke) writes:
> >If you want to be sure of talking to the user, you can open "CON:" and
> >write to it.
>
> But the user can not redirect the errors! That's no good idea at all.

I think that it should only be used for situations where the program really needs interactive replies (like more, less or some tools which expect user replies).

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2521. other b/w monitors for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 10:05:32 UTC
From: winfried@aton.mchp.sni.de
Message-ID: <1rlktc$a84@horus.ap.mchp.sni.de>
Source record: 38871

Hallo,

I have bought an used TT without a monitor. Now I think about, which
monitor I should connect to my TT.
The normal monitors for TT-high are from Protar or Atari. A Eizo works
also. But my budget is low, and I could buy an old Monitor from an
Apollo WS 30, which had a resolution of 1280x1024 I think.
Has somobody in the world made a adapter for such monitors ????

thanks for help .....

winni

--
Winfried Magerl, Siemens Nixdorf AG
W-8000 Muenchen 83, Germany
Internet Mail: Winfried.Magerl@ap.mchp.sni.de

2522. MiNT libs and Floating Point

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 10:21:02 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <C66vF3.K2q@dcs.ed.ac.uk>
Source record: 38873

I have just compiled MiNT lib 30 on my TT,and while it seems to
have compiled O.K. , there are a couple of things I would like to know:

Firstly exactly what are all the .cpp software floating point
routines for and secondly is it possible to force the TT's 68882 FPU to
always be used instead?
The actual .cpp files themselves have #ifdef mc68881 statements in
them but they seem to be there to support a memory mapped 68881 such as the
ones that can be fitted to Mega STs and Mega STEs.
Finally , what is SFP004?

Thanks a lot,
Cheers,Joe.

2523. SCSI on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 10:27:34 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <C66vpz.K72@dcs.ed.ac.uk>
Source record: 38874

Can anyone out there tell me where I can find some
info on the operation of SCSI interfaces, as I would quite
like to build some boards that communicate with my TT via
the SCSI port?
Also is it possible to access the TT's internal SCSI
drive from another machine connected to the external SCSI
port ? Also would it be possible, with the right software,
to send stuff straight into the TT's memory from another
computer connected via the SCSI port?

Hope someone can help,
Thanks in advance,
Cheers,Joe.

2524. REPLAY 16 hum problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 11:05:59 UTC
From: etlgtme@etlxd32l.ericsson.se
Message-ID: <ETLGTME.93Apr28120559@etlxd32l.ericsson.se>
Source record: 38875
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers

Hi,

I bought the REPLAY 16 package from Microdeal. REPLAY 16 is a 16 bit
sampling tool for the Atari ST. When I connect it up to my Yamaha MT3X
4-Track it causes a lot of hum. The input/output sockets from the
sampling cartridge are phono sockets and the I/Os to the MT3X are
1/4 inch jack sockets so I use gold plated 1/4 inch plug to phono
socket adapters to connect them up.
Is this hum caused by unbalanced impedance?
Anyone know how to cure it?

Thanks for any help,
Grant.
--

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxd20.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/ | Osmond family. (A Rimmer)

2525. Re: Tech help on old 520 ST wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 11:44:49 UTC
From: wedemeier@vxdesy.desy.de
Message-ID: <1993Apr28.114449.1@vxdesy.desy.de>
Source record: 38872

In article <1993Apr27.132136.9031@desire.wright.edu>, cse0080@desire.wright.edu (Karl C. Hansen) writes:
> I have TOS in rom, and I seem to recall that the machine should be able to come
> up without any disks at all. When that didn't work, I tried the TOS disk which
> goes into the infinite reboot cycle.
>
> I have since tried another "non-boot" disk which has a file in the auto folder
> which initializes the time/date from a battery-backed chip (Timekeeper). With
> this disk, I can see the time/date initialization, then the system reboots
> again before the desktop comes up. Once again, I am in an infinite loop.
>
> Could this be caused by bad memory?

Yeah, that would be my guess. It seems to me like a faulty memory-cell in the system variable area (the first 32k of RAM) that makes the GEM crash during its initialization.
You say, you have TOS in ROM. Is it really ROM, or do you have EPROMs installed. If so, it could also be a wrong data bit there. Then you should probably try to reprogram (and then verify!!!) them.

Volker Wedemeier

2526. Re: WM_ARROWED bug! (help wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 11:58:19 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr28.115819.20458@cs.ruu.nl>
Source record: 38876

In <TOSE.93Apr27152850@brosme.dhmolde.no> tose@brosme.dhmolde.no (Torbjoern Ose) writes:

>Since Atari doesn't seem to have any intentions towards fixing the very
>irritating bug that gives you two WM_ARROWED messages for each
>click I'm asking you guys how to fix this myself in my own programs. Should
>I use a timer to wait for a (possible) second message or what?
>
>I know there is a program that fixes this bug (arrowfix), but I want my
>programs to work correctly with or without having this program resident..
>
>At the moment I am using Tos 4.01 and 4.04 and they both still have this
>bug.

A solution GUARANTEED to work is: custom sliders. BTW, make them
slide opaquely (i.e. have the contents of your windows scroll immediately as
you move the slider). No need to make your sliders white when your window
is in the background--- MultiTOS doesn't do this either.

[To see what I mean take a look at the modular control panel or my text
editress `Edith' who is available on a.a in the Editors folder]

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2527. GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 12:25:39 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <g2uP3B1w165w@ersys.edmonton.ab.ca>
Source record: 38877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the following GFA Basic code as part of a program to track
lottery numbers:

```
totalcount=16
DIM mstrip$(totalcount+1)
RESTORE strip_data
FOR i%=1 TO totalcount+1
READ mstrip$(i%)
NEXT i%
strip_data:
DATA Desk , Lotto 6/49 Tracker ,------------------,1,2,3,4,5,6,""
DATA Numbers , Get occurences , Enter lotto numbers , Check lotto numbers , Exit
,""
DATA "",""
```

Now, here's my dilemna. It works fine when being run in the GFA
Basic editor, but when it is compiled, it gives me an address error
(3 bombs). I don't understand why it would give me that error. I
have an OPTION BASE 1 statement in my INIT module (if that helps).
Any help would be greatly appreciated, as I am nearly to the end of
my rope with this bug.


```
=====================================================================
| Gregeory C. (Greg) Granger | |
| (GGranger@Ersys.Edmonton.Ab.Ca) | "If only you could see what |
| 5516-190A Street | I've seen with your eyes." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=====================================================================
```

2528. Typos!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 12:48:44 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <X4VP3B2w165w@ersys.edmonton.ab.ca>
Source record: 38878
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I noticed a typo in the previous message. The double quotes in the
second last line should be in the first DATA statemnet. Other than that,
I still don't understand why that thing doesn't work in a compiled state.
The more I use GFA Basic, the more I hate that stinking language!


```
=========================================================================
| Gregeory C. (Greg) Granger | |
| (GGranger@Ersys.Edmonton.Ab.Ca) | "If only you could see what |
| 5516-190A Street | I've seen with your eyes." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

2529. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 13:10:53 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C673A7.17H@brunel.ac.uk>
Source record: 38880

```
: If the serial port can be driven at 31250 baud, then all the MODEM 16+ needs
: to do is convert RS232 signals (voltage levels) to MIDI (current loop). This
: is only a couple of cheap components. As you state, you also need the
: .DRV file for Cubase to recognise the port.
```

The driver I think will put the baud rate for the modem port at the right speed for midi. Anybody know what the *cheap* componets are, or is it possible to connect the DATA OUT on the modem port to the MIDI LOOP. Is Midi just a speeded up RS232 or is there some thing more to it.

```
--
-----------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

2530. Re: Mint Gem and memory protection

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 13:15:43 UTC
From: news@newcastle.ac.uk
Message-ID: <C673I7.103@newcastle.ac.uk>
Source record: 38879

In article <1993Apr26.211741.12674@news.csuohio.edu>, llunch@ackerman.cba.csuohio.edu (Jason Baker) writes:
From: n08z7@turing.newcastle.ac.uk (Craig Graham)
Path: turing!n08z7

>
> Why won't gem work with mint030? Will it work if it is
>started before mint? Is the problem that gem goes into other programs
>memory for resources, or that other programs go into gem during
>calls. If it is the latter, I wouldn't think gem would work under any
>Mint. I assume that when a process makes a kernal call, or is
>interupted, mint makes sure it has a legal pc (I know I've had
>segmentation faults). So, when an application calls rscr_load which
>calls Mint, why is there no fault? Also, it is possible that mint
>would interupt an accessory, its memory is owned by the desktop yet

MiNT 030 defaults to hardware memory protection turned on. GEM violates this, unless you have multiTOS, which is GEM fixed for MiNT.
Depending on which version you are using (you don't say), you can either start the program from a command line with a -m parameter, or rename the file in the AUTO folder from mint030.prg to mintnp.prg.

Niether of these will work on an 030 machine with version 0.9x of mint due to a bug prior to release 1 (which is now fixed).

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2531. Re: Need GFA compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 14:54:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr28.145455.17010@newshost.lanl.gov>
Source record: 38741

In article 175864@zeus.calpoly.edu, cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
>
> Can anyone tell me where to get a GFA BASIC compiler?

Well, you can always order one directly from GFA in Salem, Mass, by calling 1-800-766-6GFA but you will pay retail for it.

Other than that, any of the larger Atari dealerships should have it in stock. Places like TOAD, Mid-Cities, L&Y, Rising Star, Computer Studio, TCN, Micro Computer Depot, San Jose Computer, etc. Let me know if you need phone numbers.

This is given that you want the version 3 software, of course. If you are looking for the older version 2.0 compiler, call GFA directly. The GFA 2.0 compiler is _not_ public domain, contrary to popular opinion.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2532. Re: NewdeskInf and video

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 15:59:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.171686@cix.compulink.co.uk>
Source record: 38776

In article <1rku3rINNi9d@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] Does anyone know what all the numbers in the line starting
>] with #E in the NEWDESK.INF file on the Falcon mean?
>
>On older machines it's the line with the resolution information!
>
>

I realise that. On the Falcon you can set overscan modes etc.
by changing these values. I would like to know more about what
can be done with these values.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2533. F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 15:59:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.171687@cix.compulink.co.uk>
Source record: 38775

It turns out that the blitter is automatically disabled at 256
colour mode on Falcon. Does anyone know why?

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2534. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 16:15:32 UTC
From: em09@liverpool.ac.uk
Message-ID: <C67Btw.8FD@liverpool.ac.uk>
Source record: 38883

Brendan S McEnroe (cs89bsm@brunel.ac.uk) wrote:

: The driver I think will put the baud rate for the modem port at the right
speed for midi.
: Anybody know what the *cheap* componets are, or is it possible to connect
the DATA OUT on
: the modem port to the MIDI LOOP. Is Midi just a speeded up RS232 or is
there some thing
: more to it.

MIDI is just speeded up RS232 *BUT* try getting a 31250 bit rate
out of a standard RS232 port. It is not that the chip cannot handle it
but the clock applied to the chip is such a value that dividers in
the ACIA can produce bit rates of 1200, 9600 etc. etc. There is no
way that this frequency can be divided by a power of 2 to get the MIDI
bit rate. You will need a new clock frequency.

Maybe you could take a signal from the MIDI ACIA and connect it to
the modem ACIA and write your own driver and not use the modem port
for anything else and .... oh forget it.
--
---
* John Boyes - aka; em09@liverpool.ac.uk *

2535. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 16:43:40 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr28.164340.11438@mnemosyne.cs.du.edu>
Source record: 38881

>> [too bad handle 4 wasn't established as stderr]
> yeah, but no programs do that now.

True. I was thinking in terms of long ago, before anything was cast in stone by prior art. Of course, if we're wishing it had been done right long ago, we could just go ahead an wish Atari had made handle 2 stderr from the start. (Er, DRI really, since the original GEMDOS was their mess, as I understand it.)

I notice that the Lattice C startup code does an if (isatty(n)) Fforce(n); sequence on handles 2,3,4, making 2 stder, 3 stdprn, and 4 stdaux. I'm not sure messing with 3 and 4 are really needed, since I doubt many folks are redirecting print and aux from the command line, and it would require yet another conspiracy of agreement to make this all work anyway.

But using 2 as stderr does seem to be pretty universal in existing code; apparently all tools except HSC/dlibs are set up this way, and I'll fix those in the upcomming v2.0 release.

--
==========
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==========

2536. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 16:49:01 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr28.164901.11725@mnemosyne.cs.du.edu>
Source record: 38882

>> [use CON: to sidestep redirection and talk to the user]
> but then the user can't redirect stderr!

I don't know why some folks can't understand that there are times you
HAVE to talk to the real user, not to some file!

Consider a backup program: it encounters a disk error, and it wants to
tell the user about it and ask the user whether to abort, retry, start
over with a new output disk, etc. You sure wouldn't want that message
going to a file, or that reply coming from a redirected stdin! Sometimes
only a human can look at an unusual situation and decide what to do next.

(Of course, I suppose the "unix way" to handle such things would be to
issue some sort of cryptic message like "output failed" then have the
program exit(1), and leave the user to puzzle out what happened. ::grin::)

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2537. Re: Archive Bit for new backup...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 17:42:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.172087@cix.compulink.co.uk>
Source record: 38773

In article <1993Apr27.225231.18770@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I am curious if there is a program (or just some way) to reset the archive bit
>on all files on my hard-drive so a backup program would back-up the entier
>hard-drive.
>
[...]

Diamond Back 2 can do this.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2538. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 18:23:15 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1rmi2jINN1gbm@rs1.rrz.Uni-Koeln.DE>
Source record: 38884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <g2uP3B1w165w@ersys.edmonton.ab.ca> ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

```
> totalcount=16
> DIM mstrip$(totalcount+1)
> RESTORE strip_data
> FOR i%=1 TO totalcount+1
> READ mstrip$(i%)
> NEXT i%
> strip_data:
> DATA Desk , Lotto 6/49 Tracker ,------------------,1,2,3,4,5,6,""
> DATA Numbers , Get occurences , Enter lotto numbers , Check lotto numbers , Exit
> ,""
> DATA "","""
```

>Now, here's my dilemna. It works fine when being run in the GFA
>Basic editor, but when it is compiled, it gives me an address error
>(3 bombs). I don't understand why it would give me that error. I
>have an OPTION BASE 1 statement in my INIT module (if that helps).
>Any help would be greatly appreciated, as I am nearly to the end of
>my rope with this bug.

I just tried to reproduce this bug, and I was successful. And when I tried to analyze where the bombs occurred, I was even more surprised: After inserting a diagnostic PRINT statement between all lines of the above program, the bug had disappeared -- no bombs anymore.
I can dimly recall that I ran into a similar problem quite a while ago, the exact situation escapes me right now. Back then, my solution was to insert dummy statements into the program until it worked, as far as I recall. I'm afraid the only "real" solution to such weird compiler problems will be to wait for the release of the Richter version of GFA basic.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2539. GFA (was: Typos!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 18:38:56 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1rmj00INNvh8@rs1.rrz.Uni-Koeln.DE>
Source record: 38885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <X4VP3B2w165w@ersys.edmonton.ab.ca> ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

[...]

>The more I use GFA Basic, the more I hate that stinking language!

Come on... the compiler is doubtlessly rotten, but the language
is one of the most elegant ones around. As an example, just
compare

```
DIM a&(x&,y&)
```

to:

```
int **a;

a = (int **) malloc(x * sizeof(int *)); /* this piece of code is */
a[0] = (int *) malloc(x * y * sizeof(int)); /* after an example given */
for (i = 1; i < x; i++) /* in some FAQ file about C */
a[i] = a[0] + i * y; /* off the top of my head */
```

I really do hope that the Richter version of GFA will turn out to
be as good as it sounds. At the CeBIT, I was thold by Mr. Richter
himself that the compiler they are building is based on the GNU
compiler. If they do that properly, we may soon see the
convenience of GFA combined with the power of GNU.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2540. faq guides wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 20:19:41 UTC
From: rmadill@ccu.umanitoba.ca
Message-ID: <C67n4t.EtB@ccu.umanitoba.ca>
Source record: 38889
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

is there a source for all the f.a.q. guides that apply to the atari? if not maybe anyone who has an atari-faq could mail it to my?

thanks.

2541. Re: Tech help on old 520 ST wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 20:32:16 UTC
From: cse0080@desire.wright.edu
Message-ID: <1993Apr28.153216.9055@desire.wright.edu>
Source record: 38887

In article <1993Apr28.114449.1@vxdesy.desy.de>, wedemeier@vxdesy.desy.de writes:
> In article <1993Apr27.132136.9031@desire.wright.edu>, cse0080@desire.wright.edu (Karl C. Hansen) writes:
>> I have TOS in rom . . . .
>> [stuff deleted]
>> Could this be caused by bad memory?
>
> Yeah, that would be my guess. It seems to me like a faulty memory-cell in the
> system variable area (the first 32k of RAM) that makes the GEM crash during its
> initialization.
> You say, you have TOS in ROM. Is it really ROM, or do you have EPROMs
> installed. If so, it could also be a wrong data bit there. Then you should
> probably try to reprogram (and then verify!!!) them.
>
> Volker Wedemeier
Definitely ROMS, or at least OTPROMS, They have serialized markings on them
and were purchased from an Atari dealer when TOS first came available in ROM
packages.

I have received a couple of Email messages that also seem to look mostly at
the RAM (Thanks for the responses, BTW). I would like to know if anyone has
a small program that could be used to test memory at boot up. It would need
to be written as an accessory or some such, cause the desktop won't come up,
but Timekeeper seems to come up and print to the screen before the reboot
occurs. If none such exists, I would pay $15 to $20 for a decent diagnostic
program that used direct screen prints etc. to help me track down the problem.

(I would write it myself, but have no way to generate a TOS disk/executable
. . . short of buying another system that is :-))

Thanks for all help.

Karl C. Hansen
cse0080@desire.wright.edu
Kalamazoo, MI

2542. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 21:26:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.172922@cix.compulink.co.uk>
Source record: 38779

In article <C67Btw.8FD@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>MIDI is just speeded up RS232 *BUT* try getting a 31250 bit rate
>out of a standard RS232 port. It is not that the chip cannot handle it
>but the clock applied to the chip is such a value that dividers in
>the ACIA can produce bit rates of 1200, 9600 etc. etc. There is no
>way that this frequency can be divided by a power of 2 to get the MIDI
>bit rate. You will need a new clock frequency.
>
>Maybe you could take a signal from the MIDI ACIA and connect it to
>the modem ACIA and write your own driver and not use the modem port
>for anything else and .... oh forget it.
>--
>--
>* John Boyes - aka; em09@liverpool.ac.uk *
>--
>
>
There's no need for this. ModemMidi or 16+ do it all in software.
One rsconf() and that's it. NDA prevents me from giving full
details. Why not buy the unit, it is not too expensive.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2543. Re: MiNT libs and Floating Point

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 21:41:17 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1rmtltINNl0r@elroy.jpl.nasa.gov>
Source record: 38890

In article <C66vF3.K2q@dcs.ed.ac.uk> jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
> I have just compiled MiNT lib 30 on my TT,and while it seems to
>have compiled O.K. , there are a couple of things I would like to know:

> Firstly exactly what are all the .cpp software floating point
>routines for and secondly is it possible to force the TT's 68882 FPU to
>always be used instead?

Those .cpp routines are just standard routines that the GNU C compiler wants to have available. Also, they're really only used when the main processor doesn't directly support floating point math. When you have an FPU, most of those routines are omitted and the compiler uses the FPU instructions directly.

> The actual .cpp files themselves have #ifdef mc68881 statements in
>them but they seem to be there to support a memory mapped 68881 such as the
>ones that can be fitted to Mega STs and Mega STEs.
> Finally , what is SFP004?

Actually, the SFP004 is the memory-mapped FPU, the #ifdef mc68881 statements detail the support for the coprocessor mode FPU. If you look at it carefully, you will note that most of the files turn into empty code when mc68881 is defined, because, as I mentioned before, the compiler will use the FPU directly instead of calling these library routines.

If you want only FPU code, all you have to do is add -m68881 to the flags used to compile your libraries, and all code that you compile in the future. For the most optimal code generation, you should use the flag -m68020 to take advantage of the 68020/68030 instruction set, and -m68881 for the FPU instruction set. (Although, as I recall, setting -m68030 is the equivalent of setting both m68020 and m68881....)

Finally, if you don't want to have to remember these flags every time you compile, you can recompile GCC and change the definition of TARGET_DEFAULT in tm-atari.h. The current definition is 0, which means a plain 68000 with no additional features. See the file m68k.h for definitions of the values... You would probably want to set the default to 7, which means 68020, using bitfield instructions, with FPU coprocessor instructions... I think you may also need to make sure the CPP_SPEC defines the right symbols...

(Come to think of it, I'd say that whole default-setting section in the Atari GCC config file ought to get a little bit updated.....)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2544. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 22:53:34 UTC
From: mk@anuurn.do.open.de
Message-ID: <2bdf08c419b4f@anuurn.do.open.de>
Source record: 38743

In <1993Apr27.154951.21503@mnemosyne.cs.du.edu>,
Ian Lepore (ilepore@nyx.cs.du.edu) wrote:

> Since we're clearing up bad documentation here, let me mention one more
>thing that might mislead some folks (it did me, briefly): that Lattice C
>manuals, in describing Fdup() and Fforce(), state that after redirecting a
>file using a sequence such as:
>
> newhandle = Fcreate(newfile, 0);
> oldhandle = Fdup(2);
> Fforce(2,newhandle);
> spawnl(etc,etc);
> Fforce(2,oldhandle);
> Fclose(oldhandle);
>
> They say that there's no need to Fclose(newhandle); because the child
>process will have done so. That appears to be just plain wrong (thank
>gawd), you do need to close the newhandle. (Well, you can let it
>auto-close when your program ends, but that's sloppy. The point is, the
>termination of the child process doesn't auto-close a handle you opened,
>which is what the Lattice docs say.)

Even in newer TOS versions (like 2.06), the I/O redirection code appears
to be _very_ buggy - for example, when a duplicated handle is closed, its
internal FCB (file control block) may become freed even though there is
still another handle pointing at it!
So it's quite possible that closing newfile causes some strange errors;
on the other hand, if you don't close newfile, it will be automatically
be closed when your program terminates - if the internal memory of the
FCB has already been reused at this point (possibly by some entirely
different data structure), _anything_ can happen - including a system
crash or the dreaded "System Halted" message...

Fortunately, MiNT appears to fix all these problems.

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.de

2545. Re: STeno/STalker/STunned

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-28 23:11:56 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <L7Lq3B5w165w@dogbox.acme.gen.nz>
Source record: 38772

rrice@ccat.sas.upenn.edu (Rob S. Rice) writes:

> When I use STeno as a type-ahead buffer in this configuration, any
> attempt to use the "TAB" key results in a backspace when the line is
> transmitted, which can be disastrous when, for example, signing your name.

Apart from anything else, DON'T use tabs (^I) in anything meant to
be sent over a network. There's no guarantee that tab spacing
is the same on other terminals.

If you do it in your .sig, you'll end up in alt.fan.warlord sooner
or later.....

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

2546. Re: SCSI on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 08:45:57 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Apr29.084557.24034@rhrk.uni-kl.de>
Source record: 38758

jdmt@dcs.ed.ac.uk (Joe Tapply) writes:

> Can anyone out there tell me where I can find some
>info on the operation of SCSI interfaces, as I would quite
>like to build some boards that communicate with my TT via
>the SCSI port?
> Also is it possible to access the TT's internal SCSI
> drive from another machine connected to the external SCSI
>port ? Also would it be possible, with the right software,
>to send stuff straight into the TT's memory from another
>computer connected via the SCSI port?

You should contact Atari because of this. As far as I know there aren't any
docs except the hardware infos about the TT's SCSI controller.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2547. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 09:24:28 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr29.102428@cs.bham.ac.uk>
Source record: 38744
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hate to say it, but it's a pretty obvious error.

If you DIM a$(10), then elements go 0 to 9, NOT 10

you need

FOR i%=0 to totalcount

OK?

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2548. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 09:25:52 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr29.102552@cs.bham.ac.uk>
Source record: 38745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oops!

Didn't notice you had an option base 1. In that case, dunno!

Try sticking the OPTION BASE in the main program, right at the start?

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2549. Re: WM_ARROWED bug! (help wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 09:37:52 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr29.103752@cs.bham.ac.uk>
Source record: 38746

Annius!

Re: Edith, I think I found a bug when I tried it.

I don't know whether it is my set up, but when I downloaded it at one point I moved the editor window right down to the bottom of the screen so that only part of the titlebar was visible, and the effect was a rather consistant crash!

I've no idea whether it's my setup though... Nice proggy otherwise.

Good luck!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2550. Atari Gofer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 11:24:17 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C68t0K.2Gs@dcs.glasgow.ac.uk>
Source record: 38747

Does anyone Know where I can get the Source/binaries of the ST port
of the functional programming language gofer ???

Darren J Moffat
(moffatd@dcs.gla.ac.uk)

2551. Re: STe SIMM install instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 12:01:01 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <esLR3B9w165w@dogbox.acme.gen.nz>
Source record: 38774

phruby@ucrengr (paul hruby) writes:

> Hi! I have a STe with 2mb of memory in it and would like to upgrade it to
> four megs. Could someone e-mail me complete instructions on what simms to
> buy, and how to install them? Thanks!

I'm posting because others may be interested.

OK, first of all this assumes that your STe is fitted with simms -
some early models were apparently fitted with sipps.

Your Atari has 2 1Mb simms fitted.

All you need to buy is 2 more. They should be 120ns or faster, and
it doesn't matter whether they're 8 or 9 bit. Just make sure that
they're a matched pair.

You'll probably find that the cheapest simms available are 1Mb x 9,
70 or 80ns, as these are used in the majority of PCs these days...

Open your STe by unscrewing the 7 screws holding the case shut.
(They are the ones in the square cutout holes. The round cutouts
are for the floppy drive mounts)

With the machine's keyboard facing you, lift the keyboard and swing
it to the right. The power supply is under a cover at the left rear
of the machine. You need to remove the 4 or so screws holding the
cover down and straighten the retaining clips. (Needle nose pliers
recommended.)

Once the cover is removeed, the RAM becomes obvious - its just to
the right of the power supply, almost in the middle of the case.

Keep one hand on the steel shield at all times while doing any of
the following steps, or wear a wrist strap. Ram is relativley
insensative to static electricity but there's no sense taking
chances and having to buy new simms or a new computer.

Tilt the existing simms forward. (Front one first) Use tweezers or
a small screwdriver to ease the simms out of the clips each side of
their sockets. (Be careful - if you break the plastic clips you'll
have to replace that socket).

Insert the new simms in the 2 spare sockets, and Tilt all the simms
back into vertical position. (Rear one first.) Be careful in case
you break the clips - make sure each simm is seated properly BEFORE
you swing it back. Don't use excessive force.

Don't handle the simms by their contacts. Apart from the static danger, oil from your fingers can contaminate the simm contacts, making the memory unreliable sometime in the future.

Power up your ST and make sure that it behaves and the extra memory is being recognised. There are memory testers on atari archive. Beware of the power supply - there are LETHAL voltages exposed there, and it's surprisingly easy to accidentally put your hand on it.

Once you're happy it's all OK, put all the covers back, and replace all screws. Be careful not to strip the plastic mounts.
(Best way to avoid that is to turn the srew backwards till it 'clicks' into the old groove and then tighten it up.
DON'T OVERTIGHTEN - fingertight is fine)

Retest.

If you're not happy with any part of the procedure or feel unsure about doing it yourself, take it to a tech. (Along with these instructions if needed.)

Have fun.....

2552. Re: help with some GEM programming...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 12:04:28 UTC
From: klassa@aurs01.UUCP
Message-ID: <63033@aurs01.UUCP>
Source record: 38753

In article <63032@aurs01.UUCP> I write:

>P.S. Ian -- Your "frm_progress()" routine looks to have the ability to
> intercept a mouseclick in a button... Is the source code for
> GemFast 1.8 available somewhere? I've looked on a.a, but haven't seen
> anything with a filename that leaps out at me & says, "here I am."
> Thanks...

I managed to locate the source code for GemFast 1.8, but I think I could
still use some help on items 3 & 4 of my previous post. :-) Thanks!
--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

2553. Re: Atari Gofer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 12:07:59 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <1rogev$ou@news.cs.tu-berlin.de>
Source record: 38748

moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:

>Does anyone Know where I can get the Source/binaries of the ST port
>of the functional programming language gofer ???

I haven't published the Gofer-binaries yet, for the current Atari version
is 2.23 while there are more recent versions for other computers.

As soon as I'll get more recent sources I'll write the Atari adaption.

Regards,
Laurenz

2554. Re: Atari Gofer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 12:13:00 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Apr29.121300.29956@cs.ruu.nl>
Source record: 38749

In <C68t0K.2Gs@dcs.glasgow.ac.uk> moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:

>Does anyone Know where I can get the Source/binaries of the ST port
>of the functional programming language gofer ???

Perhaps I've asked this on the news before but: does anyone know of a version
that runs on a TT?
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2555. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 12:20:03 UTC
From: djs@jet.uk
Message-ID: <1993Apr29.122003.7564@jet.uk>
Source record: 38750

In <C67Btw.8FD@liverpool.ac.uk> em09@liverpool.ac.uk (Mr. J. Boyes) writes:

>Brendan S McEnroe (cs89bsm@brunel.ac.uk) wrote:

>: The driver I think will put the baud rate for the modem port at the right
>speed for midi.
>: Anybody know what the *cheap* componets are, or is it possible to connect
>the DATA OUT on
>: the modem port to the MIDI LOOP. Is Midi just a speeded up RS232 or is
>there some thing
>: more to it.

>MIDI is just speeded up RS232...
NO! It is not.

MIDI is a *5mA Current Loop* system. The input receiver is a current detector, not a voltage-level detector. You need an opto-isolator on the MIDI input. This provides better electrical separation between MIDI devices, reducing the chances of mains hum.

For a circuit diagram, look in some old MIDI book. Some people recommend one by a chappy called RA Penfold, but I have not seen the book myself. I don't think I have the circuit diagrams for the interface any more.

Some RS232-to-MIDI interfaces are a little more sophisticated, and can communicate with the host computer at rates other than 31250, doing data buffering where necessary. The price of the MODEM 16+ implies that it does not do this; it would seem to be a simple current-loop/RS232-level converter.

--
+---+
| David Stevenson +44 235 465028 Yeo 2, Boston 1 3rd in GMVC! |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2556. Ghostscript and ATM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 12:23:37 UTC
From: y0000028@ws.rz.tu-bs.de
Message-ID: <1993Apr29.122337.8105@ibr.cs.tu-bs.de>
Source record: 38751

Help!

I copied some pfb files used with ATM to my Ghostscript
font folder and installed the fonts in fontmap, but i can't
use them.

Every time i'm going to find a font i get a loading message
and than an /undefined in ... error, where ... is something
barely readable.

To use the fonts i removed some character before the %!PS,
but i changed nothing else.

The ATM (Adobe Type Manager?) is supposed to be a simple
Type 1 font rasterizer, I believe. How does he cope with these
fonts?

BTW, the fonts came as an archive which unpacked without error.

Many thanks in advace

Axel Kielhorn

2557. Re: Atari Gofer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 12:46:49 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Apr29.124649.11410@cs.ruu.nl>
Source record: 38752

>>>>> moffatd@dcs.glasgow.ac.uk (Darren J Moffat) (DJM) writes:

DJM> Does anyone Know where I can get the Source/binaries of the ST port
DJM> of the functional programming language gofer ???

How to get gofer.zoo from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp ftp.cs.ruu.nl [131.211.80.17]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
Don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get pub/ATARI-ST/lang/gofer.zoo

(or first cd to the directory, and then get the local filename part, to
avoid "permission denied" on your system)

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!sun4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/lang/gofer.zoo
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet

Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

2558. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 13:02:49 UTC
From: and@thor.mim.uni-hannover.de
Message-ID: <and.3.0@thor.mim.uni-hannover.de>
Source record: 38763

In article <1rj56i$25vd@obelix.uni-muenster.de> julian@math.uni-muenster.de (Julian F. Reschke) writes:
>From: julian@math.uni-muenster.de (Julian F. Reschke)
>Subject: Re: GEMDOS standard handles
>Date: 27 Apr 1993 11:25:05 GMT

>Nope. Devices 4 and 4 aren't connected to anything (well perhaps to stdout, but
>who cares).

Handles 4 and 5 are not connected to nothing (double negation!). Since TOS 1.4 they are connected to CON:.
Handles 4 or 5 cannot be connected to stdout, because stdout is a standard handle, too. Standard handles are connected to file handles or to device handles.

2559. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 13:50:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Apr29.135056.9049@newshost.lanl.gov>
Source record: 38756

In article g2uP3B1w165w@ersys.edmonton.ab.ca, ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

```
>I have the following GFA Basic code as part of a program to track
>lottery numbers:
>
> totalcount=16
> DIM mstrip$(totalcount+1)
> RESTORE strip_data
> FOR i%=1 TO totalcount+1
> READ mstrip$(i%)
> NEXT i%
> strip_data:
> DATA Desk , Lotto 6/49 Tracker ,------------------,1,2,3,4,5,6,""
> DATA Numbers , Get occurences , Enter lotto numbers , Check lotto numbers , Exit
> ,""
> DATA "","""
>
>Now, here's my dilemna. It works fine when being run in the GFA
>Basic editor, but when it is compiled, it gives me an address error
>(3 bombs). I don't understand why it would give me that error. I
>have an OPTION BASE 1 statement in my INIT module (if that helps).
>Any help would be greatly appreciated, as I am nearly to the end of
>my rope with this bug.
>
```

Your menu data string in the 3 DATA statements at strip_data has 18 elements but you are only reading in 17 of them, thus not getting that all important last "" which tells GFA the menu build is complete. If you had set OPTION BASE 0, then all the data elements would have been read because you would start counting from 0, not 1. So change OPTION BASE to 0 (or totalcount to 17) and try that.

Also, each of the menu items you have specified in the 3 DATA lines should be enclosed in double quotes to denote them as string variables.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2560. Re: SCSI on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 14:51:21 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C692LM.KJ@hpbbrd.bbn.hp.com>
Source record: 38791

Joe Tapply (jdmt@dcs.ed.ac.uk) wrote:
> Can anyone out there tell me where I can find some
> info on the operation of SCSI interfaces, as I would quite
> like to build some boards that communicate with my TT via
> the SCSI port?

SCSI I and II specs are out there in networld; some friendly
archie near you will be glad to help 8-) You might also try to
stop by at comp.periphs.scsi and ask for help there.

> Also is it possible to access the TT's internal SCSI
> drive from another machine connected to the external SCSI
> port ?

It's possible, but you need arbitrating hard disk software
for that to prevent collisions on the bus. AHDI does not
arbitrate on the SCSI bus, my (beta) driver does; I don't
know what other HD drivers do.

> Also would it be possible, with the right software,
> to send stuff straight into the TT's memory from another
> computer connected via the SCSI port?

Of course, the SCSI port can be used to read data into memory,
but there must be some software in your TT requesting or
awaiting data transfers from the SCSI bus.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

2561. PAULA 2.2 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 15:15:16 UTC
From: ricquebo@irisa.fr
Message-ID: <1rore4$g4e@irisa.irisa.fr>
Source record: 38754

Do you know where can be found this freeware soft (PAULA 2.2)
A ftp-site where it's available ?

2562. Stack error in program running under MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 15:22:00 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr29.162200@cs.bham.ac.uk>
Source record: 38755

Hi!

I have a problem.
No, not that one, but...

My new DeskTracker program (plug plug) doesn't run under MTOS. It comes up with a
Stack Error error and clears itself when its a PROGRAM. How can it do this?
Should Lattice C 5.52 be taking care of this or have I done something HORRIBLE?

The error happens just after the window is drawn (the window is help inline to
the program).

Help!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2563. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 16:23:33 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1rove5INN266g@rs1.rrz.Uni-Koeln.DE>
Source record: 38757
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Apr29.102428@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:

>Hate to say it, but it's a pretty obvious error.

>If you DIM a$(10), then elements go 0 to 9, NOT 10

>you need

>FOR i%=0 to totalcount

>OK?

No. GFA ist not that C-ish, after DIM a$(10), elements go from 0
to 10 if OPTION BASE 0 (default) is used. With OPTION BASE 1
elements go form 1 to 10.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2564. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 16:31:21 UTC
From: em09@liverpool.ac.uk
Message-ID: <C69789.HMz@liverpool.ac.uk>
Source record: 38761

David J Stevenson (djs@jet.uk) wrote:
: In <C67Btw.8FD@liverpool.ac.uk> em09@liverpool.ac.uk (Mr. J. Boyes) writes:

: >MIDI is just speeded up RS232...
: NO! It is not.

Correct! I was speaking in terms of the programming of the ACIA chip
and not the electrical interface.

: Some RS232-to-MIDI interfaces are a little more sophisticated, and can
: communicate with the host computer at rates other than 31250, doing data
: buffering where necessary. The price of the MODEM 16+ implies that it does
: not do this; it would seem to be a simple current-loop/RS232-level converter.

Not correct! You need more than a simple voltage to current loop
convertor to change 38400 baud to 31250 - that is assuming you can
get 38400 out of the ATARI modem clock.

--
---
* John Boyes - aka; em09@liverpool.ac.uk *

2565. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 18:13:02 UTC
From: schaerer@isi.ethz.ch
Message-ID: <1993Apr29.181302.6896@bernina.ethz.ch>
Source record: 38760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
: In <g2uP3B1w165w@ersys.edmonton.ab.ca> ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

: I just tried to reproduce this bug, and I was successful. And
: when I tried to analyze where the bombs occurred, I was even more
: surprised: After inserting a diagnostic PRINT statement between
: all lines of the above program, the bug had disappeared -- no
: bombs anymore.

I tried it as well, but I was not successful. Important is: The value of 'totalcount' was false. Not 16, 17 is okay. My compiler version is 3.5 with the follow options: S& S< F<

(Hallo Jan, schau doch bitte mal in Deine Mailbox. Da steht wegen Deinem Profiler von mir was drin. Das Mail ist vom 16. April Gruss vom Thomas)

Bye Thomas

2566. Re: SCSI on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 22:10:10 UTC
From: erlingh@fiolilla.storlind.idt.unit.no
Message-ID: <ERLINGH.93Apr29221010@fiolilla.storlind.idt.unit.no>
Source record: 38762

In article <1993Apr29.084557.24034@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:

jdmt@dcs.ed.ac.uk (Joe Tapply) writes:

> Can anyone out there tell me where I can find some
>info on the operation of SCSI interfaces, as I would quite
>like to build some boards that communicate with my TT via
>the SCSI port?
> Also is it possible to access the TT's internal SCSI
> drive from another machine connected to the external SCSI
>port ? Also would it be possible, with the right software,
>to send stuff straight into the TT's memory from another
>computer connected via the SCSI port?

You should contact Atari because of this. As far as I know there aren't any docs except the hardware infos about the TT's SCSI controller.

If you are a registered developer, They will send you the docs you need. They don't come in the standard DOCs bundle, so you will have to ask for them specifically.

Erling

2567. GCC calling conventions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 22:43:27 UTC
From: sourada@iastate.edu
Message-ID: <sourada.736123407@vincent2.iastate.edu>
Source record: 38764

I want to verify that I have the correct idea of the GCC calling conventions
in the ST version. (I can't seem to find anywhere that documents this, I had
to hunt around in tm-m68k.h...)

Args are pushed onto the stack from left to right, big-endian.
Functions need not save d0 d1 a0 a1 a7, but (in general) must save
a2 a3 a4 a5 a6 d2 d3 d4 d5 d6 d7.
Return value in d0.

Thanks,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

2568. Re: help with some GEM programming...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-29 23:45:45 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Apr29.234545.26844@mnemosyne.cs.du.edu>
Source record: 38765

```
>In article <63032@aurs01.UUCP> I write:

>>P.S. Ian -- Your "frm_progress()" routine looks to have the ability to
>> intercept a mouseclick in a button... Is the source code for
>> GemFast 1.8 available somewhere? I've looked on a.a, but haven't seen
>> anything with a filename that leaps out at me & says, "here I am."
>> Thanks...
>
>I managed to locate the source code for GemFast 1.8, but I think I could
>still use some help on items 3 & 4 of my previous post. :-) Thanks!

I could probably help with items 3 & 4, if I had seen them. For some
reason, they haven't shown up here yet. (Wonderfully chaotic medium,
usenet.)

If you want to email me the article, then I can post some replies here.

--
================================================================================
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
================================================================================
```

2569. Ram ugrade for 520 ST, HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 02:24:10 UTC
From: automan@stein.u.washington.edu
Message-ID: <1rq2kaINN4t2@shelley.u.washington.edu>
Source record: 38766

Ok all you Atari Hack-Masters, here is the deal. Me and a friend have two Atari 520 STs, very old. We also have the four original SIMM modules from my 1040STe.
So, the questions is, how can we upgrade one of the 520's to one megabyte of memory using availble materials (these aforementioned). RISK is no concern, but we would like to able make the thing work after the operation.

One old magazine I read a an article that mentioned piggy-backing additional memory chips on top of the existing ones, but the article was in no way detailed enough.

GRAND PRIZE: My eternal and undying gratitude.

Thanks in advance,

Roger McGhee
(automan@stein.u.washington.edu)

2570. BART

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 02:30:51 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C69yzG.2HC@sdf.lonestar.org>
Source record: 38793
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got the index for atari.archive and mint 1.04 wasn on the list. What's the filename and path for it so I can get it E-Mail? Also, the MiNT Distribution Kit was listed as a path, but there were no filenames listed, what's the filename.

2571. Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 05:55:46 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.177537@cix.compulink.co.uk>
Source record: 38780

Does anyone know how to toggle the blitter state on F030?
Blitstat() doesn't seem to work.
Also, the blitter is automatically (by TOS) switched off at
256 colour mode. Does this make sense?

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2572. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 07:36:00 UTC
From: Uwe_Ohse@pb2.maus.de
Message-ID: <A1881@PB2.maus.de>
Source record: 38801

Hi Greg,

you use GFABASIC 3.6, don't you?

>I don't understand why it would give me that error. I
>have an OPTION BASE 1 statement in my INIT module (if that helps).
Compiler 3.6 doesn't like OPTION BASE 1. You'll have to use OPTION BASE 0.

Bye, Uwe

Don't send me Mails with more than 48 KB.

2573. Does evnt_timer() what it should?? HELP needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 07:55:55 UTC
From: kolodzie@uni-duesseldorf.de
Message-ID: <kolodzie.57.0@uni-duesseldorf.de>
Source record: 38768

Hello, out there,

I am using an 1040 ST for a laboratory experiment, which needs accurate timing (pauses in the range of seconds and minutes). To do this I took the evnt_timer() function, which appears to do sometimes anything else but precise millisecond timing. For example, a 10 min. delay (evnt_timer()-parameters appropriately set) may (not always) last for about 12 seconds !!!! Is this a common "feature" of evnt_timer(), is it a system failure (TOS 1.2) or have I to obey any rules in using evnt_timer ?

If you have any idea, please mail to me directly, since I do not follow the list regularly.

Thank you in advance.

Stefan
/--\
| Stefan K. Kolodzie Heinrich-Heine-University |
| Institute for General Psychology Duesseldorf, Germany |
| e-mail: kolodzie@ze8.rz.uni-duesseldorf.de |
\--/

2574. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 08:44:02 UTC
From: djs@jet.uk
Message-ID: <1993Apr30.084402.11322@jet.uk>
Source record: 38771

In <C69789.HMz@liverpool.ac.uk> em09@liverpool.ac.uk (Mr. J. Boyes) writes:

>David J Stevenson (djs@jet.uk) wrote:
>: In <C67Btw.8FD@liverpool.ac.uk> em09@liverpool.ac.uk (Mr. J. Boyes) writes:

>...
>: Some RS232-to-MIDI interfaces are a little more sophisticated, and can
>: communicate with the host computer at rates other than 31250, doing data
>: buffering where necessary. The price of the MODEM 16+ implies that it does
>: not do this; it would seem to be a simple current-loop/RS232-level converter.

>Not correct! You need more than a simple voltage to current loop
>convertor to change 38400 baud to 31250 - that is assuming you can
>get 38400 out of the ATARI modem clock.
Actually, I *was* correct. If you read my posting again, you may notice that
I said that a cheapo device must be operating the serial port at the same
speed as MIDI, in which case current-loop/voltage-level conversion *is*
sufficient. I *did* say that any device which operates the serial port at
rates other than 31250 will need some buffering.

My understanding was that the serial port interface chips can be programmed
to run at 31250, although I do not have the docs at hand to verify this.

Interestingly, some newer MIDI modules come with an RS-232 serial port in
addition to a MIDI port, allowing connection to MIDI-less PCs. If you
have one of these devices, then, with a Cubase driver, you already have access
to two `MIDI' busses.
--
+---+
| David Stevenson +44 235 465028 Yeo 2, Boston 1 3rd in GMVC! |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2575. Re: UNIX to Atari ST (via DOS???)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 09:02:26 UTC
From: censjg@clust.hw.ac.uk
Message-ID: <1993Apr30.090226.18563@cee.hw.ac.uk>
Source record: 38769
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If I remember correctly, mstools is a fairly old ms-dos compatibility package, I believe it has some problems of it's own. I would suggest getting and installing mtools, a freeware ms-dos program suite for Unix machines, it compiles no problems on Sun/DEC and many other hosts and has been working well here for months.

I 'm not sure I've actually used it to write disks I subsequently read on an ST, but I've had no problems reading, writing & formatting ms-dos disks that are usable in a Unix box or a PC equally easily. Also, I have never had any problems reading PC 720K disks in my ST, so I think mtools could solve your problems.

It's available from loads of archive sites, eg gatekeeper.dec.com in the states and src.doc.ic.ac.uk in the Uk (check with archie to be sure).

Hope this helps,

Simon

Simon Greaves | Janet: censjg@uk.ac.hw.clust
Systems & Comms programmer | Internet: censjg@clust.hw.ac.uk
Computer Centre | Fax: +44 31 451 3261
Heriot-Watt University | Voice: +44 31 451 3265
Edinburgh EH14 4AS |
Uk | "Pretty with hairy legs" --A.Belew

2576. Re: ACC.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 09:51:02 UTC
From: rincewind@discworld.oche.de
Message-ID: <2be163b239359b@discworld.oche.de>
Source record: 38783

In <A29851@K.maus.de>,
Andreas Hoffmann (Andreas_Hoffmann@k.maus.de) wrote:

AH>I agree, but it's worth to be mentioned that this will fail with ACCs that
AH>do not use XBRA. I've had a lot of messages like "The Chameleon can't unload
AH>the ACC". :-(

Those accessories are bad stuff anyway - an ACC that hooks into system
vectors will crash the system when the resolution is changed. This may
not be such a big problem on STs, but on TT and Falcon there are many
different resolutions and you might want to change these more often.

cu
Michael
--
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"What're quantum mechanics?"
"I don't know. People who repair quantums, I suppose." (Terry Pratchett, Eric)

2577. Re: GFA Help! (Damned compiler!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 11:23:19 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C6AnMw.1yu@liverpool.ac.uk>
Source record: 38770
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1rmi2jINN1gbm@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
> I just tried to reproduce this bug, and I was successful. And
> when I tried to analyze where the bombs occurred, I was even more
> surprised: After inserting a diagnostic PRINT statement between
> all lines of the above program, the bug had disappeared -- no
> bombs anymore.
> I can dimly recall that I ran into a similar problem quite a
> while ago, the exact situation escapes me right now. Back then,
> my solution was to insert dummy statements into the program until
> it worked, as far as I recall. I'm afraid the only "real"
> solution to such weird compiler problems will be to wait for the
> release of the Richter version of GFA basic.
>

I believe there is a memory allocation bug in the latest version
of the GFA compiler. I can think of one person at least (Hi Andre 8-)
who is desperately waiting for a bug for this, as he gets a fair
number of complaints about his program crashin, and its not his fault.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2578. serial port config from C or assembler

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 13:08:07 UTC
From: censjg@clust.hw.ac.uk
Message-ID: <1993Apr30.130807.19287@cee.hw.ac.uk>
Source record: 38777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone tell me how I configure the ST's serial port from C or assembler? I need to be able to set baud rate, word format, parity etc, and perhaps the size of the buffer associated with the port, though this is of less importance.

Before you ask, I'm just writing a MIDI <-> serial converter so I can plug it into a Sun and dump/load/process midi data from there.

email preferred, thanks

Simon

Simon Greaves | Janet: censjg@uk.ac.hw.clust
Systems & Comms programmer | Internet: censjg@clust.hw.ac.uk
Computer Centre | Fax: +44 31 451 3261
Heriot-Watt University | Voice: +44 31 451 3265
Edinburgh EH14 4AS |
Uk | "Pretty with hairy legs" --A.Belew

2579. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 15:38:14 UTC
From: em09@liverpool.ac.uk
Message-ID: <C6AzFr.4E8@liverpool.ac.uk>
Source record: 38785

David J Stevenson (djs@jet.uk) wrote:
: I *did* say that any device which operates the serial port at
: rates other than 31250 will need some buffering.

Maybe this is where we misunderstood each other. Electrical or data
buffering due to the different bit rates.

: My understanding was that the serial port interface chips can be programmed
: to run at 31250, although I do not have the docs at hand to verify this.

This is the one (and only) point I am disputing. From what I know of
ACIAs on OTHER computers (and their clock rates), it is NOT possible
to get 31.25 kBd out of a standard serial port.

BUT - try this for size: Say the port is set to 19.2 kBd and the 16+
contains an ACIA with TWO clocks. It could clock in the data at 19.2
and, when the buffer is full, the output side of the ACIA could clock
it out at 31.25. This would just leave slightly longer gaps in the MIDI
data in the event that multiple messages need to be sent at the same
time - I doubt if anyone would notice this. And, because the 16+ is
output only, there would not be the problem of bufferin MIDI input.

--
---
* John Boyes - aka; em09@liverpool.ac.uk *

2580. Re: GCC calling conventions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 15:47:43 UTC
From: mh1@irz208.inf.tu-dresden.de
Message-ID: <1rrhmv$50a@irz401.inf.tu-dresden.de>
Source record: 38778

In article <sourada.736123407@vincent2.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:

> Args are pushed onto the stack from left to right, big-endian.
> Functions need not save d0 d1 a0 a1 a7, but (in general) must save
> a2 a3 a4 a5 a6 d2 d3 d4 d5 d6 d7.
> Return value in d0.

Seems to be correct.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2581. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 19:38:02 UTC
From: ken@isgtec.com
Message-ID: <4686@isgtec.isgtec.com>
Source record: 38792

In article <C67Btw.8FD@liverpool.ac.uk> em09@liverpool.ac.uk (Mr. J. Boyes) writes:
> MIDI is just speeded up RS232 *BUT* try getting a 31250 bit rate
> out of a standard RS232 port.

No it isn't. MIDI is a current-loop interface, i.e. goes by absence/presence
of *current*, whereas RS232 is a *voltage* interface, swinging between
nominal +/-12 volts. You can easily convert between them, but they are
not the same, transfer speeds aside. If you hook em together, one or more
of the ports will fall over go boom. :}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2582. Re: Does evnt_timer() what it should?? HELP needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 19:38:31 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Apr30.203831@cs.bham.ac.uk>
Source record: 38782

evnt_timer takes high and low word parameters. Are you sure your using 10*60*100
(I think) >> 16 and & 0xFFFF?

David.
David Oakley, ASTRAsoft shareware producers for the ST //_ ///|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

2583. Re: GCC calling conventions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 19:40:27 UTC
From: mpark@stein.u.washington.edu
Message-ID: <1rrvbbINN63u@shelley.u.washington.edu>
Source record: 38781

mh1@irz208.inf.tu-dresden.de (Michael Hohmuth) writes:
>In article <sourada.736123407@vincent2.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:

>> Args are pushed onto the stack from left to right, big-endian.
^^^^^^^^^^^^^

Don't most C compilers push args from right to left?

--m

2584. Re: GCC calling conventions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 20:27:08 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1rs22sINNt8e@elroy.jpl.nasa.gov>
Source record: 38784

In article <1rrvbbINN63u@shelley.u.washington.edu> mpark@stein.u.washington.edu (Michael Park) writes:
>mh1@irz208.inf.tu-dresden.de (Michael Hohmuth) writes:
>>In article <sourada.736123407@vincent2.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
>>> Args are pushed onto the stack from left to right, big-endian.
> ^^^^^^^^^^^^^
>Don't most C compilers push args from right to left?
>
True. The previous statement was in error, GCC pushes right to left, just like
any other C compiler that passes args in a stack.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2585. Harlekin 3.0 / MultiTOS 1.0 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 22:50:44 UTC
From: likos@clinet.fi
Message-ID: <1rsag4INN3af@clinet.fi>
Source record: 38786

I have some problems with Harlekin Version 3.0, who has installed it
successfully for MultiTOS Version 1.0 (not Beta-Test)???

I don't know where to search for the bug!

Is it...
my 14 MB Falcon?
Is it... MiNT?
IS it... the multitasking AES 4.x?
Is it... Harlekin 3.0?
Or what else?

I have in the AUTO-folder only MINT.PRG (sometimes also SPDGDOS.PRG) and few
Accessories (XCONTROL.ACC,ALERT.ACC,HARLEKIN.ACC[HARLEDFP.ACC]), nothing else
and while booting I get the following message:
"pid 4 (newdesk) memory violation,type=private,AA=1EF76C,PC=27CF6,BP=1B0000"
Harlekin 3.0 works (except some serious bugs) on Falcon's TOS 4.1(not MultiTOS)
Has someone got is working on Falcon with MultiTOS 1.0 and if yes, what should
be modified (maybe some lines in GEM.CNF or MINT.CNF, some SETENV, or what?)??
be

Or maybe some parameters in "Einstellungen" or "Vektoren"
but what exactly should I change??

I have a german version from Maxon...
Please, reply to my private email address, thanks...

Johannis Likos
likos@clinet.fi

2586. Re: F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 23:16:11 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1rsbvrEn1s@uni-erlangen.de>
Source record: 38787

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>It turns out that the blitter is automatically disabled at 256
>colour mode on Falcon. Does anyone know why?

I can't imagine that. Although I never tried it...

All people I know had big problems with the 32MHz accelerator boards
because the Blitter didn't work at 32MHz. And it was impossible to
simply disable it, because there are _no_ routines in the TOS for doing
BitBlits by software instead by the blitter.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

2587. Re: Hardware scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1993-04-30 23:40:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A13593@HH.maus.de>
Source record: 38802

In Msg A27319@HB, warwick@cs.uq.oz.au wrote:

W>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
W>>If only the desktop understood fonts of other than 8 or 16 rows. I have
W>a >great 5x9 font, a 6x10 font, and an 8x12 font that I find much more
W>pleasant >and useful....
W>Huh! You're obviously still talking *fixed-width* fonts.
W>I want proportional-spaced fonts for MenuBar titles and items. No
W>reason why they aren't possible.

Using other fixed fonts then 8 or 16 rows on the desktop is possible, at least und MultiTOS. An if i wasn't too lazy to finish my translation of the manual and do some fixes, you could do this under any TOS version. This means a complete change of the AES system font. Additional access to GDOS fonts in the desktop's windows would be even nicer, of course.

Using proportional fonts is not recommendable, since the editable fields in dialog boxes will not work anymore. If you want to rewrite the objc_edit- routine of AES, tell me ;-). But you'd still have to use specially adapted fonts. Fonts with and average width of 8 and max width of 24 f.e. simply kill the AES.

Greetings, Hayo Schmidt

Hayo Schmidt * Grotiusweg 1 * D-2000 Hamburg 55 (Germany)
EMail: Hayo_Schmidt@hh.maus.de

2588. Re: GCC calling conventions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 00:04:15 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May1.000415.17239@mnemosyne.cs.du.edu>
Source record: 38788

> GCC pushes args right to left, just like any other C compiler that
> passes args on the stack.

Well, let's not get overly general here. Maybe all unix compilers limit
you to that. Certainly all ST compilers I've seen do. But on MSDOS, I
have six compilers that allow you to specify left-to-right, usually by
either declaring the function as __pascal, or by using a command line
switch.

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2589. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 00:12:53 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May1.001253.17777@mnemosyne.cs.du.edu>
Source record: 38789

>Does anyone know how to toggle the blitter state on F030?
>Blitstat() doesn't seem to work.
>Also, the blitter is automatically (by TOS) switched off at
>256 colour mode. Does this make sense?

Have you confirmed that Blitstat() doesn't work in all modes, or does it fail only in 256-color modes? I have this sneaking suspicion that maybe the blitter was never designed to work in 256-color mode, and thus it is either slower than software in that mode, or perhaps doesn't work at all, and thus Blitstat() doesn't let you turn it on in 256-color mode.

--
==========
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==========

2590. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 01:21:05 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC6BqF6.G2n@netcom.com>
Source record: 38790

In article <memo.177537@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>Does anyone know how to toggle the blitter state on F030?
>Blitstat() doesn't seem to work.

The blitter must always be on, because the Falcon VDI has to use it
(unlike older VDIs which had software blitting code as well; there wasn't
room in the Falcon ROM for the software blit code).

>Also, the blitter is automatically (by TOS) switched off at
>256 colour mode. Does this make sense?

No, the blitter is on... perhaps whatever program you are using is reporting
the blitter state incorrectly.

Regards,
Eric

2591. Re: F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 02:16:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.180643@cix.compulink.co.uk>
Source record: 38794

In article <1rsbvrEn1s@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>All people I know had big problems with the 32MHz accelerator boards
>because the Blitter didn't work at 32MHz. And it was impossible to
>simply disable it, because there are _no_ routines in the TOS for doing
>BitBlits by software instead by the blitter.
>--
> Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
> mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.
>
>

NVDI solves this problem, you can switch the blitter off with
the NVDI CPX.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2592. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 02:16:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.180645@cix.compulink.co.uk>
Source record: 38795

In article <1993May1.001253.17777@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> Have you confirmed that Blitstat() doesn't work in all modes, or does it
>fail only in 256-color modes? I have this sneaking suspicion that maybe
>the blitter was never designed to work in 256-color mode, and thus it is
>either slower than software in that mode, or perhaps doesn't work at all,
>and thus Blitstat() doesn't let you turn it on in 256-color mode.
>
It doesn't repond to blitstat(). You get return the blitter status
but not change it, unless you have NVDI installed which mysteriously
cures the problem.
The most annoying part is that if you switch to 256 and then back
to 16 or mono, you are left with a disabled blitter with no way
of switching it back.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2593. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 07:18:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.180884@cix.compulink.co.uk>
Source record: 38799

In article <ersmithC6BqF6.G2n@netcom.com>, ersmith@netcom.com (Eric R. Smith) writes:
>
>>Also, the blitter is automatically (by TOS) switched off at
>>256 colour mode. Does this make sense?
>
>No, the blitter is on... perhaps whatever program you are using is reporting
>the blitter state incorrectly.
>
>Regards,
>Eric

Well, my own program says it's off. The NVDI control panel
says it's off and it feels like it's off. Unless using blitstat()
as on all previous versions of TOS no longer works.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2594. Re: other b/w monitors for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 09:40:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A30958@K.maus.de>
Source record: 38824

>Apollo WS 30, which had a resolution of 1280x1024 I think. Has somobody in
>the world made a adapter for such monitors ????

The monitor must have either ECL inputs or analog, but then you'll have to use
a converter box.

First of all check if the monitor is capable of 75 kHz hor. scan freq. and 72
Hz vert. scan .freq. Otherwise it wouldn't sync on the TT's high rez video
output.

good luck - Peter

2595. Re: REPLAY 16 hum problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 09:42:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A30959@K.maus.de>
Source record: 38823

>Is this hum caused by unbalanced impedance? Anyone know how to cure it?

Probably caused by mains interference (is the hum 60 Hz?).

If so, connect the computer and the sampler unit to the same mains outlet.
If there's still a hum, turn one of the mains plugs 180 degrees.

good luck - Peter

2596. Re: Harlekin 3.0 / MultiTOS 1.0 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 14:43:07 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May1.154307@cs.bham.ac.uk>
Source record: 38796

I've just installed MultiTOS onto my Mega/STE 4 and it works fine with Harlekin II... but it doesn't work with Warp 9! The Warp 9 AUTO prog comes up OK, but the Accessory says it hasn't been installed and there isn't any acceleration. Anyone any ideas? Running MultiTOS without it is murder!

Also, changing the GEM.CNF ACCPATH (or whatever its name is) doesn't make AES load accessories from another directory (eg. C:\ACCS). Any idea on that one?

Otherwise I do like MultiTOS, especially now I've managed to get a version of DeskTracker to work under it!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2597. Ada

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 15:20:28 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C6CtA6.ts@brunel.ac.uk>
Source record: 38797

Where can I get a good PD Ada compiler?
--

Brendan McEnroe (Brond)	Pure SINE wave in my head
Applied Computer Systems Yr4	
Brunel University	/\ /\ /\ /\
Middlesex	/ \ / \ / \ / \
England	\ / \ / \ / \ /

2598. Sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 15:21:36 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C6CtC1.uo@brunel.ac.uk>
Source record: 38798

How do I install sozobon?

--

Brendan McEnroe (Brond)	Pure SINE wave in my head
Applied Computer Systems Yr4	
Brunel University	/\ /\ /\ /\
Middlesex	/ \ / \ / \ / \
England	\ / \ / \ / \ /

2599. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 17:10:28 UTC
From: bpat@cs.mcgill.ca
Message-ID: <C6CyDI.Erz@cs.mcgill.ca>
Source record: 38800

In article <1993Apr26.001436.24556@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> It looks like handle 0 is both standard input and standard output. There
>is no standard error handle at all. How in the hell can you redirect
>standard input and output to files when handle 0 refers to both input and
>output? How can you redirect stderr at all?
>

Hmm, you are confusing the BIOS/XBIOS device numbers with the GEMDOS file handles. According to my trusty "ST Internals", GEMDOS has the following standard handles layout :

0 : Console input (stdin)
1 : Console Output (stdout)
2 : Serial Interface (AUX)
3 : Printer Interface (PRN)

It says handle 2 was meant to be stderr (With AUX and PRN shifted over by 1 place) and 5 as null, but that it was incorrectly implemented on the ST. (why ??). Now, these handles are to be used with READ()/WRITE() only, not the XBIOS functions. Thus,by way of DUP() and FORCE(), you can redirect both stdin and stdout independently (And it works, I did it once to get a quick printout of the output of one of my programs, as a little patch-in.)

> I see that there are standard handles for MIDI and 'raw console'. I've
>never heard of anyone doing MIDI I/O using DOS-level file calls, is this
>an anti-feature, or what?
>

These are definitely the XBIOS devices. The "raw console" is the same as device #2 (for output), except that no VT52-like handling is done on the data. That's why the character sets include graphics for the low numbered values. They can be displayed by this device.

> My guess is that the sensible thing to do would be redefine a couple of
>the useless standard handles like MIDI and raw console to mean stdout and
>stderr, but I can see that causing trouble if everyone doesn't cooperate.
>How do existing shells deal with this situation? (Speaking not of
>MiNT/MTOS, I'm sure they have very copacetic ways of handling redirection,
>which I will use when running under them. I need to know how to handle
>all this (as it were) on plain GEMDOS systems.)
>

although I've never seen MiNT or MTOS (I don't have a hard drive, so they're kinda pointless, and swapping floppies may be fun at first, but I tired quickly ;-)

Patrick.

2600. Re: Problems with MiNT 1.04 and Minix filesystem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 19:08:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.K&TXRZCGUXg@semprini.tdkcs.waterloo.on.ca>
Source record: 38807
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1rg9p1INN3pp@samson.informatik.uni-kiel.dbp.de>, Ulrich Teichert writes:
> I think the reason is that for MiNT >= 0.99 and especially for the
> filesystems things have changed a bit (Eric explained it in this
> group). Recompile the XFS with a new MiNT lib. (I have PL 30).

Where do the sources for the minix fs live?
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2601. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 19:25:42 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.&wpTnJBU1aA@semprini.tdkcs.waterloo.on.ca>
Source record: 38808

In <1993Apr26.162143.1371@mnemosyne.cs.du.edu>, Ian Lepore writes:
> Personally, I'm not fond of the concept of redirecting stderr anyway.
> I've always thought of it as a way to talk interactively to the user even
> when stdout is redirected. There are times when you want a program to be
> able to say something to the user no matter what the user has done with
> redirection.

Ah, but there are some times (and some programs) that you'll _need_ to.
If I run POV-Ray in the background, I have to redirect stderr as well...
It displays its credits/copyright message to stderr. Easily fixable,
but also easily dealt with by redirecting stdout and stderr.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2602. Re: WM_ARROWED bug! (help wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 19:44:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.uh1eCMXpZmM@semprini.tdkcs.waterloo.on.ca>
Source record: 38809

```
In <1993Apr27.160506.22377@mnemosyne.cs.du.edu>, Ian Lepore writes:
> > [double-scroll bug with WM_ARROWED messages]
> > I want to put a fix in my own program.
>
> This is simplicity itself, as it turns out: you just have to wait for a
> double-click in your program, just once. I use the following sequence:
>
> XMULTI xm;
>
> xm.mflags = MU_TIMER | MU_BUTTON;
> xm.mbclicks = 2;
> xm.mbmask = 1;
> xm.mbstate = 1;
> xm.mtcount = 100; // 100 ms wait; don't use 0!
>
> evnx_multi(&xm);

Hmm, maybe you should add this to apl_init() in GEMfast!

--
------------------==========================================------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca
```

2603. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 19:46:21 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May1.194621.27179@mnemosyne.cs.du.edu>
Source record: 38804

> blitter doesn't work in 256-color mode, or even after switching back
> to other modes from 256

I finally got around to trying this just now, using:

printf("mode = %d\n", Blitmode(-1));

No matter what mode I'm in, it always reports 3 (blitter available and
being used, according to my docs). It's even on in 16bit color modes.

I'm running RAM-based TOS 4.02 still; I wonder if the TOS version has
anything to do with it?

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2604. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 19:49:27 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May1.194927.27399@mnemosyne.cs.du.edu>
Source record: 38805

> blitter...and it feels like it's off

Well, I can't argue with that. Until I just ran the little program to
report the Blitmode() return value, I was fully willing to believe it was
off in 256-color mode, based on how friggin slow the desktop is in that mode.

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2605. Re: Sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 19:54:01 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May1.195401.27528@mnemosyne.cs.du.edu>
Source record: 38806

> how do I install sozobon

You get HSC140.LZH from a.a, unpack it, and run INSTALL.PRG. :-)

HSC v2.0 is going to be ready inside a month (hopefully sooner, I'm about
to start contacting my trusty beta testers to see if they're ready for me).
The main difference between v1.40 and v2.0 is that the latter will support
external names up to 22 chars long, instead of the old 7-char limit.

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2606. Re: Ada

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-01 20:20:19 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1993May1.202019.1605@csi.uottawa.ca>
Source record: 38803

In article <C6CtA6.ts@brunel.ac.uk> cs89bsm@brunel.ac.uk (Brendan S McEnroe) writes:
>Where can I get a good PD Ada compiler?

Eventually, the nearly fabled GNU Ada front-end that's under
development will become available on the UNIX platform. At that
point, it may be possible to interface that front end with the Atari
GCC system, and run it on an ST.

It's not unlikely that it will require lots and lots of memory, and
may not run on anything less than a 4MB machine. I wouldn't be too
surprised if it would require a Falcon/TT.

But the point is moot in that there is, to my knowledge, NO Ada
compiler of any description currently available on the Atari ST.
(Whether people would or should WANT one is an entirely other issue,
that would be appropriate to alt.religion.computers...)

Thus the simple answer is, you can't get one now.
--
Christopher Browne | PGP 2.0 key available
cbbrowne@csi.uottawa.ca |====================================
University of Ottawa | Genius may have its limitations, but
Master of System Science Program | stupidity is not thus handicapped.

2607. Re: Sozobon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-02 00:32:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1rv4r3INNhk1@golem.wcc.govt.nz>
Source record: 38810

How do I install sozobon?

If you have HSC (Heat & Serve Sozobon C), then just run the install program
and it does it all for you!

When all else fails, read the instructions!d ese f

2608. F030 Blitter - CORRECTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-02 05:16:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.182413@cix.compulink.co.uk>
Source record: 38811

Contrary to a previous message by myself, TOS _DOES NOT_ switch
the blitter off when in 256 colour mode. It was NVDI doing that
since it is more effective than the blitter in this mode.
Sorry for confusing everyone...

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2609. Re: conterm & Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-02 15:02:16 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <736354936.4733@minster.york.ac.uk>
Source record: 38831

In article <H.eg.Kq0vRf2gy4M@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>In <1993Apr23.122608.21911@fwi.uva.nl>, Vincent Partington writes:
>[> mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>[>
>[> >I have not tried this under MiNT, but that should not make a difference.
>[> >Immediately after getting the key using Bconin() you should call Kbshift()
>[> >which will give you the status of the shift/control/alternate/capslock keys.
>[> Hmm, I don't really like that method....it all depends on the user not letting
>[> go of the specific key too fast and this way the keybaord-buffer is no use.
>[> Adn what's more, with TOSWIN the screen can react quite slowly sometimes and
>[> then it really gets to be a problem. I'd only want to resort to something
>[> like that if there are no other alternatives.
>
>I have to disagree. No matter how much MiNT/MultiTOS slows you down, it is
>unlikely (to say the least) that the system would cut away in between the
>two commands (one to get the key and the other to check the status of the
>shift key).

It is my experience that "unlikely" events happen more often than you
expect! Besides, I'm not fond of techniques that rely on the speed of the
machine or the fact that a context switch is "unlikely".

I do recall that there is a documented way to get bconin() to return the
keyboard shift status in the upper byte of the returned word. I think it's
done by setting one of the system variables at $400-$600 (my documentation
is at home). Quite how this works under MiNT is anybody's guess.

>() mforget@elfhaven.ersys.edmonton.ab.ca () (along with all of ()

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

2610. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-02 15:59:28 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May2.155928.28012@mnemosyne.cs.du.edu>
Source record: 38812

> issues about redirection and programs writing to stdout/stderr

Actually, now that I've got PAMAKE supporting redirection (and thus for the first time I'm actually using redirection on the ST), I'm starting to wonder what's the right way to do things in HSC, in terms of what handle I write to for what sort of messages.

While at first blush it seems 'obvious' that errors should go to stderr and everything else to stdout, this sort of forces a user to redirect both of them, and to different files at that since it doesn't seem to work when you try to redirect stdout and stderr to the same file. It seems especially useless to have stdout contain a log of progress (listing all the commands MAKE is running, etc) but then if an error happens it's recorded in a separate file. I'm tempted to just make everything go to stdout so that you have one log of what happened, and if there's an error message, it'll be at the bottom of that log.

Does anyone have any thoughts or preferences on this sort of thing?

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2611. Can't get Gemini 1.21 to auto-boot!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-02 18:34:10 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993May2.133410.19027@bsu-ucs>
Source record: 38813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can some one tell me how I can auto-start Gemini using STARTGEM.PRG in my AUTO-folder, STARTGEM.INF in the root directory containing "C:\GEMINI.121\GEMINI\GEMINI.APP" which is the location of GEMINI?

I have a Mega ST4 with TOS 1.2. My boot partition is C:, and Gemini is also on C:.

I used to auto-boot GoGo ST 4.2 using this same method and GOGOST.PRG was/is in a parallel directory on the C: drive. I'm not sure why this isn't working.

Help!

Alsom please reply via E-Mail since I'll only have access to this account for this week (finals week :( ) and may not too much time to get back to the net... Thanks!

-Matt

01mbmccabe@virgo.bsuvc.bsu.edu

2612. gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-02 19:56:42 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993May2.195642.12379@govonca.gov.on.ca>
Source record: 38814
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

I have been attempting to set up my Atari STe to use gcc 2.3.3. To test whether I had all the core files, I tried writing the infamous, "Hello, world," program. It worked -- until I tried being a bit fancy.

By adding "#include <stdio.h>" at the start of my hello.c, I caused the following error messages. (Trying to write other programs that used the .h files gave similar results.)

Command (from gulam):
gcc -o hello.tos hello.c

Result:
In file included from d:\\gnu\\include\\stdio.h:11, from hello.c:1:
d:\\gnu\\include\\compiler.h:177: parse error before character 032
In file included from hello.c:1:
d:\\gnu\\include\\stdio.h:108: parse error at null character

The include files in question came from atari.archive.umich.edu in an archive called includ87.zoo. If anyone has a suggested fix, I'd appreciate it. (I have a reasonable understanding of C from PC and Mac systems, but no experience with gcc.)

2613. GCC / MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 06:39:14 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C6FuHF.ILG@sdf.lonestar.org>
Source record: 38698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm preparing to do alot of TOS and GEM programming, and HSC no longer suits my needs, and MWC never did suit my needs. I'm going to go for GNU C, but I noticed there were ALOT of different files.

I'm definately going to be using MiNT, and I'll be getting the distrib-kit over the next few days, but what I need to know is what is necessary for GCC, and C++. I'll be grabbing the MiNT lib too, but again, there are a million different ones that seem to be the same version. And some things are listed under GCC but don't seem to be part of the compiler. Can someone tell me the bare minimum required?? I mean, do I need all those Update files? What about all that stuff in the New directories?? What's the current version of GCC, and are there any docs on how to set it up? and what files are required if there was a doc telling me what was required I could use that to find the other files.

Any help would be greatly appreciated. Thank You.

Evan Langlois
evanlang@sdf.lonestar.org

2614. Re: F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 07:42:20 UTC
From: gehnen@uni-paderborn.de
Message-ID: <1s2ics$rth@news.uni-paderborn.de>
Source record: 38815

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In article <1rsbvrEn1s@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
: >
: >All people I know had big problems with the 32MHz accelerator boards
: >because the Blitter didn't work at 32MHz. And it was impossible to
: >simply disable it, because there are _no_ routines in the TOS for doing
: >BitBlits by software instead by the blitter.
: NVDI solves this problem, you can switch the blitter off with
: the NVDI CPX.
The Speed is not the problem, because the entire system architecture runs
with the original Speed with only one exeption: the CPU ;-)
The real problem is the 24-Bit Adressrange of the Blitter. No one at ATARI
considerd a machine, that uses a Blitter AND a alternative RAM above 16MB.
The Blitter can not be disabled by a Switch (hardware-register or similar).
The NVDI is just better programmed than the VDI so the Blitter is really
slower than the Software.
Gerrit
--
Gerrit Gehnen, Heinz Nixdorf Institut, Uni-GH Paderborn
Tel: 05251/60-3261

2615. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 10:07:44 UTC
From: mh1@irz207.inf.tu-dresden.de
Message-ID: <1s2qtg$lbh@irz401.inf.tu-dresden.de>
Source record: 38816

In article <1993May2.155928.28012@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> > issues about redirection and programs writing to stdout/stderr
>
> Actually, now that I've got PAMAKE supporting redirection (and thus for
> the first time I'm actually using redirection on the ST), I'm starting to
> wonder what's the right way to do things in HSC, in terms of what handle I
> write to for what sort of messages.
>
> While at first blush it seems 'obvious' that errors should go to stderr
> and everything else to stdout, this sort of forces a user to redirect both
> of them, and to different files at that since it doesn't seem to work when
> you try to redirect stdout and stderr to the same file. It seems
> especially useless to have stdout contain a log of progress (listing all
> the commands MAKE is running, etc) but then if an error happens it's
> recorded in a separate file. I'm tempted to just make everything go to
> stdout so that you have one log of what happened, and if there's an error
> message, it'll be at the bottom of that log.

I'm not sure whether there is a general rule on what should go to stdout and what to stderr. When considering some specific program, however, one can always have a look at the respective standard document, or, if there is no standard, at the manual for a comparable Un*x program.

In the case of Make, the POSIX 1003.2 standard draft 11.2 states in section 6.2.6: "[6.2.6.1 Standard Output] The make utility shall write all commands to be executed to the standard output unless the -s options was specified, the command is prefixed with an at-sign, or the special target .SILENT has either the current target as a prerequisite or has no prerequisites. If make is invoked without any work needing to be done, it shall write a message to the standard output indicating that no action was taken. [6.2.6.2 Standard Error] Used only for diagnostic messages."

Section 2.11.6.2 [Standard Error] describes what "Used only for diagnostic messages" means: "[...] *Default Behavior*: When this subclause [Standard Error, --M.H.] is listed as ``Used only for diagnostic messages,'' is means that, unless otherwise stated, the diagnostic messages shall be sent to the standard error only when the exit status is nonzero and the utility is used as described by this standard. [...]"

Michael Hohmuth
--
Internet: hohmuth@freia.inf.tu-dresden.de

2616. Midifile specifications

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 12:44:31 UTC
From: dillon@madmax.loria.fr
Message-ID: <1897@muller.loria.fr>
Source record: 38817

Hi !

I'm looking for a midifile specification. Is it ftp-able ?

Thanks.

E. Dillon
dillon@loria.fr

2617. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 15:00:18 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422be52694@Kralizec.fido.zeta.org.au>
Source record: 38734

Original to: ilepore@nyx.cs.du.edu
In a message of <29 Apr 93 02:41:59>, ilepore@nyx.cs.du.edu (3:713/602) writes:

i> ilepore@nyx.cs.du.edu (Ian Lepore), via Kralizec 3:713/602
i>
>> Dear Everyone,
>> Ian really has something against GNU and CLIs...
i>
i> Oh great, don't attack the message itself (perhaps it's unassailable?),
i> instead tell everyone to ignore the messenger.

Just a quick handwave of support here Ian...

i> ... Maybe
i> somebody will break down and write a nifty install-and-configure program
i> for it. Maybe somebody will create and post at a.a some nice easy-to-read
i> ASCII docs for it.

Just a quick offering to those who may be struggling - I almost cried the other night when my seemingly-perfect installation wouldn't work... All the binaries were on the path, etc etc etc. When I invoked gcc, it would return silently (no error messages) without doing anything... Turned out that the GCCEXEC env var was wrong (/usr/bin/gnu/gcc- as opposed to /usr/bin/gcc/gcc-) and the driver couldn't find any of the compiler passes.

Now, it works fine...

i> - Ian Lepore | One thing you've got to admit about David Koresh:

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2618. Re: GCC calling conventions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 15:02:27 UTC
From: holger@ira.uka.de
Message-ID: <1993May3.150227.10302@ira.uka.de>
Source record: 38818

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> GCC pushes args right to left, just like any other C compiler that
>> passes args on the stack.

> Well, let's not get overly general here. Maybe all unix compilers limit
>you to that. Certainly all ST compilers I've seen do. But on MSDOS, I
>have six compilers that allow you to specify left-to-right, usually by
>either declaring the function as __pascal, or by using a command line
>switch.

>--
>==
>- Ian Lepore | Have you heard the good news from Waco?
> ianl@bix.com | David Koresh has stopped smoking.
>==

This not overly general, since the C language requires right to left args
pushing to accomplish function calls with a variable number of arguments.
This is not demanded by Kernighan/Ritchie or ANSI C as far as I know, but
the compiler would have to push another argument specifying the length of
the parameter stack to do it with left to right args.
Some compilers use registers to pass parameters for speed reasons, but
they fall back to right to left stack passing whenever recursion or variable
number of arguments are encountered.
Some compilers have special switches or keywords (definitly NOT standard)
to offer a convenient interface to other languages (like PASCAL), but I am
sure, that some PASCAL-compiler somewhere has a similar feature to change
parameter sequence without changing the fact that PASCAL parameter passing
is done left to right (I could be wrong about that, but the meaning should
be clear).

--

Holger Hellmuth at Uni Karlsruhe
<hellmuth@ira.uka.de>

2619. Re: Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 15:21:18 UTC
From: glens@natinst.com
Message-ID: <1s3d9e$4ak@falcon.natinst.com>
Source record: 38819

In article <1993May1.001253.17777@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> Have you confirmed that Blitstat() doesn't work in all modes, or does it
>fail only in 256-color modes? I have this sneaking suspicion that maybe
>the blitter was never designed to work in 256-color mode, and thus it is

Even the plain old blitter from the STE can be used in a 256 color
mode. Its register set is flexible enough to allow just about any kind of
screen RAM set up.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

2620. German-> English Translator wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 17:30:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May3.173028.5861@newshost.lanl.gov>
Source record: 38820
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech

Once again, I am in need of someone to translate some docs for a German language Atari program into English. I also expect to have a future need (RSN) for an English->German translation project.

If you are fluent in both languages and are looking for some fame (lots) and fortune (not much) then please contact me via email or leave a message at (505) 662-7236. I'll provide details at that time.

Ideally, I prefer someone with both Internet and GEnie access.

Cheers,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2621. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 19:05:18 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May3.190518.14532@mnemosyne.cs.du.edu>
Source record: 38821

> description of use of stdout and stderr in MAKE.

Actually, it wasn't MAKE I was concerned about, it was (as the message stated) the compiler pieces that make up HSC. MAKE itself is pretty easy to figure out: if it's not an error, it goes to stdout.

The compiler pieces, as I inherited them from when they were Sozobon, had a funny mix of stdout/stderr usage. Since the way I always used them involved stdout and stderr being the console, it didn't really matter. Now that my new MAKE enables I/O redirection for desktop users, it has become an issue. All the compiler pieces, for example, when invoked with -v, write their version message to stderr. I've changed that to stdout. Some calls are a bit harder. LD, invoked with -v -v outputs extra info about what it's doing, to help you identify problems during the link. Should that go to stdout, or stderr? (I decided on stdout, for no good reason other than it isn't actually any error message being output.)

Using unix docs to decide on the behavior of Atari ST programs strikes me as a mixed-bag concept. First you have to have the unix docs, of course. Then, I guess you have to think unix is something worthy of emulation. Actually, given a choice, I'd tend to look to other ST tools first, like Lattice C. In the absence of that, I'd go next to MSDOS prior art. Wherever possible, however, I try to do things that won't disorient anyone, be they unix-head or msdos'er or GEM lover or Macintosh worshiper or whatever. Rather than worshipping at the alter of some arbitrary standard I prefer to make things easy for everyone, to whatever degree possible.

--

- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.

2622. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 19:17:29 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May3.191729.14951@mnemosyne.cs.du.edu>
Source record: 38822
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

> gcc "parse error before charcter 032"

I get that too, and it drives me nuts. What's happening is that your files are terminated with a ^Z character -- just like the GEMDOS document says a text file should be. But, GCC doesn't recognize this as EOF, as it should reasonably be expected to do.

When a file is read using translated stream input, a \r\n is translated to a \n, and a ^Z should get translated to EOF. Given that Atari has defined that GEMDOS-based text files use \r\n line terminattion and ^Z EOF markers, any software that runs on an ST should be able to handle text files in that format.

I've been informed that GCC reads input files in binary mode, not translated mode, and that's why this problem happens. I asked a couple C language lawyers about this, (one of them was on the X3J11 committee), and they said that while GCC isn't technically in violation of the standard for behaving this way (nothing says a source code file is a text file, and nothing says it has to be read using translated stream input), they also pointed out that a compiler that can't handle text files formatted as defined by the host filesystem "is clearly a bad implementation".

Anyway, if you can set your editor to not output ^Z at the end of the file, that will fix it. If you can't, I have a little program called NUKEZ that will strip the ^Z of the end of all files matching a wildcard mask in the current directly. I can mail it to you if you need it.

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2623. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 21:25:52 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993May3.212552.2934@govonca.gov.on.ca>
Source record: 38825
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

In <1993May3.191729.14951@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> gcc "parse error before charcter 032"

> Anyway, if you can set your editor to not output ^Z at the end of the
>file, that will fix it. If you can't, I have a little program called
>NUKEZ that will strip the ^Z of the end of all files matching a wildcard
>mask in the current directly. I can mail it to you if you need it.

Thanks for the offer. I got a reply via mail earlier that pointed me
at a program called st2unx that fixed some of the problem --
specifically, the message you quote above (which came from compiler.h).
It didn't, however, fix the "null character parse" problem. I think my
next step is to look at stdio.h with a byte editor.

I've been editing using the built-in ue inside the gulam shell. Is
there another editor that will write out files as gcc wants them?

Just to belabor the point mercilessly, these *are* files direct from
the archive, theoretically part of gcc. Why would *they* be
incompatible? Is my zoo extracter doing funny things to the text
format? (I wouldn't have expected it to play with the line or file
terminators.)

2624. Calling a shell from a program

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 21:40:50 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May3.214050.20909@mnemosyne.cs.du.edu>
Source record: 38826

The Lattice C runtime library has an interesting description of its system() function. Apparently it attempts to pass the command to the resident shell/CLI if such is available. Since I'm not a shell user, I'm curious whether LC's system() command is gonna be compatible with the shells commonly in use.

It first checks the _shell_p system variable. If this is non-NULL, it jumps through that vector passing a pointer to the command string as the only arg. (This seems dangerous as hell in a memory-protection environment, but maybe shells don't actually set this vector anyway?)

If _shell_p is NULL, it looks for a SHELL= environment variable. If there is one, it starts the named program, passing -c followed by the rest of the command line. If there is no SHELL= variable, it looks for COMSPEC= and if that exists it starts the named program, passing /c followed by the rest of the command line string. If it can't find a shell by any of these methods, it attempts to spawn() the command.

The COMSPEC= is MSDOS-compatible, so I don't expect any ST shells will support that (ST shells being mostly unix-oriented from what I gather here). I'm curious whether the _shell_p and/or SHELL= methods are compatible with the shells in ST land? And is the notion of passing '-c' as the first arg proper for these shells, as a way of saying "run the command(s) on the rest of the command line, then return to me"?

This is, of course, for my new PAMAKE program. I have a little pseudo-shell built in the program to handle common commands such as rm/del/delete, cp/copy, echo, cd, and so on. For the commands it doesn't recognize, it attempts to spawn() the program of that name. This works great for GEM desktop users, and pretty good even for shell users since there's no need to spawn a shell to handle a simple file deletion. But, there are gonna be times when your shell can do things that the builtin interpreter can't, or will do them differently, or you just want/need to use your shell instead. So I've made it such that you can stick a .NOCLI: pseudo-target in your makefile (or in MAKE.INI to have it in effect all the time), but I want to make sure that Lattice's system() function is going to hand the commands off to existing shells properly.
--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2625. Re: F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 22:03:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.186225@cix.compulink.co.uk>
Source record: 38827

In article <1s2ics$rth@news.uni-paderborn.de>, gehnen@uni-paderborn.de (Gerrit Gehnen) writes:
>: NVDI solves this problem, you can switch the blitter off with
>: the NVDI CPX.
>The Speed is not the problem, because the entire system architecture runs
>with the original Speed with only one exeption: the CPU ;-)
>The real problem is the 24-Bit Adressrange of the Blitter. No one at ATARI
>considerd a machine, that uses a Blitter AND a alternative RAM above 16MB.
>The Blitter can not be disabled by a Switch (hardware-register or similar).
>The NVDI is just better programmed than the VDI so the Blitter is really
>slower than the Software.
> Gerrit
>--
>Gerrit Gehnen, Heinz Nixdorf Institut, Uni-GH Paderborn
>Tel: 05251/60-3261
>
>
With NVDI installed, you CAN switch the blitter off by calling
xbios blitstat(). Don't know how they did it, but it works.
It doesn't switch NVDI on and off, it actually toggles the blitter.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2626. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-03 22:55:14 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1s47siINNkem@elroy.jpl.nasa.gov>
Source record: 38828
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

In article <1993May3.212552.2934@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:
> I've been editing using the built-in ue inside the gulam shell. Is
>there another editor that will write out files as gcc wants them?

Gulam's ue will write files out correctly. If you go to then end of any file with this problem, you'll see a "^Z" sitting by itself on the last line of the file. Delete that line and resave the file.
>
> Just to belabor the point mercilessly, these *are* files direct from
>the archive, theoretically part of gcc. Why would *they* be
>incompatible? Is my zoo extracter doing funny things to the text
>format? (I wouldn't have expected it to play with the line or file
>terminators.)
>
It must be your version of zoo. I created this archive on a Unix host, which does not use any EOF markers of any kind. I have just now verified that there are no Ctrl-Zs in the archive itself.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2627. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 01:29:22 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993May4.012922.15204@govonca.gov.on.ca>
Source record: 38829
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

In <1s47siINNkem@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Gulam's ue will write files out correctly. If you go to then end of any file
>with this problem, you'll see a "^Z" sitting by itself on the last line of the
>file. Delete that line and resave the file.

Not in this case. I just created a test.c with the single line,
"#include <stdlib.h>". I had not previously done anything with stdlib.h
except extract it from the .zoo and copy it to the include directory.

I received the error:
In file included from test.c:1:
d:\\gnu\\include\\stdlib.h:61: parse error at null character.

I edited stdlib.h using gulam's ue. No control characters were
displayed. At the bottom of the file was a single blank line (i.e.
a new line after #endif /* _STDLIB_H */) I hit F3 and <BS> a few times
in case there was something invisible there causing problems. I saved
the file and recompiled.

Same error.
>>
>It must be your version of zoo. I created this archive on a Unix host, which
>does not use any EOF markers of any kind. I have just now verified that there
>are no Ctrl-Zs in the archive itself.

Actually, I have no evidence that there are Ctrl-Zs in the .h files.
It may be that something else causes the same symptoms that others
have had with EOF. If I were to pay attention to the compiler error
(usually not a good idea, I know), I'd think it was upset about the
presence of binary 0. Of course, I don't see any of those in ue
either.

2628. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 01:47:34 UTC
From: sourada@iastate.edu
Message-ID: <sourada.736480054@vincent1.iastate.edu>
Source record: 38830
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

In <1993May2.195642.12379@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:

>By adding "#include <stdio.h>" at the start of my hello.c, I caused the
>following error messages. (Trying to write other programs that used the
>.h files gave similar results.)

>Command (from gulam):
>gcc -o hello.tos hello.c

[buncha errors]

You might want to see if it's a problem with CRLF vs. just LF. When I had a problem (somewhat) like this, I seem to remember it was complaining about continued lines (i.e., lines with \'s on the end), and when I changed the files to CRLF's, it worked OK (I think).

Before I figured that out, I used MiNT whenever I wanted to compile with GCC, and that worked...

Later,
Steven Ourada

--

Steven Ourada -- sourada@iastate.edu
"The State shall make no law with respect to the establishment of education"
-- Illich

2629. Motorola/Intel number representations

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 05:51:15 UTC
From: cse0507@desire.wright.edu
Message-ID: <1993May4.005115.9180@desire.wright.edu>
Source record: 38839

Hi, y'all:

Anybody got a *ptr on how to convert numbers from Intel to Motorola format
and back again? I'm using Microslosh C7 at work, Lattice C5 at home, and the
binary data files are garbage when Lattice reads them. This includes
ints, shorts, and floats. I know about swab(src,dest,count) in Lattice, but it
doesn't work on floats...as near as I can tell. Ideally, the Atari port of
the program will read the Intel format binary files, internally convert them,
and be capable of putting the same file back out again, if necessary.
MSC7 ints are 16 bit, Lattice ints are 32 bit. Lattice shorts are 16 bit,
both float sizes are 4 bytes. EMail is ok, code fragments are better. :-)

P.S. I *assume* it's an Intel-->Moto problem, not my code. :-) I'll test that
assumption tomorrow.
--
||| Bob "SubGenius" Schulze (%!#) @%(-)&$$
)|(
/ | \ Es brilig war. Die schlichte Toven, Wirrten und wimmelten in Waben;
Und aller-mumsige Burggoven, Dir mohmen Rath ausgraben.
*** Motorola Inside! ***

2630. Re: Calling a shell from a program

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 06:39:15 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.736497555@mi.el.utwente.nl>
Source record: 38832

In <1993May3.214050.20909@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

] The COMSPEC= is MSDOS-compatible, so I don't expect any ST shells will
]support that (ST shells being mostly unix-oriented from what I gather
]here). I'm curious whether the _shell_p and/or SHELL= methods are
]compatible with the shells in ST land? And is the notion of passing
]'-c' as the first arg proper for these shells, as a way of saying "run
]the command(s) on the rest of the command line, then return to me"?

The _shell_p and SHELL= methods are well-known ways of finding the shell.
At least does gulam and the GP-shell support this usage of _shell_p;
and i think gemini does as well. The SHELL= with -c is like the standard
UNIX convention. See man csh, man sh etc.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

2631. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 08:13:54 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993May4.081354.325@daimi.aau.dk>
Source record: 38833

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

>> description of use of stdout and stderr in MAKE.

[...stuff deleted...]

> Using unix docs to decide on the behavior of Atari ST programs strikes me
>as a mixed-bag concept. First you have to have the unix docs, of course.
>Then, I guess you have to think unix is something worthy of emulation.
>Actually, given a choice, I'd tend to look to other ST tools first, like
>Lattice C. In the absence of that, I'd go next to MSDOS prior art.
>Wherever possible, however, I try to do things that won't disorient
>anyone, be they unix-head or msdos'er or GEM lover or Macintosh worshiper
>or whatever. Rather than worshipping at the alter of some arbitrary
>standard I prefer to make things easy for everyone, to whatever degree
>possible.

I am NOT trying to start a religious war about which alter to worship, I am only trying to make a suggestion.

As Ian already points out, the two major decision factors should be good reasons and minimizing disorientation, rather than simply clinging to some arbitrary standard at all costs.

But in the absence of The Obvious Correct (tm) thing to do, I would like to advocate a little for keeping up with the unix way of things, at least with I/O redirection. At least the MSDOS sense of redirection is modelled after unix (Microsoft actually was busy selling unix, when IBM asked them to do DOS), and there is a lot of PD unix programs out there, and for instance makefiles often assumes that everything follows the unix standards. So porting these becomes easier when The Way (tm) is somehow unix-compatible.

Moreover, since we have many unix programs ported already (all the gnustuff, fileutils, make etc.), and since MiNT (in my understanding) has long gone the POSIX way, I do think that unix is a not so bad standard to look at when making design decisions.

The above does however shoot me in the foot, as there really is no critical need for making your make program unix compatible, since we already have GNU make for those who needs the unix way. So if there is any other (non-unix) way to go, by all means do that. The most important thing is still to *think* rather than just standardize.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

2632. Re: Calling a shell from a program

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 08:16:18 UTC
From: marc@targon.UUCP
Message-ID: <3177@targon.UUCP>
Source record: 38836

In article <klamer.736497555@mi.el.utwente.nl> klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>At least does gulam and the GP-shell support this usage of _shell_p;
>and i think gemini does as well.

Indeed, mupfel does it.

Marc

2633. Re: F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 08:38:50 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13492@hardy.rl.ac.uk>
Source record: 38697

In article 186225@cix.compulink.co.uk, ogal@cix.compulink.co.uk (Ofir Gal) writes:
[stuff deleted]

>With NVDI installed, you CAN switch the blitter off by calling
>xbios blitstat(). Don't know how they did it, but it works.
>It doesn't switch NVDI on and off, it actually toggles the blitter.
>
>Ofir ogal@cix.compulink.co.uk
>
Well the blitter doesn't have an on/off switch; switching it off simply means setting a flag so that different drawing routines that don't use the blitter are called.

The fact that the Falcon does everything with the blitter worries me:
Imagine of full screen scroll (at an ST resolution). Thats about 32K word accesses which would lock the processor out for 16mS on an ST. Thats one of the reason that most MIDI packages won't run with the blitter on the ST; MIDI interupts have to be serviced in <320uS. I wonder if things are better organised on the Falcon or whether the blitter is constantly running in half speed mode (which would explain the reported sluggishness of 256 color displays).

Steven

2634. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 08:52:19 UTC
From: julian@math.uni-muenster.de
Message-ID: <1s5as3$17ji@obelix.uni-muenster.de>
Source record: 38834

In article 14951@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > gcc "parse error before charcter 032"
>
> I get that too, and it drives me nuts. What's happening is that your
> files are terminated with a ^Z character -- just like the GEMDOS document
> says a text file should be. But, GCC doesn't recognize this as EOF, as it
> should reasonably be expected to do.
>

Please inform us where the official Atari docs document such a strange behaviour.

> When a file is read using translated stream input, a \r\n is translated
> to a \n, and a ^Z should get translated to EOF. Given that Atari has
> defined that GEMDOS-based text files use \r\n line terminattion and ^Z EOF
> markers, any software that runs on an ST should be able to handle text
> files in that format.

A reasonable C stdio library returns EOF if you are at the end of the file :-)

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2635. Re: F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 08:56:24 UTC
From: julian@math.uni-muenster.de
Message-ID: <1s5b3o$17ji@obelix.uni-muenster.de>
Source record: 38835

In article 186225@cix.compulink.co.uk, ogal@cix.compulink.co.uk (Ofir Gal) writes:
> With NVDI installed, you CAN switch the blitter off by calling
> xbios blitstat(). Don't know how they did it, but it works.
> It doesn't switch NVDI on and off, it actually toggles the blitter.

There's no magic involved. Switching the blitter on or off has nothing to do with hardware, it's just a flag for the lowlevel VDI routines (in Atari's VDI: Line-A). Using NVDI on a Falcon, you can switch off the blitter, because NVDI has all the functions in software, too (actually, running faster than the Falcon blitter). Atari's VDI hasn't the soft blit code, so you can't turn off the blitter.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2636. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 09:54:02 UTC
From: em09@liverpool.ac.uk
Message-ID: <C6Hy62.JKL@liverpool.ac.uk>
Source record: 38838

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

: There's no need for this. ModemMidi or 16+ do it all in software.
: One rsconf() and that's it. NDA prevents me from giving full
: details. Why not buy the unit, it is not too expensive.

: Ofir ogal@cix.compulink.co.uk

Thanks Ofir. Actually I DID buy one several months ago and am very
happy with it. I am just joining in the debate about how it might
work in order to get some more insight into the workings of the ATARI.

Your clue about the rsconf() made me realise that the modem port does
NOT use a 6850 ACIA and this puts a different light on things. The fact
that the transmit clock comes from one of the timers makes virtually ANY
bit rate possible. However I cannot see how this can be achieved via
the rsconf() function as all 16 possible values for 'baud' are
allocated to standard RS232 bit rates.

BTW I am very disappointed with the instructions of both the 16+ and
CUBASE in that NEITHER explain just what EXPORT is. I mean: what do
Xport2 etc. address and, what's more to the point, how can I write
s/w to send SysEx to the devices that I have connected to my 16+ ?

Regards,

John.

2637. 2nd hand slm804 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 10:01:20 UTC
From: frank@ifi.unibas.ch
Message-ID: <1993May4.100120.5951@urz.unibas.ch>
Source record: 38720
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

May I ask you netters for an opinion?

I have a five year old, barely used SLM804 Atari laser printer, which I would
like to sell to someone interested.

What price would YOU be prepared to pay for that printer?
Please respond by e-mail to the address below, as I DO NOT read this newsgroup.
(Though I still have my 520st ...)

Thanks for the answers.

Regards Robert

--
Robert Frank tel. + (061) 321 99 67
Institut fuer Informatik fax + (061) 321 99 15
University of Basel, Switzerland
Mittlere Strasse 142 rfc822: frank@ifi.unibas.ch (NeXT mail accepted)
CH-4056 Basel X400: S=frank;OU=ifi;O=unibas;P=switch;A=arcom;C=ch
(if all fails try frank@urz.unibas.ch)

2638. Mint Libs/TT SCSI : Thanks.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 10:40:28 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <C6I0BG.HD4@dcs.ed.ac.uk>
Source record: 38837

Hi there,
I'd just like to thank everyone who posted or mailed me stuff in
response to my articles on the TT's SCSI interface and on compiling the MiNT libs for
the TT's FPU. It sure is great to know that the Atari community is a live and well!

Once again,thanks a lot,
Cheers,Joe.

2639. GDB and libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 13:16:07 UTC
From: grw@ukc.ac.uk
Message-ID: <7137@falcon.ukc.ac.uk>
Source record: 38840

I posted earlier about getting the binaries for GDB 3.5 and I would also
like to know if the gdb libraries are available (so that I can step through the
source of the libraries as well as my own code) ?

Any hints? Or will I have to download the sources for the standard libraries
and recompile with the -g option or something?

If someone could mail me a full explanation I would be eternally grateful.....

--
"Given that God is infinite, and given that the Universe is also infinite
... Would you like a toasted tea cake" - Talkie Toaster

Gazza. University of Kent at Canterbury

2640. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 14:54:29 UTC
From: JOCKEL89@dosuni1.rz.uni-osnabrueck.de
Message-ID: <16BC4DFB9.JOCKEL89@dosuni1.rz.uni-osnabrueck.de>
Source record: 38691
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

In article <1993May2.195642.12379@govonca.gov.on.ca>
millsp@govonca.gov.on.ca (Phil Mills) writes:

>Result:
>In file included from d:\\gnu\\include\\stdio.h:11, from hello.c:1:
>d:\\gnu\\include\\compiler.h:177: parse error before character 032
>In file included from hello.c:1:
>d:\\gnu\\include\\stdio.h:108: parse error at null character

The same happened to me. Now, I know what's going on: check your environment-
variables, especially TEMP.
If you have a backslash at the end, e.g. "setenv TEMP d:\temp\", remove it.
If not, append one (I know it was the backslash, but I can't remember if
it has to be there or not; just toggle the appearance of the backslash)
For me, this "patch" worked well...
>>> jockel <<<
--
==
Joachim Hoehne "HOECHSTe Sicherheitsstufe heisst:
Fachbereich Physik Die Sache kann uns jeden Moment
Universitaet Osnabrueck um die Ohren fliegen!"
# #
Bitnet : JOCKEL89@DOSUNI1.BITNET
PM Internet: jockel90@charon.physik.uni-osnabrueck.de
==

2641. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 15:21:35 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May4.152135.24745@mnemosyne.cs.du.edu>
Source record: 38694

> [standards do serve a purpose but...]
> "The most important thing is still to *think* not just standardize."

Ahh, you have brought a warm glow to my heart, by reassuring me that some
folks do get it.

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2642. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 15:38:30 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May4.153830.25616@mnemosyne.cs.du.edu>
Source record: 38695

>> [description of GEMDOS text file standard]
> Please inform use where the official Atari docs document such a
> strange behavior.

Glad to. The Atari GEMDOS manual, the one that comes with the
developer's kit. It's got funny page numbering, but it's on the sixth
page after the title page. The section is titled FILE OPERATIONS. The
paragraph reads:

GEMDOS places no restrictions on what a file may contain. Most
applications assume that text files contain lines separated with
carriage-return linefeeds, with a control-Z indicating the end of file.

I believe this has to do with GEMDOS's MSDOS heritage. I would have been
perfectly happy with a more strongly-worded standard that said lines are
delimited by linefeeds only, and there is no EOF character (^Z or
otherwise) in the file. It sure would make text processing easier. But,
we're still living with restrictions and decisions that must've seemed
like a good idea to them in 1985. ::sigh::

I really do wish the GCC lexer could be taught to ignore ^Z. It's a
character that has no lexical meaning in C source code on any system, so
it seems harmless enough to have it be ignored if present. (Well, I guess
the right way would be to have it turn into an EOF token rather than being
flatout ignored, but even that shouldn't be too hard.)

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2643. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 16:23:42 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-040593092117@townsend.taligent.com>
Source record: 38692

In article <1993May3.190518.14532@mnemosyne.cs.du.edu>,
ilepore@nyx.cs.du.edu (Ian Lepore) wrote:
> Using unix docs to decide on the behavior of Atari ST programs strikes me
> as a mixed-bag concept. First you have to have the unix docs, of course.
> Then, I guess you have to think unix is something worthy of emulation.
> Actually, given a choice, I'd tend to look to other ST tools first, like
> Lattice C. In the absence of that, I'd go next to MSDOS prior art.
> Wherever possible, however, I try to do things that won't disorient
> anyone, be they unix-head or msdos'er or GEM lover or Macintosh worshiper
> or whatever. Rather than worshipping at the alter of some arbitrary
> standard I prefer to make things easy for everyone, to whatever degree
> possible.
> --

Actually, I think if you look at Lattice C v5 stuff, I think that you will
find that they based their make on how UNIX make behaves. In fact, when
Alex
from HiSoft visited Atari, we asked him for documentation on their make. He
directed us to the UNIX documentation that is available from most computer
bookstores.

So, I would say that basing tool behavior on UNIX behavior might not be
such
a bad idea. It certainly can't be any worse than basing it on compilers
that
have long since vanished from the earth.

2644. Re: Calling a shell from a program

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 16:30:34 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-040593092908@townsend.taligent.com>
Source record: 38693

```
In article <1993May3.214050.20909@mnemosyne.cs.du.edu>,
ilepore@nyx.cs.du.edu (Ian Lepore) wrote:
> The COMSPEC= is MSDOS-compatible, so I don't expect any ST shells will
> support that (ST shells being mostly unix-oriented from what I gather
> here). I'm curious whether the _shell_p and/or SHELL= methods are
> compatible with the shells in ST land? And is the notion of passing
> '-c' as the first arg proper for these shells, as a way of saying "run
> the command(s) on the rest of the command line, then return to me"?
>

You might check on this but the COMMAND.TOS or COMMAND.PRG that Atari had
originally distributed with the Developers Kit probably supported the
COMSPEC
method and the shell_p method of finding the shell.

I know for a fact that Gulam supports shell_p.

-- John Townsend
John_Townsend@Taligent.com
```

2645. Re: Motorola/Intel number representations

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 17:02:01 UTC
From: bjgrier@bnr.ca
Message-ID: <C6IHzE.29w@news.rich.bnr.ca>
Source record: 38696

In article <1993May4.005115.9180@desire.wright.edu>, cse0507@desire.wright.edu writes:
|> Hi, y'all:
|>
|> Anybody got a *ptr on how to convert numbers from Intel to Motorola format
|> and back again? I'm using Microslosh C7 at work, Lattice C5 at home, and the
|> binary data files are garbage when Lattice reads them. This includes
|> ints, shorts, and floats. I know about swab(src,dest,count) in Lattice, but it
|> doesn't work on floats...as near as I can tell. Ideally, the Atari port of
|> the program will read the Intel format binary files, internally convert them,
|> and be capable of putting the same file back out again, if necessary.
|> MSC7 ints are 16 bit, Lattice ints are 32 bit. Lattice shorts are 16 bit,
|> both float sizes are 4 bytes. EMail is ok, code fragments are better. :-)
|>
|> P.S. I *assume* it's an Intel-->Moto problem, not my code. :-) I'll test that
|> assumption tomorrow.
|> --
|> ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$
|>)|(
|> / | \ Es brilig war. Die schlichte Toven, Wirrten und wimmelten in Waben;
|> Und aller-mumsige Burggoven, Dir mohmen Rath ausgraben.
|> *** Motorola Inside! ***

Acutally I do!

In the archives, somewhere is the source for a program I wrote called
WAVEPLAYER. In it I do swap the bytes around from Intel format to
Motorola format.

The program, and source is also available on GEnie

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

2646. Re: Atari Modem to increse midi channels

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 19:25:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.189856@cix.compulink.co.uk>
Source record: 38708

In article <C6Hy62.JKL@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>
>Your clue about the rsconf() made me realise that the modem port does
>NOT use a 6850 ACIA and this puts a different light on things. The fact
>that the transmit clock comes from one of the timers makes virtually ANY
>bit rate possible. However I cannot see how this can be achieved via
>the rsconf() function as all 16 possible values for 'baud' are
>allocated to standard RS232 bit rates.

Sorry, there is also a bconmap() involved.
>
>BTW I am very disappointed with the instructions of both the 16+ and
>CUBASE in that NEITHER explain just what EXPORT is. I mean: what do
>Xport2 etc. address and, what's more to the point, how can I write
>s/w to send SysEx to the devices that I have connected to my 16+ ?
>
>Regards,
>
>John.
>
>
>
For more info you should contact midihelp@cix.compulink.co.uk.
Vic has the docs and may be able to help. Export2 and 3 are for
compatibility with C-Lab Export which uses the serial port to
give 3 MIDI outs. This is not very successful, timing errors, etc.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2647. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 20:26:23 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1s6jhfINN4mn@elroy.jpl.nasa.gov>
Source record: 38699

In article <1993May4.153830.25616@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>> I get that too, and it drives me nuts. What's happening is that your
>>> files are terminated with a ^Z character -- just like the GEMDOS document
>>> says a text file should be. But, GCC doesn't recognize this as EOF, as it
>>> should reasonably be expected to do.
>> Please inform use where the official Atari docs document such a
>> strange behavior.
>
> Glad to. The Atari GEMDOS manual, the one that comes with the
>developer's kit. It's got funny page numbering, but it's on the sixth
>page after the title page. The section is titled FILE OPERATIONS. The
>paragraph reads:
>
> GEMDOS places no restrictions on what a file may contain. Most
> applications assume that text files contain lines separated with
> carriage-return linefeeds, with a control-Z indicating the end of file.
>
> I believe this has to do with GEMDOS's MSDOS heritage. I would have been

Yet another CP/M inheritance...

>perfectly happy with a more strongly-worded standard that said lines are
>delimited by linefeeds only, and there is no EOF character (^Z or
>otherwise) in the file. It sure would make text processing easier. But,
>we're still living with restrictions and decisions that must've seemed
>like a good idea to them in 1985. ::sigh::

"Strongly-worded standard" ? I think the words "GEMDOS places no restrictions on what a file may contain" is pretty well worded. To me it means that there is *no* specification on internal format of a file. The GEMDOS document does *not* say "what a text file should be" - it says "most applications *assume*" thus and such, but there are no Rules to enforce or to violate.
>
> I really do wish the GCC lexer could be taught to ignore ^Z. It's a
>character that has no lexical meaning in C source code on any system, so
>it seems harmless enough to have it be ignored if present. (Well, I guess
>the right way would be to have it turn into an EOF token rather than being
>flatout ignored, but even that shouldn't be too hard.)

Actually, I've seen source code that contains Ctrl-Z characters embedded in character strings. I would hate to see them fail to compile just because the preprocessor decided to stop reading at that point. By rights, control characters should *never* have any meaning when stored in a file. By actual definition, they are *terminal* control characters, and have no meaning

except as part of a communications protocol, going to some kind of TTY. This is the only proper way to interpret them. As an example, some folks have the misconception that Ctrl-D is "the EOF character in Unix", and that this is somehow reflected in the files stored in the Unix filesystem. In fact, Ctrl-D is merely a flag to the terminal driver, nothing more. On MSDOS systems, the standard input routine recognizes Ctrl-Z typed from the keyboard as an EOF signal. That's fine. But again, the Ctrl-Z doesn't appear in the input stream. (Try "copy con: junk.txt" some time from the DOS shell, type some text, then a ctrl-Z. Look at the file that's produced - no embedded Ctrl-Z.) Control characters have no legitimate meaning except when transferred over a communications line (e.g., dumb terminal, console keyboard, etc.).
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2648. Re: Motorola/Intel number representations

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 20:41:32 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1s6kdsINN5gb@elroy.jpl.nasa.gov>
Source record: 38700

In article <1993May4.005115.9180@desire.wright.edu> cse0507@desire.wright.edu writes:
>Hi, y'all:
>
>Anybody got a *ptr on how to convert numbers from Intel to Motorola format
>and back again? I'm using Microslosh C7 at work, Lattice C5 at home, and the
>binary data files are garbage when Lattice reads them. This includes
>ints, shorts, and floats. I know about swab(src,dest,count) in Lattice, but it
>doesn't work on floats...as near as I can tell. Ideally, the Atari port of
>the program will read the Intel format binary files, internally convert them,
>and be capable of putting the same file back out again, if necessary.
>MSC7 ints are 16 bit, Lattice ints are 32 bit. Lattice shorts are 16 bit,
>both float sizes are 4 bytes. EMail is ok, code fragments are better. :-)
>
>P.S. I *assume* it's an Intel-->Moto problem, not my code. :-) I'll test that
>assumption tomorrow.

For integers it's simple, you just need to do a complete inversion, e.g.,
hex digits AABBCCDD become DDCCBBAA for a 4 byte int, or AABB -> BBAA for
a 2 byte int. For floats, it depends on the floating point representations
used by MSC and Lattice C, respectively. If both are using IEEE 754 compliant
floating point arithmetic, then a 4 byte swap ought to do the trick. (I don't
have a reference for either of them, but I'm pretty sure that both *do* use
the standard IEEE representation.) I bet your problem is that the Lattice
swab routine is only performing a 2-byte swap, and you need to swap all 4
bytes in a float.

If I were writing this code, I would perform the byte order conversion on
the Intel box. Not because I think one system could perform it more quickly
than the other, but because I look at things from an internet networking
perspective, and the internet standards define canonical byte ordering to be
big-endian, i.e. Motorola format, and it is always the responsibility of the
non-standard machine to convert its output data into a standard format. It's not
the responsibility of a standard machine to have to know how to cope with a
non-standard format.

On a typical Unix box with internet protocol support, you would use the macros
ntohl and htonl, ntohs and htons defined in <netinet/in.h> to do your
conversions. ("N to H" means Network to Host order & vice versa.) Instead of
conditionalizing your own code, you simply use these macros, which themselves
are conditionally defined, doing nothing on big-endian machines, and doing the
appropriate swap for little-endian (e.g. Vax, Intel) machines.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2649. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 20:48:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1s6krdINN5tj@elroy.jpl.nasa.gov>
Source record: 38701
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C6FuHF.ILG@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>I'm definately going to be using MiNT, and I'll be getting the distrib-kit
>over the next few days, but what I need to know is what is necessary for
>GCC, and C++. I'll be grabbing the MiNT lib too, but again, there are a
>million different ones that seem to be the same version. And some things
>are listed under GCC but don't seem to be part of the compiler. Can someone
>tell me the bare minimum required?? I mean, do I need all those Update files?
>What about all that stuff in the New directories?? What's the current version
>of GCC, and are there any docs on how to set it up? and what files are required
>if there was a doc telling me what was required I could use that to find the
>other files.

The current release version is GCC 2.3.3. Get the file gcc233b.zoo from the
archive and read the Readme file contained therein. That will tell you what
other files you need. I have posted that file to this newsgroup before, but
rather than repost it this time around, I'm just telling you that it's there.

As for all those Update files - all the updates have already been applied to
the packaged files on the archive. The updates are being archived separately
as a convenience for those folks who already have a working GCC installation
and don't need to transfer the entire distribution anew.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2650. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 21:31:52 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.eg.1u6o5b8UimI@lionbbs.escape.de>
Source record: 38647
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

In <sourada.736480054@vincent1.iastate.edu>, Steven D Ourada writes:
>In <1993May2.195642.12379@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills)
writes:

>You might want to see if it's a problem with CRLF vs. just LF. When I had a
>problem (somewhat) like this, I seem to remember it was complaining about
>continued lines (i.e., lines with \'s on the end), and when I changed the
>files to CRLF's, it worked OK (I think).

>Before I figured that out, I used MiNT whenever I wanted to compile with
>GCC, and that worked...

Did you check out your setting of UNIXMODE?
I had similar problems with an other program some time ago
and when I removed UNIXMODE from my setup everything worked fine.

The program in question was compiled with gcc!

Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig neu: 38102 Braunschweig

2651. Re: Motorola/Intel number representations

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 22:09:13 UTC
From: bjgrier@bnr.ca
Message-ID: <C6Iw7D.74r@news.rich.bnr.ca>
Source record: 38702

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> If I were writing this code, I would perform the byte order conversion on
> the Intel box. Not because I think one system could perform it more quickly
> than the other, but because I look at things from an internet networking
> perspective, and the internet standards define canonical byte ordering to be
> big-endian, i.e. Motorola format, and it is always the responsibility of the
> non-standard machine to convert its output data into a standard format. It's not
> the responsibility of a standard machine to have to know how to cope with a
> non-standard format.

Very true Howard. However I have found that most Windows programs do not
support Motorola formated numbers in files conforming to the Microsoft
Standard. MicroSoft did define that any file can in either format, and
it is identified by the first four characters of the file.
(RIFF = Intel formatted numbers; RIFX = Motorola formatted numbers)

A per a previous post (I really do like to repeat myself) post a few
Microsoft file formatted sound and picture files in RIFX format, get
a few friends to praise them, and watch tons of complaints come in from
people whose utilities do not support the standard.

Brian, WS1S (ST/TT User/Developer)
Bell Northern Research
Research Triangle Park, NC

2652. Re: F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 23:09:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.190738@cix.compulink.co.uk>
Source record: 38709

In article <13492@hardy.rl.ac.uk>, steve@wan.inf.rl.ac.uk (Steve Eker (ERCIM fellow with dad; until 6/93)) writes:
>>
>Well the blitter doesn't have an on/off switch; switching it off simply means setting
>a flag so that different drawing routines that don't use the blitter are called.

You are right.
>
>The fact that the Falcon does everything with the blitter worries me:
>Imagine of full screen scroll (at an ST resolution). Thats about 32K word accesses
>which would lock the processor out for 16mS on an ST. Thats one of the reason that
>most MIDI packages won't run with the blitter on the ST; MIDI interupts have to
>be serviced in <320uS. I wonder if things are better organised on the Falcon or
>whether the blitter is constantly running in half speed mode (which would explain
>the reported sluggishness of 256 color displays).
>
>Steven
>
>
>
That is a frightening thought.
I do run Cubase with the blitter on (on a Mega ST) and I didn't
notice any problems. I haven't had a chance yet to put the Falcon to the
test.
Also, many synths and samplers have delays in excess of 20ms between
receiving MIDI and responding. Notably, Akai samplers are very good
at 3ms response time. The worst thing is that response times are not
consistent and depend on number of notes, etc.

Ofir ogal@cix.compulink.co.uk

"The fact that I have changed my mind
doesn't change the fact that I'm right"

2653. Re: Motorola/Intel number representations

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 23:29:04 UTC
From: healy@nosc.mil
Message-ID: <1993May4.232904.18508@nosc.mil>
Source record: 38704

Just as an aside, VAX is worse than little-endian. Also, if you use a VME serial interface card such as DR11-W or BIT3, then the swapping is different than if you use sockets. The bottom line is you can use the defined byte architecture to make your first cut, but the correct byte swapping is the one which works correctly in that implementation.

BTW, good point about it being the responsibility of the non-canonical architecture to convert to canonical. Another benefit of being a Moto kind of guy :-)

Mike

healy@nosc.mil

2654. And the winner is. . . .

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-04 23:35:55 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993May4.233555.21782@govonca.gov.on.ca>
Source record: 38703
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

(Concerning funny parse errors on gcc .h files.)

Ken Newman of Mississauga, Ontario. (Yeah, Canada.)

If the last character of your environment variable TEMP is a backslash, like the gulam samples show, (Boo, gulam) then gcc gets upset and blames the error on its .h files. (Boo, gcc) Odder, still, that gcc installation documentation says nothing about using TEMP, but rather tells you to set TMPDIR. (Boo, again, gcc)

But thanks to everyone for their suggestions. I learned about a lot of new utilities, libraries, and ftp sites from this.

2655. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 03:31:20 UTC
From: msmith@flash.pax.tpa.com.au
Message-ID: <1s7ce8INNej8@flash.pax.tpa.com.au>
Source record: 38705
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

```
>By adding "#include <stdio.h>" at the start of my hello.c, I caused the
>following error messages. (Trying to write other programs that used the
>.h files gave similar results.)
>
>Command (from gulam):
>gcc -o hello.tos hello.c
>
>Result:
>In file included from d:\\gnu\\include\\stdio.h:11, from hello.c:1:
>d:\\gnu\\include\\compiler.h:177: parse error before character 032
>In file included from hello.c:1:
>d:\\gnu\\include\\stdio.h:108: parse error at null character

For what it's worth, I had the same problems when I started using gcc as well.
Check that you have enough memory first - the preprocessor can get a bit
confused.

mike

.
.
.
.
.
.
blank space to please Pnews...
.
.
.
.
.
.
```

2656. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 03:37:50 UTC
From: msmith@flash.pax.tpa.com.au
Message-ID: <1s7cqeINNeov@flash.pax.tpa.com.au>
Source record: 38706

In article <1993May2.155928.28012@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> While at first blush it seems 'obvious' that errors should go to stderr
>and everything else to stdout, this sort of forces a user to redirect both
>of them, and to different files at that since it doesn't seem to work when
>you try to redirect stdout and stderr to the same file.

As a general convention, redirecting stderr drags stdout along with it.

for example, if one were to say

make all >&logs/make.log &

to any vaguley unixish shell, one would reasonably expect to find a complete transcript of the make in the appointed logfile.

>- Ian Lepore | Have you heard the good news from Waco?

mike

2657. Hooking a Commodore (Magnavox) monitor to Atari ST - possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 04:07:42 UTC
From: mgm@world.std.com
Message-ID: <C6JCsu.7oH@world.std.com>
Source record: 38707
Cross-posted to: comp.sys.atari.st.tech,sci.electronics

Commodore as a monitor for the Amiga. It has inputs for TTL RGB,
analog RGB, and even NTSC.

The question: Will it work (in color mode) with an atari ST?

Part of the problem is that the ST puts out Hsync and Vsync
separately, and he says the monitor is expecting a composite sync.
Can these be tied together with a diode, or is there a "better" way?

I do know that the monitor is capable of displaying the required
resolution (640*200, 4 colors).

Thanks for any info! Please mail replies to mgm@world.std.com, so I
don't miss them - I'll post a summary to the newsgroups in a day or
two.

--
~`~` michael moncur, BC, OEADM - mgm@world.std.com - moncur@delphi.com ~`~`
"This isn't right. This isn't even wrong."
-- Wolfgang Pauli, on a paper submitted by a colleague

2658. here are NAPLPS online graphics technical specs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 06:30:22 UTC
From: mpdillon@halcyon.com
Message-ID: <1s7mtu$lgj@nwfocus.wa.com>
Source record: 38710
Cross-posted to: comp.bbs.misc,comp.mail.mime,comp.multimedia,comp.os.msdos.pcgeos,comp.std.misc,comp.sys.amiga.programmer,comp.sys.atari.st.tech,comp.sys.mac.programmer,k12.ed.art,k12.comp.ed.literacy

The following 6 messages contain an article which describes the NAPLPS protocol for on-line graphics in complete technical detail given the limitations of ASCII. This document is based on the official CSA/ANSI/ISO specifications documents but attempts to use more normal terminology and clearer examples.

NAPLPS is a graphics protocol meant to be used over point-to-point links like modems and is designed to be efficient enough to be useable at 2400 bps. Currently it is used by Videotex services and Prodigy but more and more BBSes are using it as well. There is not yet any freeware source code available for a NAPLPS terminal server so I wrote this document to help interested programmers get started.

I would like to see some free source code developped on the net so that it can be ported to the large number of Atari, Apple II, Amiga, C-64, C-128, etc. computers to enable them to find a second life as terminals.

X-windows is not normally used over modems because of the overhead in the protocol. I suspect that the NAPLPS technology could be used to improve X throughput in an environment where the terminal server runs on a UNIX host and transmits NAPLPS over a modem link instead of using a frame buffer on that host. This should provide good performance as long as bitmaps are not required to be transmitted, so it will not work for any X-client but it should extend the range of usefullness of X.

I have started a NAPLPS area on SIMTEL20 and over the next month or so, a variety of MS-DOS shareware supporting NAPLPS will appear there including 3 shareware terminal programs, 1 shareware drawing program, 1 shareware BBS, and several utilities for image format conversions. I just checked wuarchive last night and it is in mirrors/msdos/naplps. This document will also be going to SIMTEL20.

--
Michael Dillon Internet: mpdillon@halcyon.halcyon.com
C-4 Powerhouse Fidonet: 1:353/350
RR #2 Armstrong, BC V0E 1B0 Voice: +1-604-546-8022
Canada BBS: +1-604-546-2705

2659. NAPLPS online graphics technical specs 1/6

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 06:31:47 UTC
From: mpdillon@halcyon.com
Message-ID: <1s7n0j$lit@nwfocus.wa.com>
Source record: 38711
Cross-posted to: comp.bbs.misc,comp.mail.mime,comp.multimedia,comp.os.msdos.pcgeos,comp.std.misc,comp.sys.amiga.programmer,comp.sys.atari.st.tech,comp.sys.mac.programmer,k12.ed.art,k12.comp.ed.literacy

```
-------8X---cut here for part 1/6----------------
Copyright 1993 by Memra Software Inc.
All Rights Reserved
This is the March 1993 release of this document.

written by Michael Dillon
C-4 Powerhouse, RR #2
Armstrong, B.C. V0E 1B0
CANADA

BBS: 1-604-546-2705 - this has NAPLPS shareware and art
Fidonet: 1:353/350
Internet: mpdillon@halcyon.halcyon.com
CIS: >INTERNET:mpdillon@halcyon.halcyon.com

you can mail me questions and errata which will be
answered/fixed in the next release of this document.

------------------------------------------------------------
DISCLAIMER
This document is NOT the NAPLPS standard. The standard is
defined in an ANSI/CSA document which can be purchased from
one of those organizations. If you are creating commercial
products based on NAPLPS, then you should buy those
documents. This document is intended to clarify the
standards document and present the information using a
clearer terminology than in the standard. If there is any
conflict between this document and the standard, then follow
the standard and let me know so I can correct this document.
I take no responsibility whatsoever for any errors,
omissions or opinions in this document. It is NOT intended
as a guideline for creating commercial products, it is only
intended as an educational document for those who are unable
to obtain the standard or unwilling to decipher its
terminology.
------------------------------------------------------------

This is a specification for the on-line graphics format
known as NAPLPS. These specs are based on the ANSI/CSA
standards document that defines NAPLPS which is available
from ANSI (American National Standards Institute) as
document # X3.110-1983. They have offices in many American
cities and their head office is in New York. The identical
document is available from the CSA (Canadian Standards
```

Association) as document # T500-1983 and supplement # 1-1991. Note that the supplement (which clarifies proportionally spaced text among other things) is not available from ANSI. I have also gleaned information from a 4-part series of articles published in Byte magazine in February, March, April and May of 1983. There are a total of 55 pages in the 4 articles. I have also used the MGE editor and PP3 terminal program from Microstar to experiment and figure out the details of the coding scheme. As far as I know, PP3 is the only shareware NAPLPS terminal program that fully implements the NAPLPS spec including DRCS (redefinable fonts) and bitmaps.

My knowledge of NAPLPS comes from many sources. I first read about Telidon in 1979 or 1980. I was able to use Telidon demo systems several times including one short layover at Vancouver International airport in 1982 when I spent 3 hours playing with a public Telidon terminal. It would have been a boring 3 hours without that system. I also have the official CSA specs. I have used the MGE editor and used it to create test images to poke around in with DEBUG. I have some Japanese utilities to print out a text version of NAPLPS codes and reassemble into NAPLPS from the text specs. I have the BYTE articles. I have used the PP3 terminal program and CTLINK and Turmodem. And I have a collection of images from Japanese ham radio operators and Montreal schoolchildren and from various NAPLPS services. You should note that this spec is NOT the definitive spec. I am writing it for electronic distribution in order to encourage more people to produce software that supports NAPLPS graphics. I hope that some of you will use it to create NAPLPS utilities, write NAPLPS doors for BBSes, add NAPLPS support to your terminal programs or BBS software, etc. At the end of this document is a resource list with phone numbers and Fidonet addresses where you can get more info and samples of NAPLPS art.

Overview

NAPLPS

NAPLPS (North American Presentation Layer Protocol Syntax) is a communications protocol that extends ASCII to allow for the EFFICIENT transmission of picture and text information over telecommunications channels such as modems. It does not contain the commonly used ANSI protocol but it does include similar capabilities and it could be used simultaneously with ANSI although most NAPLPS terminal programs do not currently support ANSI.

A NAPLPS image is transmitted in a manner that is independent of the resolution and color capabilities of the receiving display. There are NAPLPS terminal programs available for Amiga, Macintosh and PC's with CGA, Herc

monochrome, EGA, VGA and other display resolutions.
This is accomplished by sending instructions to the
terminal program that tell it how to draw the required
pictures and text. Even bitmap pictures are transmitted in a
scalable fashion.

OSI
The OSI (Open Systems Interconnect) model of data
communications divides up the various aspects of an
electronic conversation into 7 layers. NAPLPS is a protocol
to be used at level 6 which is the presentation layer. Such
things as error-control are handled at lower layers and user
interaction is handled at level 7 (Application Layer).

APPLICATION - this is the interface provided by the
actual application program or BBS system.
PRESENTATION - this layer encodes, transmits and
decodes data in such a way as to
preserve its meaning. Examples are
ASCII, ANSI, NAPLPS
SESSION - this layer establishes and maintains a
communications session. This is the process
of logging in and presenting a password.
TRANSPORT - This layer provides a virtual circuit
from terminal to host. Data could travel
across several different networks in lower
layers.
NETWORK - This is the layer where routing, switching,
bridging and gating occur.
DATA LINK - This layer handles flow control, error
detection and correction.
PHYSICAL - This is the layer where you find cables
carrying electrical or optical signals

Telidon
NAPLPS is an extension of the experimental Telidon system
that was used in Canada in the late 1970's and early 1980's.
For more info, look up a book called Gutenberg Two. It also
includes mosaic bitmap capabilities from early European
Teletext systems.

The Basics
NAPLPS uses the 128 7-bit ASCII codes in such a way as
to be 100% compatible with any system which transmits pure
ASCII. It adds additional functions by making use of the 128
high-ASCII codes which are used on PC's for graphics
characters. This means that NAPLPS terminal programs can't
display high-ASCII unless the high-ASCII symbols are defined
as a downloadable character set and font selection codes are
transmitted prior to use of high-ASCII. In this, it is much
like Microsoft Windows which also does not use high-ASCII

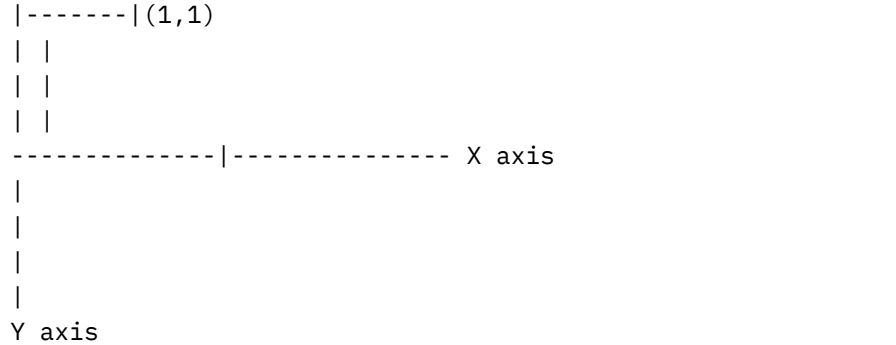
for much the same reasons.
The additional capabilities include color mapping, 24-bit color spec, line, box, circle, arc, polyline, polygon, spline curve, bitmaps, downloadable fonts, macros, input fields, line patterns, fill patterns, etc. All this is accomplished in very compact manner so that reasonably complex NAPLPS images are usually around 5 K bytes. The most complex image I have seen is 22 K bytes and contains a detailed picture of a mountain range, some trees, a horse with a native rider wearing a Hudsons Bay jacket. This spec is efficient enough to make it reasonable at 2400 bps if complex images are limited to Art Galleries. At 9600 bps and above, performance is not an issue.

ISO (International Standards Organization)
NAPLPS was designed to fit in with and be compatible with other coding schemes that are ISO standards such as 7-bit ASCII and the various Latin based alphabetical character sets. For more info, read up on MS-Windows character sets or HP Laserjet character sets as these are also designed for ISO compatibility.
There is currently a modification to the spec to include JPEG compressed bitmaps in the standard but that has not yet been approved by ANSI or ISO. I will include that info in this document as soon as I know more.

General Architecture

Character Codes
All NAPLPS info can be transmitted using either 7-bit or eight bit codes. This allows NAPLPS to be transmitted over links that require a parity bit. When 7-bit codes are used, then the extended codes are selected by shifting the extended codes into the 7-bit ASCII code table. This is similar to a keyboard shifting between upper and lower case letters. They are different symbols, but shifting (and Ctrl and Alt) allows the same key to be used.
In fact there are several different code sets that can be shifted in. The Primary code set is 7-bit ASCII. Then there is the PDI (Picture Description Instruction) set, the Supplementary set which contains accented characters and other symbols, the Mosaic set which supports the old Teletext bitmap format, the Macro set which invokes predefined macros, and the DRCS or Dynamically Redefinable Character Set which is used for non-Latin languages such as Russian, Thai, Inuktitut. When using 8-bit codes, things are simplified somewhat since two of these code tables are accessible without shifting.
Whenever the numeric value of a character code is given in this document, it will be in hexadecimal.

Coordinates
All pictures are drawn and positioned using Cartesian
(X,Y) coordinates within the Unit Screen. This is the upper
right quadrant of the Cartesian plane between (0,0) and
(1,1)



It is possible to specify 3 dimensional (X,Y,Z) coordinates
but at the current time, Z coordinates are to be ignored.
On most video displays the aspect ratio is 4:3,
therefore drawings should be restricted to a Y coordinate
between 0 and .75. Anything extending beyond either the unit
screen or the actual display screen should be clipped. So,
the physical display screen extends from (0,0) in the lower
left hand corner to (1,.75) in the upper right hand corner.
NAPLPS terminal programs must always ensure that the entire
display is visible to the user. In resizable windowing
environments (MAC, Amiga, Windows) this means that when the
display window is resized the terminal program should
maintain the 4:3 aspect ratio and scale the current image.
These coordinates are specified as binary fractions.
For instance, if 8 bits of precision are available, then the
binary number .10000000 is equal to 1/2. This is just
another way of saying that the binary number 10000000 (128
decimal) is 1/2 way between 0 and the maximum representation
in 8 bits namely 11111111 (255 decimal). If the precision is
widened to 16 bits then zeroes are added on the right so
that .1000 0000 0000 0000 still means 1/2 even though it now
represents the number 16,384 in the range of 0 to 32,768.

Stream of Data
The NAPLPS codes are a stream of data coming into the
terminal program and should be acted on in sequence. Each
graphical object is drawn on top of those already visible.
Composite pictures and alphabetic characters can be created
by superimposing multiple characters and/or images.
The specification is very flexible as far as PDI
operands is concerned. If the NAPLPS stream does not supply
the number of bits of precision that the receiving terminal
expects (less than defined DOMAIN), it simply pads the
binary fractions with zeroes on the right. This has the
effect of drawing the pictures with shorter operands using a
coarser grid. If there is more precision than the terminal

program is capable of using (defined DOMAIN is more precise than the current display), it truncates the rightmost bits of the binary fractions which has the effect of rounding the more precise drawing specs to the grid size that the display driver is capable of using.
On the other hand, if the NAPLPS stream contains more operands than would be expected with the currently defined DOMAIN, then the drawing operation is repeated in some form, i.e. lines become polylines, rectangles become bar charts, arcs become spline curves.

Code Sets

Overview
A sequence of NAPLPS codes is initiated by the 3 character sequence ESC 25 41 and is terminated by the sequence ESC 25 40. Outside of this bracketing, all NAPLPS terminal programs will support ASCII codes. Other support such as VT100 and ANSI escape sequences is out of the scope of the NAPLPS standard.
The 128 possible 7-bit codes are divided into 32 character C-sets and 96 character G-sets. The two C-sets are codes that perform control operations. C0 is the familiar ASCII set of control characters, and C1 is a set of codes that do cursor positioning, macro defining, etc.
There are two types of G-sets, 94 character and 96 character. A 94 character G-set is really just a 96 character G-set in which the codes 20 and 7F are used for <space> and <del>. The <space> code is therefore available in both the ASCII and supplementary character sets. The <del> code is treated as a null, i.e. discarded. G-sets are selected in a two stage fashion. There are 6 possible G-sets, but only 4 G-sets are current. The current G-sets are named G0, G1, G2 and G3. In the default state, G0 is the primary character set (ASCII), G1 is the PDI set, G2 has the supplementary characters, and G3 the mosaics.

Shift and Escape Codes
Five of the normal ASCII control characters are used in code sequences that shift G-sets and C-sets in and out of the active state. They are ESC (1B), SI (0F), SO (0E), SS2 (19) and SS3 (1D) or ESCAPE, SHIFT-IN, SHIFT-OUT, SINGLE-SHIFT 2 and SINGLE SHIFT 3. The single shift codes are used to temporarily escape the immediately following character. The normal control character set is always available.
The C1 set is accessed by setting the bit 8 if operating over an 8-bit link, or by ESCaping the code and setting bit 7 on a 7-bit link. For instance, DEF MACRO is 80 when eight bits are used, but it is ESC 40 when 7-bits are used. This means that on an eight-bit link, the C1 set ranges from 80 through 9F, but on a seven-bit link it ranges from 40

through 5F. There are two sequences for activating the control sets. C0 is activated by ESC 21 4B and C1 is activated by ESC 22 46. These are somewhat redundant as there are only two control sets at present.
G-sets are a bit more complex. Firstly, there are two positions in the code table that can hold a G-set, the lower 128 positions or G-left (GL) and the upper 128 positions or G-right (GR). In a 7-bit environment, GL is the only active G-set. If the 256 possible codes are arranged as 16 columns of 16 rows, then the C and G sets are laid out as follows with 2 columns (32 chars) for the C-sets and 6 columns (96 chars) for the G-sets.

```
C0 GL C1 GR
--- ----------- --- ---------
| | | | | | | | | | | | | |
```

By default GL contains G0 (ASCII) and GR contains G1 (PDI). G2 is the supplementary characters and G3 defaults to the mosaics. You can activate G0 - G3 by selecting them into the GL area as follows:
0F (SI) selects G0
0E (SO) selects G1
ESC 6E selects G2
ESC 6F selects G3
This works in both 7-bit and 8-bit mode. A single character from G2 or G3 can also be selected by using SS2 or SS3, e.g.
19 selects the 1 following char from G2
1D selects the 1 following char from G3

In 8-bit mode, you can activate GR as follows:
ESC 7E selects G1 (also ESC 6B)
ESC 7D selects G2 (also ESC 6C)
ESC 7C selects G3 (also ESC 6D)
The 6B, 6C, and 6D codes should be supported by terminal programs for backward compatibility, but should not be used in new image coding. ASCII codes cannot be selected into GR.
While the G0-G3 sets have 4 default settings, the actual G-sets in each of them can also be selected by a code sequence. For the 94 character sets (ASCII and supplementary) the code sequence is:
ESC 28 42 selects ASCII into G0
ESC 28 7C selects supplementary into G0
The code 28 could be one of:
28 represents G0
29 represents G1
2A represents G2
2B represents G3
If you are selecting one of the 96 character G-sets, use the following sequence:
ESC 2D 57 selects PDI's into G1

ESC 2D 7D selects mosaics into G1
ESC 2D 20 7A selects the macros into G1
ESC 2D 20 7B selects the DRCS into G1
The code 2D could be one of:
2D represents G1
2E represents G2
2F represents G3
If you are writing a terminal program you should also support some older code sequences for backwards compatibility. For 96 character G-sets the codes 29, 2A and 2B should be accepted as well as 2D, 2E and 2F. In addition the single byte code 7A should be accepted as equivalent to 20 7A for macros and 7B should be accepted as equivalent to 20 7B for DRCS.
If an unknown terminating code is received for a sequence, then the entire sequence should be discarded.
If a given G0, G1, G2 or G3 set is currently invoked into either GL or GR, then the new contents of that set take effect immediately. For instance, if you have invoked the default G2 (supplementary) into GL via ESC 6E and you then designate the macro set as the new contents of G2 via the sequence ESC 2E 20 7A then it is NOT necessary to re-invoke G2 by another ESC 6E.

G-Sets
The 94 symbols of the primary character set are identical to ASCII. The actual font used is implementation dependent but it must be scalable. There is no guarantee that a font is legible at all resolutions. The cursor is automatically advanced when a character from this set is displayed, according to the current TEXT settings. Note that characters that are overprinted do NOT wipe out the image of the original character as in most text mode displays. Both characters remain visible.
The 94 symbols of the supplementary character set are not ASCII and therefore must be described in this document. Again, these are scalable and the font used is implementation dependent. The codes from 21 through 3F and from 51 through 7E are displayed in the same way as ASCII, namely, the cursor is advanced after they are displayed. The codes from 41 through 4F are non-spacing accent character used to create composite characters. Normally, a composite character is formed by first displaying the non-spacing accent, and the letter. The best way to see these is to get MGE and display them at a reasonably large size to see details on some of the weird ones. They are also displayed in the standard documents and in the 1st article in the February 1983 issue of BYTE.

Supplementary Character Set
---

21 upside down exclamation as in Spanish
22 cents symbol
23 British pound symbol
24 dollar sign ASCII 24
25 Japanese yen symbol
26 number sign ASCII 23
27 subsection symbol PC code 15
28 generic currency symbol like X with o in middle
29 left single quote
2A left double quote
2B left guillemot like << PC code AE
2C left arrow like <- PC code 1B
2D up arrow PC code 18
2E right arrow like -> PC code 1A
2F down arrow PC code 19

30 degree symbol PC code F8
31 plus or minus PC code F1
32 superscript 2 PC code FD
33 superscript 3
34 times symbol like x
35 greek mu PC code E6
36 paragraph mark PC code 14
37 centered dot PC code F9
38 division PC code F6
39 right single quote
3A right double quote
3B right guillemot like >> PC code AF
3C looks like 1/4
3D looks like 1/2
3E looks like 3/4
3F upside down question mark as in Spanish

The following 16 codes are non-spacing accents
40 vector overbar (a right-pointing vector arrow
just above the top of capitals)
41 grave accent
42 acute accent
43 circumflex accent
44 tilde
45 macron or overbar
46 breve like a) laying on its side with points up
47 dot positioned over a letter
48 diaresis or umlaut
49 overprinting slash /
4A small ring or circle positioned over a letter
4B cedille as in French garcon
4C underscore
4D double acute accent
4E ogonek (mirror image of cedille)
4F caron (little v above a letter)

50 em dash
51 superscript 1
52 registered trademark R in a circle
53 copyright C in a circle
54 TM superscripted
55 musical eighth note PC code 0D
56 horizontal box drawing line PC code C4
57 vertical box drawing line PC code B3
58 / from bottom left to upper right of char field
59 \ from top left to bottom right of char field
5A filled triangle below code 58
5B filled triangle below code 59
5C looks like 1/8
5D looks like 3/8
5E looks like 5/8
5F looks like 7/8

60 greek Omega PC code EA
61 AE ligature
62 Icelandic eth D with - through the vertical
63 feminine ordinal PC code A6
64 H with horizontal stroke at 3/4 height
65 crossbar box drawing character PC code C5
66 IJ ligature
67 L with a dot centered vertically and horizontally
68 L with a short / through the vertical
69 O with a /
6A OE ligature
6B masculine ordinal PC code A7
6C Icelandic thorn like P with extended vertical
6D T with short horizontal stroke
6E Lappish capital eng looks like nj
6F looks like 'n

70 greek kappa
71 small ae ligature
72 small 62
73 mirror image of 6 with stroke
74 small 64
75 i with no dot
76 small 66
77 small 67
78 small 68
79 small 69
7A small 6A
7B German esset similar too greek beta but not same
7C small 6C
7D small 6D
7E small 6E

The PDI set

Overview
This is the heart of NAPLPS, the graphical drawing primitives. There are eight environment codes (RESET, DOMAIN, TEXT, TEXTURE, SET COLOR, WAIT, SELECT COLOR and BLINK) which set the graphics environment and 6 different object types (POINT, LINE, ARC, RECTANGLE, POLYGON, INCREMENTALS). Each type of object has 4 different forms in which it can be drawn. These codes take up the first 32 positions in the PDI set. The other 64 positions are used to encode parameters and co-ordinates for these primitives. The PDI set is not really a character set, but a set of function calls with parameters.
A PDI (Picture Description Instruction) begins with a code selecting one of the primitives. These codes can all be distinguished by the fact that bit 7 is equal to zero. This code is then followed by one or more codes containing parameter data. The PDI is terminated whenever a code that is not data is encountered, i.e. another PDI or any code outside of the PDI's G-set. The exceptions are the control codes 00 through 06, and 10 through 17 which do not affect the OSI presentation layer and are therefore ignored if encountered. Also, macro invocation does not terminate a PDI so macros can be used to provide all or some of the parameter codes. In certain cases, invalid data will require that the PDI and all data bytes up to the termination of the PDI are to be discarded with no action taken.
There are 4 types of parameters. Fixed format parameters are specific to the PDI which uses them. Bitstrings are also specific to a PDI which uses them but they are encoded in bits 6 through 1 of a string of characters. Single value operands take up from 1 to 4 bytes of data depending on the current DOMAIN setting. They are unsigned integers of 6, 12, 18, or 24 bits with the most significant bits being received first. Multi-value operands are from 1 to eight bytes of data depending on the current DOMAIN setting. These are primarily used for Cartesian coordinates but can also encode color information. The coordinates are signed integers encoded as follows:

```
X Y X Y Z
8 7|6 5 4|3 2 1| 8 7|6 5|4 3|2 1|
----------------- -----------------
|?|1|S| | |S| | | |?|1|S| |S| |S| |
----------------- -----------------
|?|1| | | | | | |?|1| | | | | | |
----------------- -----------------
. . . . . .
----------------- -----------------
|?|1| | | | | | |?|1| | | | | | |
----------------- -----------------
```

In the normal 2 dimensional case, the first byte contains the sign bit and the 2 most significant data bits. Second and subsequent bytes contain 3 data bits. Therefore these coordinates can range from 3 bit to 24 bit signed integers. These integers are fractions of the unit screen. For example, if the DOMAIN setting specified 3 bytes for multi-value operands then the unit screen would range from 0 (000 000 000) to 256 (011 111 111) units in width. Negative coordinates would be clipped as they are not on the screen. They are also used to specify relative coordinates from the current drawing point.

When a multivalue operand is used to represent a color, it is coded as follows:

```
G R B G R B
8 7|6 5 4|3 2 1|
-----------------
|?|1| | | | | | |
-----------------
|?|1| | | | | | |
-----------------
. . .
-----------------
|?|1| | | | | | |
-----------------
```

The color value is decoded by concatenating the bits for each of the Green, Red and Blue values. This color value is again treated as a binary fraction so that with DOMAIN settings for 3 bytes the range of color values would be from 0% (00 00 00) to 100% (11 11 11).

There are two special colors: nominal white is the palette entry 011...11 and has a color value of all ones; nominal black is palette entry 0 and has a color value of all zeroes. Note that this places the color white in the middle of the palette.

Whenever the required number of data bytes are not received, the receiving system should pad the data with zero bits to the correct length. This gives transmitting systems an opportunity to make transmission more efficient by not transmitting the trailing zero bits on data operands. Zero bits would look like this (1 000 000) in 7 bit form. On the other hand, if more data bytes are received than required, the receiving system should assume that the current PDI is to be repeated with a new set of data bytes unless otherwise specified for a particular PDI.

The PDI primitives are as follows:

20 RESET - selective reset
21 DOMAIN - sets graphical environment
22 TEXT - sets default text attributes
23 TEXTURE - sets line and fill patterns

24 POINT SET ABS
25 POINT SET REL
26 POINT ABS
27 POINT REL

Lines and Polylines
28 LINE ABS
29 LINE REL
2A SET & LINE ABS
2B SET & LINE REL

Arcs, Circles, Splines
2C ARC OUTLINED
2D ARC FILLED
2E SET & ARC OUTLINED
2F SET & ARC FILLED

Rectangles and histograms
30 RECT OUTLINED
31 RECT FILLED
32 SET & RECT OUTLINED
33 SET & RECT FILLED

Polygons
--
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From: mpdillon@halcyon.com
Message-ID: <1s7n2l$ll7@nwfocus.wa.com>
Source record: 38712
Cross-posted to: comp.bbs.misc,comp.mail.mime,comp.multimedia,comp.os.msdos.pcgeos,comp.std.misc,comp.sys.amiga.programmer,comp.sys.atari.st.tech,comp.sys.mac.programmer,k12.ed.art,k12.comp.ed.literacy

```
-------8X---cut here for part 2/6----------------
34 POLY OUTLINED - polyline
35 POLY FILLED - polgon
36 SET & POLY OUTLINED - polyline
37 SET & POLY FILLED - polygon

38 FIELD - define bitmap field or input field
39 INCREMENTAL POINT - color bitmap
3A INCREMENTAL LINE - scribble
3B INCREMENTAL POLY FILLED - filled scribble

3C SET COLOR - specify an RGB color
3D WAIT - timed pause
3E SELECT COLOR - set color mode
3F BLINK - palette animation

Default graphics environment
The following setting are the default upon starting the
program or immediately after receiving an NSR (non-selective
Reset).
- GL contains the G0 set
- in 8-bit mode, GR contains the G1 set
- G0 contains the ASCII set
- G1 contains the PDI set
- G2 contains the supplementary set
- G3 contains the mosaic set
- drawing color is nominal white
- color mode is 0
- single value operands are 1 byte
- multi-value operands are 3 bytes
- multi-value co-ordinates are 2 dimensional with Z=0
- logical pel is 0 wide and 0 high with origin
point at the lower left. This makes the logical
pel size equivalent to 1 physical pixel.
- text rotation is 0 degrees (horizontal)
- character path moves to the right
- intercharacter spacing is 1
- interrow spacing is 1
- cursor and drawing point move together
- cursor style is underscore and is invisible
- character field is 1/40 wide and 5/128 high
- line texture is solid
- no outlines are drawn on filled objects
```

- fill pattern is solid
- fill pattern mask is 1/40 wide and 5/128 high
- the active field corresponds to the unit screen
- underlining is off
- word wrap is off
- scrolling is off
- reverse video is off

The following conditions are found at startup but are NOT created by receipt of an NSR:
- palette is in default condition (see SET COLOR PDI)
1/2 evenly spaced grey scale
1/2 evenly spaced hues
- blinking is off
- no macros are defined
- no DRCS characters are defined (all <spaces>)
- no programmable fill masks are defined
- no unprotected fields are defined

RESET - 20
This PDI can selectively reset parts of the graphics environment their default values. It is followed by two fixed format bytes which specify what is to be reset. The resets are to be performed in the following order:
DOMAIN - If bit 1 of the first byte is 1, the domain parameters are reset.
COLOR - specified by bits 3 and 2 of the first byte
0 0 nothing
0 1 set color mode 0, reset to default palette and set drawing color to white
1 0 set color mode and reset to default palette. If current color mode is 0 then treat same as 1 1
1 1 set color mode 1, reset to default palette and set drawing color to white
SCREEN - specified by bits 6, 5 and 4 of the first byte
0 0 0 nothing
0 0 1 clear screen to nominal black
0 1 0 clear screen to current drawing color
0 1 1 set border to nominal black
1 0 0 set border to current drawing color
1 0 1 clear screen/border to drawing color
1 1 0 clear screen to drawing color and set border to nominal black
1 1 1 clear screen/border to nominal black
Note that most modern video displays do not allow manipulation of the border or overscan.
TEXT - If bit 1 of the second byte is 1, then the cursor is sent home to the top left of the display area and all text parameters from the TEXT PDI, the C1 set and the active field are

reset to their defaults.
BLINK - If bit 2 of the second byte is 1 then all blink
processes are terminated.
FIELDS - If bit 3 of the second byte is 1 then all
unprotected fields are changed to protected
and all field definitions except the active
field are lost. The display is not changed. If
the terminal program has any internal data
structures for editing and transmitting field
contents, they should be cleared as well.
TEXTURE - If bit 4 of the second byte is 1 then all
line texture and pattern fill attributes are
set to the default. The four programmable
pattern masks are not changed.
MACRO - If bit 5 of the second byte is 1 all macros are
cleared including transmit macros.
DRCS - If bit 6 of the second byte is 1 then all DRCS
characters are cleared by setting all DRCS
characters to be equivalent to the <space>
character.
If one or more of the data bytes are missing, then the RESET
will proceed as if it had been received with all zero bits.
If extra bytes are received, they will be discarded.

DOMAIN - 21
This command sets the precision of single and multi-
value parameter data, the number of Cartesian coordinates
and the logical pel size. The first parameter is fixed
format and that is followed by a multi-value operand to set
the logical pel size.
If bit 6 is 0, then X,Y coordinates are transmitted, if
1 then X,Y,Z coordinates are transmitted. The default
setting is X,Y. If 3-dimensional X,Y,Z is selected, then the
Z coordinates should be ignored at the present time.
The length of a multi-value operand is encoded in bits
5, 4 and 3 as follows:
0 0 0 1 byte
0 0 1 2 bytes
0 1 0 3 bytes (the default)
0 1 1 4 bytes
1 0 0 5 bytes
1 0 1 6 bytes
1 1 0 7 bytes
1 1 1 8 bytes

The length of a single value operand is encoded in bits
2 and 1 as follows
0 0 1 byte (the default)
0 1 2 bytes
1 0 3 bytes
1 1 4 bytes

The multi-value data following the fixed format byte is used to define the width and height of the logical pel which is the basic brush used in all the drawing operations. The logical pel will always be at least 1 real pixel in size, but may be larger. The width and height of the logical pel must be rounded UP to the nearest real pixel size. For instance, if the unit coordinates map to 1.3 real pixels in width, then the logical pel should be 2 pixels wide. The default size is 0,0 which makes the logical pel 1 physical pixel in both width and height. The logical pel cannot become invisible.
Unlike many graphical environments that draw pictures with a logical brush, the logical pel is NOT centered on the current drawing point. Instead the current drawing point is located as follows:

```
+,- ------- -,-
| |
| |
+,+ ------- -,+
```

For instance, if the width is .01 and the height is -.01 then the upper left corner of the logical pel is always aligned with the drawing point. To see this graphically, draw a circle in MGE with a larger pel size. Then copy it and use "Edit To" to change the copy to a smaller pel size and a contrasting color.
The data bytes defining the logical pel are interpreted according to the multi-value operand settings in the fixed format byte immediately preceding them. Any additional data bytes after the logical pel size are to be ignored. If there are no data bytes after the fixed format byte, then the logical pel size is unchanged.

TEXT - 22
This command sets up the current parameters which affect how text is displayed. This includes ASCII, supplementaries, DRCS characters and mosaics. The parameters are two fixed format bytes followed by a multi-value character field size.
Bits 6 and 5 of the first byte determine how far to move the cursor after displaying a character or after a <space>, <backspace> or <tab> character. The cursor is always moved parallel to the character path and the distance is a multiple of the height or width of the character field, depending on which one is parallel to the character path. This intercharacter spacing is defined as follows:
0 0 1 (the default)
0 1 5/4 i.e. 1.25
1 0 3/2 i.e. 1.5
1 1 proportional spacing
When the intercharacter spacing is 1, the following

character field touches the previous one, but in 5/4 and 3/2 spacing there is a gap. This would be visible in color mode 2 if the current background color contrasted with the underlying image. Proportional spacing is defined later in this document.

Bits 4 and 3 of the first byte define the character path as follows:

0 0 Right (the default)
0 1 Left
1 0 Up
1 1 Down

After a character is displayed, the cursor moves in the direction specified by the character path. This is independent of the character rotation setting.

Bits 2 and 1 of the first byte define the character field rotation as follows:

0 0 0 degrees (the default)
0 1 90 degrees
1 0 180 degrees
1 1 360 degrees

The character field rotates about it's origin which is the lower left hand corner regardless of the sign of the character field dimensions. The rotation affects all 4 character G-sets as well as the cursor and the underline produced in underline mode.

Bits 6 and 5 of the second byte define the cursor style as follows:

0 0 Underscore (the default)
0 1 Block
1 0 Cross-hair
1 1 Custom

The underscore is the full width of the character field at the bottom of the field. The block cursor fills the entire character field. The cross-hair is a vertical line and a horizontal line that intersect at the center of the character field. The custom cursor shape is implementation dependent. When the underscore and block cursors are used, the current drawing point aligns itself with the lower left hand corner. When the cross-hair and custom cursors are used, it aligns itself with the center of the character field.

Bits 4 and 3 of the second byte define how the graphical drawing point is related to the text cursor as follows:

0 0 Move together (the default)
0 1 Cursor leads
1 0 Drawing point leads
1 1 Move independently.

When the cursor and the drawing point move together, then every text character displayed causes the drawing point to

be repositioned, and every graphical drawing primitive causes the text cursor to be repositioned. The actual alignment between cursor and drawing point is determined by the cursor type. If the cursor leads, then the drawing point follows it, but it does NOT follow the drawing point. If the drawing point leads, then the cursor follows it bit it does NOT follow the cursor. Whenever the cursor is repositioned in such a way that part of the character field would fall outside the unit screen, it is automatically repositioned so that the entire character field is within the unit screen.
Bits 2 and 1 of the second byte define the interrow spacing as follows:
0 0 1 (the default)
0 1 5/4 i.e. 1.25
1 0 3/2 i.e. 1.5
1 1 2
These are interpreted as multiples of the character field height or width, whichever is perpendicular to the character path. Whenever <linefeed> or <vertical tab> is executed, the new line position is calculated according to this spacing. Note that the default single spacing causes the character fields of the two rows to meet exactly, whereas 5/4, 3/2 and double spacing leave a gap. Whenever a text character is displayed, if the subsequent cursor movement would cause part of the character field to be outside the unit screen or outside the active field, then an automatic <carriage return> <linefeed> is executed. If, by chance, a <carriage return> <linefeed> is received right after that, then it is ignored so that only one line positioning takes place.
The character field dimensions are defined by the multivalue operands following the two fixed format bytes. If the width of the character field is negative, then the characters are mirrored around the vertical center axis of the character field. If the height is negative, then they are mirrored around the horizontal center axis of the character field. If no data bytes are received, then the character field dimensions are not changed. The default width of the character field is 1/40 of the unit screen and the default height is 5/128 of the unit screen. This is like saying that by default, the unit screen is 40 chars by 25 lines (although only 3/4 of the lines are visible, i.e. 19 lines).

TEXTURE - 23
This command sets the line textures, fill patterns and the outlining of filled areas. It is a fixed format byte followed by a multi-value operand.
Bits 6, 5 and 4 define the fill pattern as follows:
0 0 0 Solid (the default)
0 0 1 Vertical hatching

0 1 0 Horizontal hatching
0 1 1 Vertical and horizontal cross-hatching
1 0 0 programmable mask A
1 0 1 programmable mask B
1 1 0 programmable mask C
1 1 1 programmable mask D
The hatching lines are one logical pel wide (or high) and are spaced one logical pel apart. The hatching patterns should maintain registration from one object to the next if the pel size for those objects is the same. Even when the logical pel size is (0,0), the solid fill is still drawn. The programmable fill masks are defined with the DEF TEXTURE command. By default, they cause no fill in color modes 0 and 1, and a background color fill in color mode 2.
Bit 3 defines whether or not to draw the outline of filled objects. If it is 1 then filled objects are outlined with a solid line (independent of the line texture) using the current pel size. In color modes 0 and 1, the outline is black; in color mode 2, the background color is used. The default is 0 for no outline.
Bits 2 and 1 define the line texture as follows:
0 0 Solid (the default)
0 1 Dotted
1 0 Dashed
1 1 Dot-Dash
This sets the texture of lines drawn by the LINE, ARC, RECTANGLE, POLYGON, and INCREMENTAL LINE PDI's. The size of a dot and the gap size is equal to the logical pel size. In horizontal lines the dashes are 3 logical pels wide, in vertical lines they are 3 logical pels high. In angled lines the visual effect of dots and dashes should be consistent with that of the specified horizontal and vertical lines. All end points of lines and arcs and all vertices should be drawn regardless of the line texture. When the pel width is 0, all non-vertical lines are solid. When the pel height is 0, all non-horizontal lines are solid.
The multi-value operand following the fixed format byte defines the mask size used in pattern fills for the programmable masks A, B, C and D. The pattern is scaled to the mask size, then tiled over the object with reference to the screen origin to maintain registration. In color mode 2 both the foreground and background colors are used to draw the pattern fill. The default mask size is 1/40 wide and 5/128 high. Negative mask sizes mirror the pattern the same way text characters are mirrored. If there is no multi-value operand, then the mask size is unchanged.

SET COLOR - 3C
This command is used to modify the color palette and is subject to the color mode set by SELECT COLOR. In color mode

0, drawing colors are explicitly specified as RGB triples and the palette is modified implicitly. In color modes 1 and 2, the color is specified as a palette entry. For example, when displaying text in color mode 0, the drawing color is specified directly and only affects the foreground pixels in the text character. In color mode 1, the color is selected from the palette and also is used to draw only the foreground pixels. In color mode 2, both foreground and background colors are chosen from the palette and both foreground and background pixels are drawn in the appropriate colors.

In order to use a color in modes 1 and 2, you must first specify the color to be placed in the palette using SET COLOR, and then you must select the palette entry to use with SELECT COLOR. Any changes to the palette are immediately reflected on the display. When a color is specified directly in mode 0, the palette is checked. If the color is already there, then the drawing color is set to the lowest palette entry with that same color. If it is not already there, mode 0 looks for the lowest palette entry that has not been used by SET COLOR or SELECT COLOR since the last RESET that has reset the palette. The palette entries for nominal black and nominal white are not used. Once an unused entry is found, it is defined and the drawing color is set to use that palette entry. If there are no available palette entries, then the drawing color is set in an implementation dependent manner.

In mode 0 the multi-value operand specifies the actual RGB color value where bits 6 through 1 of each data byte represent GRBGRB. For instance, to set the value of the green portion concatenate bits 6 and 3 from each byte as follows 6363..., for Red use bits 5 and 2 5252... and for blue use bits 4 and 1 4141... The drawing color is in effect until another SET COLOR command changes it or it is reset by a RESET or NSR. The default drawing color is white.

In modes 1 and 2, the SET COLOR command puts colors into the palette. The palette entry used is the one which is the current drawing color. It can be changed by using SELECT COLOR. Whenever the data bytes specify more bits than the palette can handle, the least significant bits are discarded. If the palette entry can handle more bits than the data bytes provide, then trailing zero bytes are added. If there are additional data bytes after the multi-value operand size, then an implicit SET COLOR command is assumed with a new palette entry. The new palette entry is determined as follows:

Take the palette entry number, change the most significant zero to a one, then change all ones to the left of it to zeroes. For example, 010100 would be incremented to 110100 which would be

incremented to 001100. This palette entry
determination does not affect the current drawing
color. The incrementing stops when a palette entry
of all ones is reached. This algorithm allows an
image to be viewed on a device with more palette
entries than are specified in the image. Carefully
placing similar colors in adjacent palette entries
will also allow the image to be viewed reasonably
on a device with fewer palette entries than the
original image.
If there are no multi-value data bytes, then the transparent
color is used. If transparency is not implemented, then the
transparent color is shown as black.
The default palette is determined by the following
algorithm:
N = number of bits in a palette entry number
i.e. 4 bits for 16 color VGA, 8 bits for 256 color
2 ^ n = the number of palette entries, i.e. 2^4 = 16
M = number of bits in the colour values, e.g. 24 bit
M >= 3 * (N - 1) This is a required relationship

The first half of the palette stores a uniformly spaced
greyscale where R = G = B. If M = 3 * (N - 1) then
there should be exactly (2^N)/2 grey levels including
black and white.
The second half of the palette stores a full rang of
hues spaced equally around the perimeter of the hue
circle with Blue at 0 degrees, Red at 120 degrees and
Green at 240 degrees. The algorithm for mixing colors
to obtain a desired hue is:
h = desired hue
ang(h) = the angle of h
P1 = the closest primary to h
ang (P1) = the angle of P1
P2 = the second closest primary to h
ang(P2) = the angle of P2
P3 = the farthest primary from h
Then the color values to give h will be:
P1 = 100% (all one bits)
P2 = |ang(h) - ang(P1)|
----
60 degrees
P3 = 0%

WAIT - 3D
This command produces a timed pause. If the terminal
program has not yet finished displaying previously received
PDI's, then the pause interval is not started until the
drawing is completed. The byte following the WAIT PDI is a
fixed format byte containing 1011100 in bits 7 through 1. If
any other byte follows the WAIT PDI, then the entire

sequence is discarded.
The 3rd and subsequent bytes specify wait intervals in bytes 6 through 1. There can be any number of wait intervals specified to add up to the required pause time. A wait interval of zero is anywhere between 0 and .1 seconds long.

SELECT COLOR - 3E
This command sets the color mode. For modes 1 and 2 it selects the palette entry to use for the foreground or drawing color. For mode 2 it also sets the palette entry for the background color. It can have 0, 1 or 2 single value operands. Any additional data bytes are discarded.
If there are no data bytes, then color mode 0 is set.
If there are data bytes for 1 single value operand, mode 1 is set and if there are data bytes for 2 single value operands, mode 2 is set. The most significant bits of the single value operands are used to determine the palette entry to use. If the single value operand has less bits than palette entry numbers, then trailing 0 bits are added.
The first single value specifies the drawing color. The second single value (if available) specifies the background color. If both operands specify the same palette entry, then the drawing color is NOT changed, only the background color. The background color is used to fill the character field in which characters are displayed. It also draws the outlines of filled objects, the spaces in line textures and the backgrounds in all pattern fills.

BLINK - 3F
This command is used to set up palette animation by creating a blink process. This process runs on a 1/10th of a second timer and periodically modifies palette entries. The palette entry to be changed is the blink-from color and the new contents of the blink-from color come from the palette entry specified by the blink-to color. The time interval that each of the two colors is visible is definable. The ON interval is when the blink-to color is visible and the OFF interval is when the blink-from color is visible.
A starting delay can be specified to synchronize multiple blink processes. The starting delay is ignored if there are currently no blink processes active. The delay is relative to the beginning of the ON interval of the most recently defined blink process. A start delay of 0 causes the ON interval of the new blink process to start at the same time as the ON interval of the previously defined blink process.
When the ON or OFF intervals, for more than one blink process, end simultaneously, they are processed starting with the first defined blink process. This means that the second and subsequent blink processes use the color map
--

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---------8X---cut here for part 3/6------------------
resulting from the first blink process. Some complex side
effects can be created this way.
The first set of data bytes following BLINK are a
single value operand defining the blink-to color as a
palette entry. The same rules apply as for SELECT COLOR. The
blink-from color is defined to be the current drawing color
and therefore is not explicitly included in the BLINK PDI.
Following the single value operand are 3 fixed format
bytes defining the ON interval, OFF interval and START DELAY
for the blink processes. Each interval is defined in 10ths
of a second and, of course, only bits 6 through 1 are used.
This means the minimum interval is .1 seconds and the
maximum interval is 6.3 seconds. If the START DELAY is not
transmitted then it is assumed to be 0. A start delay is
ignored if there are no currently active blink processes. If
either the ON interval or the OFF interval are zero, then
any currently active blink process for the specified blink-
from and blink-to colors is terminated. There can be only
one blink process at a time for a given pair of colors. If a
blink PDI is issued with no data bytes following it then all
blink processes using the current drawing color as the blink-
from color will be terminated. When all blink processes for
a given blink-from color are terminated, then the original
blink-from color will be restored.
If there are additional data bytes after the start
delay byte, then another blink command is started
implicitly. This new blink command will automatically
increment the palette entry number to use as the blink-from
color using the same algorithm as SET COLOR uses for
incrementing palette indexes. This incrementing does not
affect the drawing color.
The number of blink processes simultaneously active is
implementation dependent but should be at least 16.

POINT SET ABS - 24
This PDI sets the current drawing point to the
coordinates specified in last one of the following multi-
value operands. No point is drawn.

POINT SET REL - 25
This PDI sets the drawing point to the current drawing
point plus the displacement specified in the following multi-

value operand. This operation may be repeated for multiple multi-value operands. No point is drawn.

POINT ABS - 26
This PDI sets the drawing point to the coordinates specified in the following multi-value operand and draws a logical pel at that point in the current drawing color. Multiple points may be specified by transmitting more coordinate pairs.

POINT REL - 27
This PDI sets the drawing point to the current drawing point plus a displacement specified in the following multi-value operand and draws a logical pel at that point in the current drawing color. Multiple points may be specified by transmitting more X,Y displacements.

LINE ABS - 28
This PDI draws a line in the current color from the current drawing point to the end point specified in the following multi-value operand. If more than one operand is transmitted, lines will be drawn until there are no more data bytes. The current drawing point is set to the last end point. The thickness of the line is determined by the logical pel size since the logical pel is used as a brush to draw the line as in the example below.

LINE REL - 29
This PDI draws a line in the current color from the current drawing point to a point specified by the X,Y displacement in the following multi-value operand. If more than one operand is transmitted, lines will be drawn until there are no more displacements. The current drawing point is set to the last end point.

SET & LINE ABS - 2A
This PDI is similar to LINE ABS except that the first multivalue operand after the PDI is used to set the current drawing point before drawing commences.

SET & LINE REL - 2B
This PDI is similar to LINE REL except that the first multivalue operand after the PDI is used to set the current drawing point before drawing commences.

Arc Drawing
The ARC PDI's are used to draw circles, circle segments and curvilinear splines. Arcs are drawn from a start point, through an intermediate point to an end point. The start and end points are the same point, then the intermediate point defines the diameter of a circle and a circle is drawn. If more than 3 points are specified, then a curvilinear spline is drawn. The minimal acceptable implementation according to the standard is a straight line connecting all the end points, but in this day and age a B-spline should be used. B-splines are used in TrueType font outlines and can readily be drawn using CAD programs, so B-spline support would be useful for converting display typefaces and CAD drawings to NAPLPS format. The maximum number of points in a spline is implementation dependent but should be at least 256.
If the 3 points specified for an arc are collinear, then a line is drawn from the start point to the end point. If the end point is omitted, it is assumed to be the same as the start point and a circle is drawn. After drawing the arc, the current drawing point is set to the end point.
If an arc is filled, then the area between the arc and the chord specified by the start and end points is filled with the current colors and current fill pattern. The line width of the chord is affected by the logical pel size, but if the arc is outlined, the chord is NOT outlined.
There is a good reason why the chord is filled rather that the pie segment and why only the circular portion of the arc is outlined and not the chord. Firstly, a pie segment is easily composed of a filled arc and a triangle which have the chord line in common. It is possible to construct curved objects more efficiently by drawing several end-to-end filled arcs and an interior polygon which connects the chords of those arcs (see cloud in the BYTE sample). If this object is to be outlined, you would not want the chord lines to be visible but you would want the curved portions to be visible. The alternative is to draw a polygon with many short line segments to approximate the curves but that takes many more bytes and is less efficient. Remember, most of the world still runs on 2400 bps modems. Well designed NAPLPS images can be transmitted quite reasonably at that speed.

ARC OUTLINED - 2C
This PDI draws an unfilled arc in the current drawing color. The start point is the current drawing point. Only the intermediate and end points are specified in the following multi-value operands.

ARC FILLED - 2D
This PDI is the same as ARC OUTLINED except that the start and end points are joined by a chord in the current drawing color and the arc is filled with the current color

and fill pattern. If the TEXTURE settings specified that outlines should be drawn, only the curved part of the arc is drawn in the background color.

SET & ARC OUTLINED - 2E
This PDI is the same as ARC OUTLINED except that the first multi-value operand sets the current drawing point.

SET & ARC FILLED - 2F
This PDI is the same as ARC FILLED except that the first multi-value operand sets the current drawing point.

Rectangle Drawing
The rectangle commands draw rectangles of a specified width and height. After the rectangle is drawn the endpoint is displaced from the starting point by the width only. This facilitates drawing bar charts along a baseline. If additional data bytes follow a rectangle command, they are interpreted as additional width and height specifications for additional rectangles.

RECT OUTLINED - 30
This PDI draws an unfilled rectangle in the current drawing color starting at the current drawing point.

RECT FILLED - 31
This PDI draws a filled rectangle starting at the current drawing point. The fill is done with the current drawing color and fill pattern.

SET & RECT OUTLINED - 32
This PDI is the same as RECT OUTLINED except that the current drawing point is set by the first multi-value operand.

SET & RECT FILLED - 33
This PDI is the same as RECT FILLED except that the current drawing point is set by the first multi-value operand.

Polygon Drawing
The polygon command is used to draw filled and unfilled polygons. The polygon is defined as a series of displacements from a starting point. The last point in a polygon is implicitly the same as the starting point to ensure that it is closed. The drawing point is unchanged after drawing a polygon.
The number of vertices allowed in a polygon is implementation dependent but should be at least 256.

POLY OUTLINED - 34
This PDI draws a polygon starting at the current drawing point.

POLY FILLED - 35
This PDI draws a filled polygon starting at the current drawing point.

SET & POLY OUTLINED - 36
This PDI is the same as POLY OUTLINED except that it sets the current drawing point first.

SET & POLY FILLED- 37
This PDI is the same as POLY FILLED except that it sets the current drawing point first.

FIELD - 38
This PDI defines the active field position and dimensions. The active field is used for displaying and scrolling columnar or wordwrapped text, for setting up unprotected input fields and for displaying bitmapped images. If there is already an active field, it will be replaced by this new active field.
The first parameter after the PDI is the origin of the field in absolute coordinates. The second multi-value operand, gives the width and height of the field. If the width or height are negative, then the origin point of the field will not be in the lower left corner. This is handled the same way as the logical pel size under the DOMAIN PDI. The current drawing point is set to the field origin point. If there are no multivalue operands after the FIELD PDI, then the active field is set to the default setting of the full unit screen with the origin at (0,0). If there is only one multi-value operand, then it is used as the field dimensions and the current drawing point will be used as the origin point.

INCREMENTAL POINT - 39
This PDI displays a color bitmap within the active field. Each pixel specified in the bitmap is drawn by one logical pel using the color specified in the bitmap. In color mode 0, the colors are explicitly specified as RGB values. In modes 1 and 2, they are palette entries. The color settings or selections caused by the incremental point command have exactly the same effect on the graphics environment as a SET COLOR (mode 0) or SELECT COLOR (mode 1 & 2) command including side effects dealing with palette entries.
The active field is important as it bounds the bitmap and determines the number of pixels or pels per line in the bitmap. Pels are displayed starting at the current drawing point. After drawing the pel, the drawing point is displaced in the X direction by an amount equal to the width of the logical pel. Positive widths move right, and negative ones move left. At this point, if the new position of the logical pel causes it to overlap the active field boundaries, then

two things happen. First, any remaining bits in the current data byte are discarded. Then, if there are any more data bytes, the drawing point is repositioned at the boundary opposite the overlapping one (like a carriage return). If it is possible to displace the logical pel in the Y direction without overlapping the field boundary, then this is done, otherwise, the Y position is unchanged but the entire field contents are scrolled in the opposite direction. Positive pel heights move up but scroll down, negative heights reverse the directions. After the repositioning is completed, the next pel is drawn.

Once the last pel has been drawn, the current drawing point is set back to the field origin.

The first byte following the INCREMENTAL POINT PDI is a fixed format parameter that describes the number of bits per pixel that are used to specify the pixel color or the palette entry. This number ranges from 1 to 48. If it is 0 or if it is greater than 48, then the entire PDI is discarded. The following data bytes are a bitstring consisting of bits 6 through 1 of each data byte. In color mode 0 the number of bits equal to the packing count are arranged GRBGRBG...BGRB. These are to be extracted and interpreted as RGB colors in the same way as the multi-value color operands used by SET COLOR. Note that if the packing count is not a multiple of 3, then there will not be the same number of bits for each of the three primary colors. For instance, with a packing count of 5, the bit string would be GRBGRGRBGRGRBGR...

^ ^ note that Blue is not specified

In modes 1 and 2, the bitstring consists of palette indexes concatenated together.

In some cases it will be necessary to rescale either the logical pel dimensions and the active field dimensions in order to ensure that both of them are integer multiples or integer fractions of the physical pixel dimensions. If this scaling is done, then the original unscaled values for both the active field and the logical pel are restored after the INCREMENTAL POINT PDI has completed. This scaling must ensure that the resulting bitmap image is guaranteed to lie within the ORIGINAL active field and that skewing of the image does not occur. This means that the new dimensions must display the same number of pels per line as the original ones. It also means that the rescaled bitmap will be smaller than the actual specified field size.

If any portion of the logical pel for the initial drawing point lies outside the active field, then the entire PDI is discarded. If either width or height of the current logical pel is equal to zero, then for the duration of the INCREMENTAL POINT PDI, it is set to the smallest value possible within the current DOMAIN.

INCREMENTAL LINE - 3A
This PDI defines a scribble which is an efficient
representation for certain types of polylines such as a
signature. The line segments in the scribble are drawn with
the current color and line texture.
The first operand is a multi-value operand which
specifies the step-size as separate x and y displacements
referred to as dx and dy. Following this, the data bytes
define a bitstring consisting of a series of 2 bit opcodes
as follows:
00 makes the following opcode one of:
00 toggle the draw flag
01 reverse the sign of dx
10 reverse the sign of dy
11 reverse the sign of dx and dy
01 move the drawing point dx in the x direction
10 move the drawing point dy in the y direction
11 move the drawing point dx in the x direction
and dy in the y direction
If the draw flag is on, each of the move instructions causes
a line segment to be drawn from the current point to the new
point. When the INCREMENTAL LINE starts, the draw flag is on
unless it is turned off explicitly. The current drawing
point is set to the last point in the scribble.

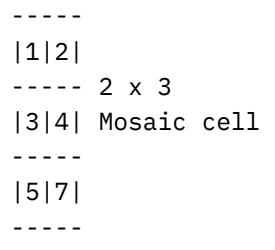
INCREMENTAL POLY FILLED - 3B
This PDI is almost identical to the INCREMENTAL LINE,
except as follows:
1. The scribble is filled with the current colors and
fill pattern.
2. the draw flag is always on
3. If an opcode to turn off the draw flag is
encountered, it is skipped.
4. The final drawing point is implicitly the same
as the starting point to ensure closure.
5. the maximum number of nodes allowed is the same
as for the polygon PDI's.

The Mosaic set

Overview
This G-set consists of 65 2x3 block mosaic characters
and 31 <space> characters. The mosaic range from 20 to 3F
and from 60 to 7F and a special one at 5F. The bit pattern
of the character code determines the bit pattern of the
mosaic character:

7 6 5 4 3 2 1

| |1| | | | | data byte



One bits in the data byte cause the corresponding mosaic cell to be visible. If you want to see what they look like, use MGE or get a copy of the official standards document or look in the February 1983 issue of BYTE magazine.
Mosaic characters are normally displayed in contiguous mode so as to create the effect of a monochrome bitmap. However, when text underline mode is on, they are displayed as separated with no actual underscore. In contiguous mode, the mosaic cell size is determined by dividing the character field into six equal rectangles. In separated mode, the character field size is reduced in width by the width of a logical pel and reduced in height by the height of a logical pel before subdividing into six equal rectangular parts. The scaled down mosaic characters are left and bottom justified within the character field. If either dimension of the logical pel is greater than the corresponding character field dimension, then the mosaics are invisible in separated mode.
Mosaic code 20 is not subject to underlining and mosaics are never proportionally spaced. The mosaic displayed by code 5F is the same as 7F

The Macro Set

Overview
This set contains 96 codes which can be used to define and invoke macro. A macro is simply a stream of NAPLPS bytes that are captured by the terminal program and assigned to a code in the macro set. They may be buffered in RAM or on disk as desired by the implementor. Once the macro is defined, it can be recalled by invoking the macro set and transmitting the single byte code for the macro. Macros can also be recalled within the definition of another macro, so it is necessary for the terminal program to beware of infinite macro loops.
There are three control codes which define a macro (DEF MACRO, DEFP MACRO, and DEFT MACRO). Any of these macros may be linked to a user input such as a function key or mouse click so that it may be activated or transmitted by the user.
Macro expansion can occur in odd places, such as in the middle of a PDI's data bytes, so be careful.

Dynamically Redefinable Character Set

Overview
This G-set is a character set that may be defined and redefined by the host system transmitting the NAPLPS codes. This could be used simply for a different looking font, or it could be used to enable use of NAPLPS with a non-Latin based language such as Russian, Thai or Inuktitut. The 96 codes in the DRCS are treated as <space> until they are explicitly defined by a DEF DRCS control command. When these codes are displayed they are subject to the same features and limitations as alphanumeric text.

Character Field Layout
When defining characters for a DRCS, one should take certain factors into consideration when planning the character field layout. Remember, that the entire character shape must lie 100% within the character field including descenders and accents. The characters should be designed with a baseline that is offset far enough from the bottom of the character field to leave room for descenders and the underline which is drawn at the bottom of the character field. Approximately 20% of the character field height is a good starting point. Similarly, the maximum character height should be offset below the top of the character field to leave enough room for accents to be placed on the characters. Approximately 10% of the character field height is a good starting point. In addition, a small allowance should be made on the left and right of the character field to provide an intercharacter spacing. If it is not possible to leave space on both sides, then put the space on the right of the character. Of course, there may be times when some or all of these rules may be broken, but they should be understood first, and then only broken for a reason.

C-Sets

C0 Control Set
These are the normal ASCII control characters. Note that this specification defines what happens when the codes are received in the NAPLPS data stream. This is not necessarily the same behavior as when these codes are received from the keyboard, and in fact, it is up to the implementor to decide how to handle keystrokes. Keystrokes are not part of the NAPLPS spec.
Any specifications that deal with what to do with the character field and cursor position and the active field, when the active field boundaries are crossed, only take place if the character field in it's original position is wholly within the active field. If it is not wholly within the active field, then the same processing takes place, but with reference to the entire display area.

Backspace - 08
This code moves the cursor a parallel to the character path but in a direction opposite from the normal character advance and by a displacement equal to the normal character advance. If the new cursor position is wholly or partially outside of the active field or the display area, then the cursor is moved to the opposite edge of the field and a <vertical tab> is executed.

Tab - 09
This moves the cursor in an opposite direction but in a similar manner to <backspace>.

Line Feed - 0A
This moves the cursor perpendicular to the character path and by a displacement equal to the interrow spacing. If the new character field position is wholly or partially outside of the active field, then one of two things happens. If scroll mode is active, the character field stays at its old position and the active field is scrolled in a direction opposite to the intended cursor movement. If scroll mode is off, then the character field is positioned at the opposite boundary of the active field.

Cursor Position - 1C
The two bytes following this control code represent a row and column address to which the cursor is positioned. The row address is decoded by taking bits 7 through 1 of the first byte and subtracting 32. The column address is obtained from the second byte in the same way. This gives a range from 0 through 95 inclusive. If either of the 2 bytes following the 1C is from the C0 or C1 sets, then the entire sequence is discarded. NOTE that row 0, column 0 is in the lower left corner of the display screen (Cartesian coordinates).

Vertical Tab - 0B
This moves the cursor in an opposite direction but in a similar manner to <linefeed>.

Clear Screen - 0C
This moves the cursor to the upper left character position on the display and clears the screen. In color
--
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Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 06:35:20 UTC
From: mpdillon@halcyon.com
Message-ID: <1s7n78$lm4@nwfocus.wa.com>
Source record: 38714
Cross-posted to: comp.bbs.misc,comp.mail.mime,comp.multimedia,comp.os.msdos.pcgeos,comp.std.misc,comp.sys.amiga.programmer,comp.sys.atari.st.tech,comp.sys.mac.programmer,k12.ed.art,k12.comp.ed.literacy

```
---------8X---cut here for part 4/6------------------
modes 0 and 1, the screen is cleared to nominal black, in
mode 2 it is cleared to the background color.

Carriage Return - 0D
This moves the to the first character position in the
active field that is on the character path.

Home - 1E
This moves the cursor to the upper left character
position on the display.

Shift-Out - 0E
This invokes the G1 set into the GL which makes it
available as ASCII codes 20 through 7F.

Shift-In - 0F
This invokes the G0 set into the GL which makes it
available as ASCII codes 20 through 7F.

Single-Shift-2 - 19
This invokes the G2 set into the GL which makes it
available as ASCII codes 20 through 7F. This shift only
affects the byte immediately following the 19 code after
which the GL is restored to its former contents.

Single-Shift-3 - 1D
This invokes the G3 set into the GL which makes it
available as ASCII codes 20 through 7F. This shift only
affects the byte immediately following the 19 code after
which the GL is restored to its former contents.

Escape - 1B
This code is used to start various escape sequences
which are documented elsewhere.

Transmission Control
The codes SOH(01), STX(02), ETX(03), EOT(04), ENQ(05),
ACK(06), DLE(10), NAK(15), SYN(16), and ETB(17) are reserved
for use at other layers of the OSI model. If they do make it
through to the presentation layer, then they are ignored and
have no effect whatsoever. In the OSI model, these codes
would be used in lower layers to implement error-free
transmission of data packets with some type of network
handshaking protocol.
```

Device Control
The codes DC1(11), DC2(12), DC3(13), and DC4(14) are
also reserved for use of other layers of the OSI model. They
are ignored if they appear in the NAPLPS data stream.

Null - 00
This code is used at other layers of the OSI model. It
is ignored if encountered in the NAPLPS data stream.

Bell - 07
This code is used to beep or make some other audible
sound which is implementation dependent.

Cancel - 18
This code is used to terminate the processing of all
currently executing macros. Execution resumes at the next
code following the terminated macro call. The CAN code is
not queued, it has an immediate effect even if there are
other NAPLPS codes in a buffer which have not yet been
processed.

Service Delimiter - 1A
This code is discarded if encountered in the NAPLPS
data stream. It is intended to act as a delimiter for the
transmission of unprotected field contents back to the host
system. The full format is as follows:
NSR - begins the transmission
DOMAIN - only required if the domain settings are
different from the default.
FIELD - marks the beginning of the field contents. The
field coordinates are used to identify the
field.
TEXT - only required if the text size is different
from the default
POINT SET - only if required to locate the first
character position in the field.
SELECT COLOR - only when the text color changes. If
mode 0, then use SET COLOR.
Character codes including code set changes to use
supplementary, mosaics, DRCS. May also include control
codes for cursor positioning and repeat codes.
END - marks the end of each field.
The sequence between FIELD and END is repeated for
each unprotected field being transmitted.
POINT SET - tell the host where the current drawing
point is.
Service Delimiter - marks the end of transmission

This facility is akin to a dialog box. The host uses
NAPLPS to draw the screen and define unprotected fields. The
host can also transmit text into the unprotected fields and
the terminal program should store that text and allow the
user to edit it. Then upon receiving some keystroke or mouse

click, the terminal program will transmit the edited contents of all unprotected fields back to the host. The only characters guaranteed to be transmitted are those in the ASCII, supplementary, mosaic and DRCS sets. This facility is modeled upon that provided by block-mode terminals.
If the terminal program allows arbitrary NAPLPS sequences to be entered into unprotected fields, then that facility can be used to implement graphical e-mail. The user uses a mouse to draw images in the unprotected field along with any text they type. The entire sequence of NAPLPS codes required to redraw the same image on another person's screen is recorded and transmitted back to the host system when the user requests the fields to be sent by pressing a key or clicking somewhere. If the user has a pen input device such as a graphics tablet, they could even create handwritten messages using the NAPLPS scribble PDI (INCREMENTAL LINE).
Unprotected fields which have NOT been changed, need not be transmitted back to the host. If no fields are changed and the transmission is initiated, then the minimum transmission consists of the NSR, DOMAIN, POINT SET, and Service Delimiter. Users can only edit unprotected fields when the text cursor is on (visible).

NSR - 1F
Non-Selective Reset is used to reset most of the environment settings to their default state as follows:
The G0, G1, G2, G3, C0 and C1 sets are reset to have their default initial contents and the GL and GR are also reset to their initial state.
The DOMAIN parameters are set to the default as specified earlier in this document.
Any text settings from the TEXT PDI or from the C1 set are reset to the default. In addition the active field is set to the default of the unit screen.
Any TEXTURE parameters are set to the default, but the programmable fill patterns are NO cleared.
The color mode is set to mode 0 and the current drawing color is set to nominal white, however the color palette is NOT cleared
If the two bytes immediately after 1F are between 40 and 7F, then the cursor is repositioned. The row number is taken from bits 6 through 1 of the first byte, the column address is from bits 6 through 1 of the second byte. Row 0, column 0 is the upper left corner of the display. The actual character position is constrained to be within the display area even if the row column address extends beyond this area.
NOTE: cursor positioning by the NSR code is NOT THE SAME as cursor positioning via the CURSOR POSITION code 1C.

They use a different origin, and the NSR positioning takes place AFTER the text parameters are reset to the default. Because of this it is usually NOT POSSIBLE for NSR character positioning to register properly with that of code 1C.

C1 Control Set
These are additional control codes which are used for NAPLPS specific operations. There is a bit of complexity involving the use of the C1 set in 7-bit mode. Because of the need to ensure that the normal ASCII control characters are still available (some are used outside of NAPLPS), it is not possible to replace the C0 set with the C1 set. Therefore, in 7 bit mode, the C1 set is placed in the middle of the GL area from 40 through 5F and a C1 code is invoked by preceding it with an ESC (1B) code. This means that the GL area can still be used as normal for PDI's, ASCII text or whatever, since C1 codes must be escaped. In 8 bit mode, there is no conflict as the C1 set is always available at the beginning of the upper 128 character codes from 80 through 9F. There is no shifting or escaping required in 8 bit mode.
In this section, the eight bit codes are given for the C1 set. They can be converted to 7 bit codes by swapping bits 8 and 7.

DEF MACRO - 80
This code is used to begin macro definition. The byte following the DEF MACRO must be between 20 and 7F. It is the macro number which is being defined or replaced. If the second byte is not within this range, then the two bytes are discarded and decoding begins with the next byte.
All characters after the macro number are recorded but not executed up to the macro termination. The termination is indicated by receipt of another DEF MACRO or one of DEFP MACRO, DEFT MACRO, DEF DRCS, DEF TEXTURE, or END. The terminating control character is NOT stored and neither is the preceding ESC which is transmitted on a 7-bit link.
If a macro reference is encountered during macro definition, then the reference is stored as is. It is NOT expanded at definition time. If the macro definition is null, i.e. no definition bytes before the terminator, then any existing macro with that number is deleted. All macros are deleted by the RESET PDI.
It is NOT necessary to have the macro G-set currently invoked in order to define a macro.
These macros (and DEFP macros) may be associated with a keystroke or mouse click to be initiated by the user, but if so, they are only available to be activated when the cursor is on. Because the execution of these macros could place the terminal program in an undetermined state, it is the responsibility of the host system to restore the state of

the terminal program to a known state after the cursor is turned off. The terminal program must ensure that any such macro is executed to completion without being interleaved with any incoming NAPLPS codes.

DEFP MACRO - 81
This command is the same as DEF MACRO except that the stream of characters making up the macro definition are executed as well as recorded. If a DEFP MACRO contains a reference to the macro number that is being recorded, then that reference should be treated as an undefined macro. This also applies to nested references, i.e. while defining macro 1 with the DEFP MACRO, a reference to macro 2 is encountered. Upon expanding macro 2 a reference to macro 1 is encountered. Because the definition of macro 1 is not yet complete, macro 1 is treated as an undefined macro.

DEFT MACRO - 82
This command defines a transmit macro. This is a string of bytes which is intended to be transmitted back to the host computer. The data bytes in a DEFT MACRO are not executed and are not necessarily NAPLPS data. They are only useful if the terminal program provides some means of causing the macro to be transmitted back to the host when a function key or mouse click event occurs. This is similar to defining a programmable function key except that the NAPLPS spec doesn't deal directly with the keys. It would be up to the terminal program to allow the user to associate a given macro with a given key combination. The transmit macros must always be available to the user for transmission, even when the cursor is off.
The transmit macros use the same pool of 96 macro numbers as do other macros. There is only 1 macro set. Macros linked to keystrokes should be defined starting with code 20 and macros that are not linked should be defined in reverse order starting with code 7F. The terminal program should provide at least 8 macros associated to keystrokes. In my opinion, 12 is a better number for PC's as there are 12 function keys available. In fact, the cluster of INS,DEL,HOME,END,PGUP,PGDN and the 4 arrow keys should also be associated with transmit macros.

DEF DRCS - 83
This command is used to define a DRCS character shape in a manner similar to macro definition. If the byte following DEF DRCS is between 20 and 7F it is used as the code for the DRCS character to define or redefine. If the code is not within the range then the DEF DRCS code and the incorrect code are discarded.
Next comes a stream of NAPLPS data which is used to define the shape of the DRCS character. This stream is

terminated by one of END, DEF MACRO, DEFP MACRO, DEFT MACRO, DEF TEXTURE, or another DEF DRCS. The standard states that the NAPLPS stream defining the character should be executed as it is received, but is NOT displayed on the screen. It is instead used to modify an in-memory bitmap which is used later to display the DRCS character. It should also be possible to store the NAPLPS stream as is done with macros, and execute the stream at the time the DRCS character is to be displayed. This would provide far better scalability of the characters. You could also convert the NAPLPS stream into a scalable format that is native to the graphical environment you are using. This would allow somewhat faster display when the DRCS is used. Note that you can use macros and other DRCS characters as part of the definition sequence.

All NAPLPS code received during DRCS definition will have its usual effect on the state of the terminal program, except that any drawing operations do NOT affect the display area. However, things like palette changes WILL still be visible as they are part of the global state. All these state changes will remain in effect after DRCS definition is finished.

When rendering the NAPLPS code into the in-memory bitmap, the aspect ratio of the bitmap will be the same as the character field dimensions in effect at the time the DEF DRCS was received. The lower left corner of the bitmap will correspond to the lower left corner of the unit screen. The larger of the X and Y dimensions of the bitmap will be considered to be equal to 1 unit (the full extent of the unit screen in that dimension). Any changes to the character field dimensions within a DRCS definition will not affect this sizing but will effect the next DEF DRCS command. The in-memory bitmap is a monochrome bitmap that is initially all black. All drawing commands will be drawn in white on the bitmap unless they are drawn with a nominal black color. The actual resolution of this bitmap is implementation independent. Although the standard does not suggest this, I would think that on today's computer equipment, this rendering should be delayed until the DRCS characters are actually used, at which point the bitmap size should be equal to the current character field size, and bitmap characters should be cached for reuse.

Once the DRCS definition is completed, the unit screen once again corresponds to the physical screen and the current drawing point is set to (0,0).

If the DRCS definition is terminated by another DEF DRCS command, then the character code to be defined is NOT transmitted. It is calculated by incrementing the previous character code and wrapping around so that 7F increments to 20. If a DEF DRCS command is terminated with no character

definition, then the character definition for that code is reset to the default <space> character. The entire DRCS can be cleared with the RESET PDI.
When a DRCS character is displayed, the rendered bitmap is scaled to the current character filed dimensions and the white portions of the bitmap are to be displayed in the current drawing color. In color mode 2, the black portions of the bitmap will also be displayed but in the current background color. DRCS characters are subject to all the attributes of text just as the ASCII set and supplementary set.
I have gone a little further than the standard in suggesting that the scaled bitmap method of displaying DRCS characters is really not appropriate on today's computer equipment. Since the ordinary text character shapes for the ASCII and supplementary sets are not specified, most systems will provide fully scalable fonts for those characters. If the DRCS characters are not also handled in an equivalent scalable manner, then they will not look very good.

DEF TEXTURE - 84
This defines or redefines one of the four programmable pattern fills. The pattern mask A, B, C, or D is selected by the byte following the DEF TEXTURE which must be one of 41, 42, 43 or 44. If the code is not one of these four, then the 2 bytes are discarded.
Next comes a stream of NAPLPS data which defines the pattern mask in the same way as the DEF DRCS except that the mask size defined in the TEXTURE PDI is used instead of the character field size. The command is terminated by END, DEF MACRO, DEFP MACRO, DEFT MACRO, DEF DRCS, or another DEF TEXTURE.
If the INCREMENTAL POINT command is used in defining the pattern, then be aware that the active field may be rescaled as specified under the INCREMENTAL POINT PDI. This rescaling will cause the actual area drawn by INCREMENTAL POINT to be smaller than that specified.
If there is no data after the mask number, then the specified mask is reset to its default state. At the end of the DEF TEXTURE command, the unit screen is set back to the physical display and the current drawing point is set back to (0,0).
While the standard assumes that these pattern masks will be stored as bitmaps and scaled as needed, I think it would be useful to record them in the same scalealble manner as I have suggested for the DRCS characters.

END - 85
This command terminates a DEF MACRO, DEFP MACRO, DEFT MACRO, DEF DRCS or DEF TEXTURE. It is also used in transmitting protected field data back to the host system.

UNPROTECT - 9F
This command turns the current active field into an unprotected field. This makes the field area available for the user to enter and edit data for transmission back to the host system. The actual methods/keystrokes for entering and editing data is implementation dependent. The default state of the unit screen is protected, so no entry of data may occur until an UNPROTECT is issued. If the UNPROTECT command is received when the active field overlaps an already unprotected field, then the unprotected field is changed to protected before the active field is unprotected. This ensures that unprotected fields never overlap. Changes in the protection status do not affect the visible display. The number of unprotected fields that may be defined is implementation dependent but should be at least 40.
If the host transmits data into an unprotected field that data will be recorded by the terminal program and will be made available for the user to edit. Editing can only take place if the unprotected field is also the active field. The user can transmit the edited data back to the host system by an implementation dependent keystroke or mouse click. Details of the transmission format are defined under "Service Delimiter" in the C0 set. When more than one unprotected field is transmitted, they are transmitted from left to right, top to bottom, using the field origin coordinates to determine which is leftmost or topmost. The transmission of data is to be handled independently of the receiving of data, including any state changes made by the user to text colors, character set, etc.
It is allowed to have other methods of user input that are independent of the unprotected fields and that do not affect the state of unprotected fields.

PROTECT - 90
This command causes any unprotected fields that overlap the active field to be changed to a protected state. The RESET PDI can be used to protect all unprotected fields.

REPEAT - 86
This command gets a repeat count from bits 6 through 1 of the byte following the REPEAT code and repeats the byte preceding the REPEAT code, by that number of times. This code can only be used to repeat <space> characters and any spacing characters from the ASCII, supplementary, DRCS or mosaic sets. This means that the non-spacing accents in the supplementary set cannot be repeated. If the preceding character is not one of those allowed, then the REPEAT code and the count byte are discarded. If bits 7 through 1 of the repeat count fall outside the range from 40 through 7F, then the REPEAT code is discarded and the count byte is interpreted as a normal NAPLPS code.

REPEAT TO EOL - 87
This command repeats the preceding byte as many times as is required to reach the end of the current character path if it is one of the allowed characters as for REPEAT. Otherwise, the REPEAT TO EOL is discarded. If the character field position lies wholly within the active field when this command is received, then the character path will be considered to end when it reaches (but does not pass) the active field boundary.

REVERSE VIDEO - 88
This causes any following text from the ASCII, supplementary, DRCS and mosaic sets to be drawn reversed. In color modes 0 and 1, the pixels of the character shape are not draw, only the background pixels are drawn using the current drawing color. In color mode 2, the foreground and background colors used are swapped. This will require special handling to ensure that composite characters are displayed correctly. Composite characters are composed of a non-spacing accent followed by another character from the ASCII set. The composite character codes must always be transmitted in that order, accent first, then ASCII character.

NORMAL VIDEO - 89
This terminates reverse video mode and returns to the default.

Text Sizes
Text sizes can be set by the following commands or by the TEXT PDI. The following commands effect only the character field dimensions. All other text attributes remain constant. The screen sizes quoted assume the default rotation and character path is in effect.

SMALL TEXT - 8A
This sets the dimensions of the character field to 1/80 in the X dimension and 5/128 in the Y dimension. This corresponds to an 80 by 19 screen when accounting for the fact that only 3/4 of the Y dimension is visible.

MEDIUM TEXT - 8B
This sets the dimensions of the character field to 1/32 in the X dimension and 3/64 in the Y dimension. This corresponds to a 32 by 15 screen when accounting for the fact that only 3/4 of the Y dimension is visible.

NORMAL TEXT - 8C
This sets the dimensions of the character field to 1/40 in the X dimension and 5/128 in the Y dimension. This corresponds to a 40 by 19 screen when accounting for the fact that only 3/4 of the Y dimension is visible.

DOUBLE HEIGHT - 8D
This sets the dimensions of the character field to 1/40 in the X dimension and 5/64 in the Y dimension. This corresponds to a 40 by 9 screen when accounting for the fact that only 3/4 of the Y dimension is visible.

DOUBLE SIZE - 8F
This sets the dimensions of the character field to 1/20 in the X dimension and 5/64 in the Y dimension. This corresponds to a 20 by 9 screen when accounting for the fact that only 3/4 of the Y dimension is visible.

WORD WRAP ON - 95
Any text received after this code is word wrapped when the line reaches the end of the character path. If the text is being displayed in the active field, then word wrapping takes place when the character path meets the active field boundary. If a <space> character is the last character on the line and the <space> character does not fit, then it is simply discarded. A word is defined as a string of characters between <space> characters. If one of the following list of special characters is embedded within the word (i.e. not at the beginning or end) then the word may be broken AFTER the special character in order to fill the line as much as possible.
! " $ % ( ) [ ] < > { } ^ * + - / , . : ; = ? _ ~

A word is also terminated when a mosaic character is encountered or when any C set character (except SI, SO, SS2 , SS3) is encountered. If the word fills the line with no spaces or special characters, then it is broken at the end of the line anyway.

WORD WRAP OFF - 96
This turns off word wrap and text now breaks between characters. This is the default.

SCROLL ON - 97
This turns on scroll mode. In this mode any <linefeed> or <vertical tab> that would otherwise cause the character field to move partially or wholly outside the display area, triggers scrolling. The display scrolls in a direction
--
Michael Dillon Internet: mpdillon@halcyon.halcyon.com
C-4 Powerhouse Fidonet: 1:353/350
RR #2 Armstrong, BC V0E 1B0 Voice: +1-604-546-8022
Canada BBS: +1-604-546-2705

2663. NAPLPS online graphics technical specs 5/6

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 06:36:31 UTC
From: mpdillon@halcyon.com
Message-ID: <1s7n9f$lmn@nwfocus.wa.com>
Source record: 38716
Cross-posted to: comp.bbs.misc,comp.mail.mime,comp.multimedia,comp.os.msdos.pcgeos,comp.std.misc,comp.sys.amiga.programmer,comp.sys.atari.st.tech,comp.sys.mac.programmer,k12.ed.art,k12.comp.ed.literacy

```
---------8X---cut here for part 5/6------------------
opposite to the direction of the <linefeed> or <vertical
tab> and only scrolls far enough so that the current
position of the character field is now wholly within the
display area. If the cursor movement command takes place
within the active field, then only the area within the
active field is scrolled. The blank area that scrolls into
view is nominal black in color modes 0 and 1, or the
background color in color mode 2.
Any buffering of data that is scrolled off the display
is implementation dependent.

SCROLL OFF - 98
This command turns off scrolling mode. If the text
cursor is advanced beyond the bounds of the display area (or
active field) by a <linefeed> or <vertical tab> then it
simply wraps to the opposite boundary.

UNDERLINE START - 99
` This command turns on underline mode. In this mode all
ASCII, supplementary, and DRCS characters and any <space>
character are displayed with a line. This line is drawn from
the character field origin across the entire width of the
character field but it does not go across the gaps created
by 5/4 and 3/2 character spacing. Its thickness is the
height of the logical pel. Mosaic characters are not
underlined, but are instead displayed in separated mode as
defined under the section "The Mosaic Set".
The underscore is then rotated along with the rest of
the character field if a rotation is specified.

UNDERLINE STOP - 9A
This terminates underline mode. In this mode, mosaics
are displayed contiguously so as to form a monochrome
bitmap.

FLASH CURSOR - 9B
This cause the cursor to blink. It also may enable user
input if the active field is in an unprotected field.

STEADY CURSOR - 9C
This cause the cursor to be displayed with no blinking.
It also may enable user input if the active field is in an
unprotected field.
```

CURSOR OFF - 9D
This sets the cursor to its default invisible mode. The cursor still exists and can be positioned. This may also disable user input, but that is implementation dependent.

BLINK START - 8E
This creates a simple blink process using the current drawing color as the blink-from color and nominal black (the background color in mode 2) as the blink-to color. The on and off intervals are implementation dependent and the start delay is zero. This is intended to provide a facility similar to the ANSI graphics blinking found on PC's.

BLINK STOP - 9E
This terminates any blink process using the current drawing color as the blink-from color.

EDC1, EDC2, EDC3, EDC4 - 91, 92, 93, 94
These codes are reserved for future use. At the present time they should be discarded.

Proportional Spacing of Text

Overview
In order to guarantee the placement of text and the positioning of line breaks on varying implementations of NAPLPS at varying display resolutions, it is necessary to have some guidelines as to how to produce proportionally spaced text. If a terminal program adheres to these guidelines, then a host system can place proportionally spaced text onto the screen in a predictable manner.
An algorithm is provided which defines how far to move the cursor if the character field width is parallel to the character path. If it is not parallel, then proportional spacing is not possible and the spacing is always based on the full height of the character field. The spacing for the widest characters is always equal to the character field width, while the spacing for other characters is arranged so that the visible gaps between characters are identical. The algorithm is arranged so that normal size text will be spaced identically on both low and high resolution terminals.

Algorithms
The following tables classify the ASCII and supplementary sets into 10 different width classes. Characters in a given class are spaced according to the same algorithm over the range of font sizes.

ASCII Width Classes
2 3 4 5 6 7
----
0 9 5 9 5 1 5

```
1 0 1 5 6 5 5
2 4 5 5 5 5 5
3 6 5 5 5 5 5
4 9 5 5 9 5 2
5 9 5 5 5 5 5
6 9 5 5 9 5 9
7 0 5 8 9 5 9
8 1 5 5 9 5 9
9 1 5 2 9 0 5
A 9 0 5 9 4 5
B 9 3 5 4 5 5
C 3 5 5 9 0 0
D 5 8 9 4 9 5
E 0 5 5 2 5 9
F 9 8 9 9 5

Supplementary Width Classes
2 3 4 5 6 7
--------------------------------
0 9 4 9 5 6 9
1 0 9 2 1 9 9
2 9 4 2 9 6 6
3 5 4 2 9 5 5
4 9 7 9 9 9 6
5 9 6 5 6 9 0
6 9 9 5 9 9 4
7 6 0 0 9 5 4
8 9 9 4 9 9 7
9 1 1 9 9 9 9
A 6 6 1 9 9 9
B 8 8 7 9 5 6
C 9 9 9 9 5 4
D 7 9 4 9 9 2
E 9 9 8 9 6 5
F 7 8 2 9 9
```

The width class of an accented character is the maximum width of the two components. Note that the <space> character is always in the maximum width class. In proportional mode <tab> and <backspace> are always considered to be in the maximum width class (same as <space>) when they are received from the host system.
The algorithm that determines the actual width of a character is based upon the width class and the width of the current fixed character field. This algorithm is intended to make the interfont gap between all characters identical, so when designing your implementation dependent font, you should take this algorithm into consideration. The algorithm is structured to ensure that smaller sizes of text appear spaced identically in both low and high resolution video displays.

TEXT SIZES up to (but not including) 12/256 wide

width	0	1	2	3	4	5	6	7	8	9
6	2	3	4	3	4	5	6	4	5	6
7	3	4	5	4	5	6	7	5	6	7
8	2	3	4	4	5	6	7	6	7	8
9	3	4	5	5	6	7	8	7	8	9
10	4	5	6	6	7	8	9	8	9	10
11	3	4	6	6	7	8	10	8	10	11
12	6	5	4	4	3	2	1	2	1	0

The above table contains the cursor displacement to be applied to characters in each width class at various different character field widths. To determine which row to use, take the character field width (which is a binary fraction), multiply by 256 to get a number n.m/256, then truncate the fractional portion of the number to find n. If this result is less than 12, then use the corresponding row in the table and scale the character displacement. For instance, if the character field width is 15/512, then multiply by 256 to get 8.5/256. Truncate to 8, therefore use row 8 in the table. If the width class is 0 then the character displacement is 2/256 which is the same as 2/8 of the full displacement.

If the scaling result is greater than or equal to 12 then the 12 row is first scaled to determine the amount to adjust the character displacement.

1. The character field width is truncated to DOMAIN 3 leaving the 8 most significant bits. Call this n.
2. Multiply n by 11/13 being careful to avoid overflow.
3. Subtract 1/256 from the result, then bitwise OR the result with 1/256 and again subtract 1/256 from the result. Truncate this final result to DOMAIN 3, i.e. to 8 bits. This is the scale factor f. This step causes the font patterns for the widest character class to be scaled to an odd width.
4. Get the unit spacing number from the 12 row for the appropriate width class.
5. Multiply this unit spacing by f.
6. Divide the result by 6, then add 1/512 for rounding, then truncate to DOMAIN 3 leaving the 8 most significant bits. Subtract this result from n to get the actual cursor displacement amount.

For example, a character in width class 0 using a character field with of 12/256.

1. 12/256 is already an 8-bit value so it is n.
2. Multiply by 11 and divide by 13 to get a 16 bit number = 2599.
3. Result 2087 scaled down to 8 bits = 8.

4. Use 6.
5. 6 * 8 = 48, divide by 6 to get 8, add .5 and round down to 8. Subtract 8 from 12 to get a displacement of 4/256.
Similarly, if the field width is 24/256, then the displacement would be 6/256. This is a very tricky part of the standard to follow and it leaves a lot to be assumed such as 8 bit numbers being multiplied or divided into a 16 bit register. I hope that I got it right.

Ideas and Implementations

Terminal Programs
I have come across several terminal programs that support NAPLPS on the PC and one that supports NAPLPS on Amiga and Macintosh computers.

PP3 (Personality Plus III) SHAREWARE
This is the only terminal program I know that fully supports all of NAPLPS including bitmaps and DRCS characters. It is available in English and French versions which use a user customizable language file so it is easy to provide support for other languages. Supports CGA, Herc mono, EGA, MCGA, VGA, ET4000-256, TARGA-16. Basic registration fee is $25 while $40 gets you a printed manual and info on other NAPLPS products and services.

CTLINK
Hmmm. I seem to have deleted this one. I had some problems with it (which may have been the modem) but I remember that it was really oriented as a terminal for commercial videotex services. I read some comments from Dave Hughes that indicated it is not a complete implementation, but if you see it around, why not try it for yourself.

Tam Tam COMMERCIAL
This program is available from MacGregor Inc. in Montreal for the Amiga and the Macintosh in both English and French versions. The price was $79-$99 depending on which version but I have lost my info sheet. Just call directory assistance to get a hold of them. They do speak English just fine, so don't be shy.

Drawing Programs
To date, I know of only one shareware drawing program that supports NAPLPS. There are other commercial programs but I don't yet have any info on them. In addition, I have written a program to convert Windows 3 icons to NAPLPS format and have a beta version of a program to convert metafiles created by CorelDraw into NAPLPS format. The Memra logo in the sample file MEMRA2.NAP was converted from an original CorelDraw image.

MGE (Microstar Graphics Editor) SHAREWARE
This is an object oriented drawing (not painting) program from Microstar Inc. that uses NAPLPS as its file format. It can draw all the basic objects as well as providing control over text. It can define macros, fields and blinks. If using the VGA 16 or 256 color drivers, you can customize the palette. This is an important feature of NAPLPS. It is not restricted to the default DOS/Windows 16 color palette. On a standard VGA you can display any 16 out of the 262,000 shades it is capable of displaying. Notable omissions are NAPLPS bitmaps and DRCS characters. Microsoft compatible mouse required (or a graphics tablet that emulates a Microsoft mouse). This is a good program that is often criticized because its interface is not 100% the same as Windows, however if you do PRINT OUT the README.MGE file and keep it by your side while you draw, you will find that this program is every bit as effective as CorelDraw and a much better deal. Supports CGA, Herc mono, EGA, MCGA, VGA, ET4000-256, TARGA-16. Basic registration fee is $50 while $75 will get you a printed copy of the manual and info on other NAPLPS products and services.

Teledraw COMMERCIAL
This program is being developed by Dave Hughes in conjunction with a team of programmers in Russia. He has working beta versions and is expected to release the program by the end of April 1993. This program will provide full NAPLPS support including the design and use of DRCS characters such as the Russian characters used in SAIL.NAP. This program is a combination drawing/terminal program that will decode NAPLPS images in electronic mail on the fly and will allow you to draw or edit images and transmit them in electronic mail messages.

NAPICO SHAREWARE
This program from Memra Software Inc. is intended to enhance NAPLPS images created with MGE by adding Windows icons to the image. The icon positions are marked with a small rectangle and NAPICO takes a list of Windows 3 .ICO files and inserts the icon bitmap into those marked positions. The use of SMALL bitmaps like these icons can really enhance a NAPLPS image. A $10 registration fee is requested from those who can afford it.

NAPWMF SHAREWARE
This program from Memra Software Inc. converts Windows metafiles that are created using CorelDraw's File Export function. It does not necessarily work with metafiles from other programs, although full .WMF support will be included in a future version. This makes it possible to add a wide range of clipart images and True Type fonts to a NAPLPS image. See the Memra logo in MEMRA2.NAP that was produced by

a beta version of this program. The images produced by version 1.0 won't be quite as big.

TURSHOW SHAREWARE
This program doesn't fit under either category. It simply displays the NAPLPS images on your CGA, EGA or VGA screen.

Clip Art libraries
I would like to see people put together libraries of non-copyrighted clipart for use by others. Note that this means the images must be original art, not converted from a commercial clipart library. As soon as I get NAPWMF released, I will be creating a library of electrical symbols for use in drawing circuits.

ANSI compatibility
It should be possible for a terminal program to simultaneously support both NAPLPS and the ANSI-BBS protocol simultaneously. Because of a conflict with the FLASH CURSOR command, it is not possible to arbitrarily interleave ANSI and NAPLPS data streams but it should be possible to support both code systems in a non-interleaved manner. The NAPLPS spec uses the 3 character sequence ESC 25 41 to indicate that NAPLPS decoding is to be turned ON and the sequence ESC 25 40 turns OFF the NAPLPS decoding. Outside of this bracketing, it should be possible to support ANSI escape sequences. It is fairly straightforward for sysops to ensure that the ON/OFF sequences are transmitted, especially if they are using Microstar's SHOWPLP utility.

User Interaction
Although NAPLPS provides facilities for user interaction in the form of unprotected fields, the cursor and transmit macros, it does not require that those facilities be used when there is an application layer protocol for handling such things. I would like to suggest that the general BBS and NAPLPS community should agree on a standard way for handling such user interactions that would allow mouse and keyboard support in a non hardware dependent manner.
As for mice and other pointing devices, I would like to suggest that the terminal program transmit a POINT SET ABS (code 24) PDI to the BBS using the currently set domain co-ordinates to indicate a mouse click followed by some code to indicate whether it was a button-down or button-up event and which button it was. A POINT SET REL could be transmitted to indicate a mouse move event.
For keyboard events (key-up and key-down) a form of the PC scan-codes could be transmitted. These codes are also used by certain UNIX terminals and similar events are generated by Macintosh keyboards and X-Windows keyboards so

the only thing about these codes that is specific to the PC is the actual code numbers.
There should probably be some indicator code transmitted to distinguish between transmission of unprotected fields and transmission of an event. Transmit macros could, of course, be programmed to emulate either events or unprotected field transmittal or anything else.
I would like comments on these ideas, please.

Level 6 vs. Level 7
It is important to remember that NAPLPS exists at the presentation layer which is the 6th of the 7 OSI networking levels. It is intended to be used as the foundation for interactive on-line real-time graphical applications, which are at the 7th OSI level. NAPLPS does not do everything and it is not intended to do everything. I feel that it is important for BBS operators and users to start discussions on an overall standard for graphical BBS interchange, and I would like to see NAPLPS as the foundation for the presentation layer of that interchange. I would also like to see any overall standards maintain the OSI division into 6 independent layers.
It may be appropriate to extend NAPLPS to include additional G-sets and I know that there is already a JPEG extension to NAPLPS being prepared for public release. Since the BBS community is likely to be the major user of NAPLPS over the next few years, we need to maintain a discussion of this protocol and its implementations and suggestions for extensions.

Resource List

I have put a lot of work into writing this document and getting it widely distributed (worldwide). If you find it to be of use and can afford to, I would appreciate receiving $20 to help me continue to work on NAPLPS support.

Star Valley BBS 1-604-546-2705
- speeds up to v.32bis
- NAPLPS art galleries including some bitmaps
- look in file areas DOS.BBS and ART.NAP
- downloading available on the 1st call
- author of NAPICO and NAPWMF utilities
- Fidonet address 1:353/350

FREQ NAPLPS - This document
NAPICO - convert Windows 3 icons to NAPLPS
NAPWMF - convert CorelDraw images to NAPLPS
MGESHARE - Microstar Graphics Editor
PP3SHARE - Personality Plus 3 term program
SHOWPLP - door to add NAPLPS to your BBS
TURBOARD - BBS program with built-in NAPLPS

PC Atlanta 1-404-395-6327
- speeds up to v.32bis/HST
- home of Turboard BBS software
- full NAPLPS, ANSI, ASCII support
- sysop Shawn Rhoads
- Fidonet address 1:133/904
FREQ TB114.EXE - latest Turboard ver 1.14

Russell Country BBS 1-406-423-5433
- v.32bis
- home of Native American Share-Art
- sysop Cynthia Denton
- wonderful online art galleries
- Fidonet 1:3400/7

Microstar Support BBS 1-614-727-5272
- speeds up to v.32bis (I can only connect at 9600 bps)
- samples from many NAPLPS systems
- interactive NAPLPS game like Tetris
- the authors of MGE and PP3 and SHOWPLP
- NAPLPS message area
- Fidonet 1:163/537

Old Colorado City 1-719-632-2658
- David Hughes (dave@oldcolo.com) operates an
Internet/BITNET/Fidonet NAPLPS mailing list
- about to release Teledraw a combination NAPLPS
drawing and terminal program

Le Muse 1-514-984-1297
- 2400 bps
- an experimental electronic gallery
- text in French
- includes a selection of children's art

The Gadget Zone 1-604-946-5815
- speeds up to v.32bis
- home of the ONLINE_GRAPHICS echo message area
- many NAPLPS related files
- Fidonet address 1:153/951

Harris Technology Associates BBS 1-508-877-7233
- NAPLPS software for TBBS systems
- many NAPLPS menus
- several NAPLPS games
- illustrated electronic books

Hi Res BBS 1-306-782-6820
- some sample bitmaps converted to NAPLPS with a
commercial .PCX conversion program
- full NAPLPS support (running Turboard)
- sysop Warren Zatwarniski
- Fidonet 1:140/111

Online Acess magazine
the Summer 1992 has an article about several on-line NAPLPS art galleries. It includes several wonderful photos of sample NAPLPS artwork captured from a low-resolution 16-color video display

BoardWatch magazine
The December 1992 issue has an article on NAPLPS support by several BBS systems. It includes 6 color photos of NAPLPS screens.

Byte magazine
There was a series of 4 articles (55 pages in total) explaining much of the NAPLPS coding system and discussing the potential for NAPLPS. These articles were in the February, March, April and May 1983 issues. In the 2nd article, a small NAPLPS image is decoded and explained in detail. To recreate that image, cut out the following lines between the dashed ones and place in a file named BYTE.SCR. Then type DEBUG <BYTE.SCR This will create the image in a file called BYTE.NAP. If you are not using a PC, then you will have to find some other means of entering the hex codes into a document file. Note the picture will display in PP3 but is not editable in MGE. If you create BPREF.NAP and prepend it to the image by typing:
COPY BPREF.NAP+BYTE.NAP BEDIT.NAP
then you will create an editable version of the same image which will actually look more like the original as far as line thickness and line texture.
---------8X----cut here-------------BYTE.SCR follows---
E 100 E 3C 49 20 50 3C 64 23
E 108 40 37 49 60 40 48 60 40
E 110 48 42 40 46 46 40 60 40
E 118 40 40 46 47 40 6A 60 3C
E 120 52 23 44 24 48 57 44 31
--
Michael Dillon Internet: mpdillon@halcyon.halcyon.com
C-4 Powerhouse Fidonet: 1:353/350
RR #2 Armstrong, BC V0E 1B0 Voice: +1-604-546-8022
Canada BBS: +1-604-546-2705

2664. Re: Calling a shell from a program

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 08:18:15 UTC
From: julian@math.uni-muenster.de
Message-ID: <1s7t87$22h1@obelix.uni-muenster.de>
Source record: 38717

In article 040593092908@townsend.taligent.com, John_Townsend@taligent.com (John Townsend) writes:
> You might check on this but the COMMAND.TOS or COMMAND.PRG that Atari had
> originally distributed with the Developers Kit probably supported the
> COMSPEC
> method and the shell_p method of finding the shell.
>
> I know for a fact that Gulam supports shell_p.

COMMAND.PRG doesn't set shell_p. And COMMAND.PRG doesn't set COMSPEC :-)

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2665. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 08:19:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13255@uqcspe.cs.uq.oz.au>
Source record: 38715

msmith@flash.pax.tpa.com.au (miff) writes:

>As a general convention, redirecting stderr drags stdout along with it.

>make all >&logs/make.log &

>to any vaguley unixish shell, one would reasonably expect to find a complete
>transcript of the make in the appointed logfile.

That's csh ONLY. To any other Unix shell (ksh, bash, ash, sh) that
is an error. To redirect both, use:

make -d all >logs/make.log 2>logs/make.log

Or, you can redirect separately: (which you cannot do in csh/tcsh)

make -d all >logs/make.out 2>logs/make.err

I'd make a rude comment about how bad csh is, but I know tcsh is Eric's
favourite, and don't want to offend him ;)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2666. Re: gcc .h files on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 08:23:37 UTC
From: julian@math.uni-muenster.de
Message-ID: <1s7ti9$22h1@obelix.uni-muenster.de>
Source record: 38718

In article 25616@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> >> [description of GEMDOS text file standard]
> > Please inform use where the official Atari docs document such a
> > strange behavior.
>
> Glad to. The Atari GEMDOS manual, the one that comes with the
> developer's kit. It's got funny page numbering, but it's on the sixth
> page after the title page. The section is titled FILE OPERATIONS. The
> paragraph reads:
>
> GEMDOS places no restrictions on what a file may contain. Most
> applications assume that text files contain lines separated with
> carriage-return linefeeds, with a control-Z indicating the end of file.
>[...]

Indeed. That says that *GEMDOS* doesn't define this. In fact it says that there are no special text files for GEMDOS, and that GEMDOS files may contain any characters. It only documents the behaviour of applications (possibly DOS or CP/M) which were used back in 1985.

What I want to say: programs that still insist in writing ^Z at the end of a text file, should be changed. BTW: programs that can't read text files without carriage returns should be changed, too (this should be a basic capability of stdio and makes life easier for everyone).

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2667. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 08:40:43 UTC
From: tkld@cogsci.ed.ac.uk
Message-ID: <TKLD.93May5094043@burns.cogsci.ed.ac.uk>
Source record: 38735

> description of use of stdout and stderr in MAKE.
(from the POSIX docs)

Actually, it wasn't MAKE I was concerned about, it was (as the message stated) the compiler pieces that make up HSC. MAKE itself is pretty easy to figure out: if it's not an error, it goes to stdout.

[...]

Using unix docs to decide on the behavior of Atari ST programs strikes me as a mixed-bag concept. First you have to have the unix docs, of course. Then, I guess you have to think unix is something worthy of emulation. Actually, given a choice, I'd tend to look to other ST tools first, like Lattice C. In the absence of that, I'd go next to MSDOS prior art. Wherever possible, however, I try to do things that won't disorient anyone, be they unix-head or msdos'er or GEM lover or Macintosh worshiper or whatever. Rather than worshipping at the alter of some arbitrary standard I prefer to make things easy for everyone, to whatever degree possible.

The docs that were quoted weren't UNIX ones, but the POSIX standard. As I understand it POSIX is supposed to allow OS independent access to system services. VMS now claims POSIX compliance, and I doubt if anyone would claim VMS is UNIX.
Looking to MSDOS for guidance seems crazy to me, given that Microsoft based their (poor) CP/M derivative on early UNIXes. If it's different from the behaviour of UNIX that's simply because they got it wrong ("What! MicroSoft got it *wrong* ?" :-)

As it looks like MTOS, BSD, SVR4, VMS, NT (and did I mishear a rumour that IBM were working on CMS ?) are converging on a POSIX API (underneath they can be *very* different), the POSIX standard seems to be the one to follow.

--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==
--
_____________Kevin__Davidson____
Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
2 Buccleuch Place, EH8 9LW. | +44 31 650 4447 (temporarily)

2668. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 09:03:21 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993May5.090321.6251@daimi.aau.dk>
Source record: 38719
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

It could also be mentioned that the distribution kit contains all necessary files for getting GCC up and running, even though you are not necessarily getting the absolute latest versions.

I really can recommend the distribution kit if you are not all on the inside with all the strange and mysterious packages that makes a unix(-like) system. The distribution kit automates the process and gives you a ready-to-run environment, and a great way to keep a backup of your setup in case your harddisc gets corrupted during the first period of raving around in the candy shop (happened to me a couple of times!).

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

2669. Bcon* calls and MegaST(e)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 11:44:04 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993May5.114404.10048@its.bt.co.uk>
Source record: 38673

Hi,

I have been asked this question by a friend who has a MegaST. If you can help,
please reply by email so I may summarize for him (and for anyone else who asks).

The question is simply....

Are there extended handles for the Bcon* calls for using the extra
serial ports found on a MegaST? If so, what are they.

Thanks,
John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7TCP
+44 21 308 8892

2670. _shell_p and MiNT/MTOS (was: Calling a shell from a program)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 11:57:42 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1s8a3mINN1ap4@rs1.rrz.Uni-Koeln.DE>
Source record: 38722

In <1993May3.214050.20909@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> It first checks the _shell_p system variable. If this is non-NULL,
>it jumps through that vector passing a pointer to the command string
>as the only arg. (This seems dangerous as hell in a memory-protection
>environment, but maybe shells don't actually set this vector anyway?)

I've never made any use of _shell_p so far, but to me it seems to
be a valid point that a technique of calling a shell by jumping
through a pointer may cause problems in a memory-protection
environment. It may be safe if the shell program's flag are set
to make all its memory publicly accessible. Otherwise, when the
shell code tries to access the shell's private memory after
having been called via _shell_p, the OS will think the calling
process tries to access that memory and punish the caller.
Am I wrong here? Or, if not, which mechanisms should be used for
calling a shell under MiNT/MTOS?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

2671. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 12:02:48 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993May5.120248.26141@sol.ctr.columbia.edu>
Source record: 38721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May5.090321.6251@daimi.aau.dk>, lynbech@daimi.aau.dk (Christian Lynbech) writes:
} It could also be mentioned that the distribution kit contains all necessary
} files for getting GCC up and running, even though you are not necessarily
} getting the absolute latest versions.

I accept the criticism for the base kit, but the Updates and
Shareable subdirectories always contain the latest versions (as of
about 3 days after it is released :-). The current versions of gcc
in the kit and the Shareable dirs is kit: 2.2.2 Shareable: 2.3.3p2
G++ 2.3.3 is also available in the Updates dir. (although this is only
partially tested ...)

} I really can recommend the distribution kit if you are not all on the inside
} with all the strange and mysterious packages that makes a unix(-like) system.
} The distribution kit automates the process and gives you a ready-to-run
} environment, and a great way to keep a backup of your setup in case your
} harddisc gets corrupted during the first period of raving around in the candy
} shop (happened to me a couple of times!).

Nice to hear this sort of thing :-)))

____
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2672. Re: Harlekin 3.0 / MultiTOS 1.0 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 14:30:35 UTC
From: hn@skyresh.informatik.rwth-aachen.de
Message-ID: <hn.736612235@skyresh>
Source record: 38723

dxo@cs.bham.ac.uk (David Oakley) writes:

>Also, changing the GEM.CNF ACCPATH (or whatever its name is) doesn't make AES
>load accessories from another directory (eg. C:\ACCS). Any idea on that one?

Try to the accessories path (e.g. C:\ACCS) to your PATH (via setenv in GEM.CNF)
and disable your accessories in your root directory. This should work
(I hope!)...

--
Helmut Neukirchen
e-mail: hn@pool.informatik.rwth-aachen.de

2673. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 15:05:44 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May5.150544.9020@mnemosyne.cs.du.edu>
Source record: 38724

> if you look at Lattice c v5, its make...

Gee that's interesting. I've got v5.52, and it didn't come with a make
at all. It also didn't come with a functional 'cc' type program, but after
I asked about how to use it properly from the command line, Alex sent me a
program called LCC.TTP that works very nicely. Still no make, though.
--
==
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==

2674. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 15:16:22 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May5.151622.11044@mnemosyne.cs.du.edu>
Source record: 38725

```
>As a general convention, redirecting stderr drags stdout along with it.
>for example, if one were to say
>
>make all >&logs/make.log &
>
>to any vaguley unixish shell, one would reasonably expect to find a complete
>transcript of the make in the appointed logfile.
```

Does that work on the ST? I haven't seen anything that indicates that it's safe to have two standard handles pointing to the same file, with output going to both of them simultaneously. I would rather expect it to lead to file or disk corruption unless Atari explicitly planned for such a thing to be happening. (Specifically, I'd expect the filesize in the directory to reflect the number of bytes written to whichever handle was closed last. And who knows what the FAT chains would look like.) And this is not to mention the strange interleave of output you'd get due to the streams being buffered because isatty() for them is false.

```
--
==============================================================================
- Ian Lepore | Have you heard the good news from Waco?
ianl@bix.com | David Koresh has stopped smoking.
==============================================================================
```

2675. using SLIP on an Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 17:42:05 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <C6KEnM.28o@news2.cis.umn.edu>
Source record: 38726

I have a Mega 4 ST, a 9600-baud V.32 modem and a number to our campus SLIP service. I would very much like to be able to use SLIP for things like anonymous FTP and telnet from home. I have a copy of the NEWNET archive from the atari.archive server, and documentation from the KA9Q documentation archive. The problem is that the documentation doesn't mention anything about using BOOTP services (for example), or exactly how to set things up, let alone dial into a SLIP server and make connections.

I would appreciate sample setups, scripts, helpful hints. You can send me e-mail and I will follow the advice and summarize once I've been successful in getting things working properly.

Oh yes, our SLIP service uses TACACS to validate the session, so there should be some method of dialing, issuing a username@host.domain and password and starting a telnet or FTP session. If one can run gopher or POPmail it might be very good to know that as well.

Asking a lot, expecting some helpful replies and waiting to let you all kow (er, know) how things turn out, I am

== David Paschall-Zimbel

2676. Adding a HP Deskjet

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 18:06:58 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1s8vo2INN71t@uwm.edu>
Source record: 38727

I would like to upgrade my very old Star SG-10 printer with a new HP Deskjet on my 520 ST. Is there any special hardware or printer drivers I will need to do this? I believe there are IBM and Mac versions of the Deskjet. Which would you use with ST? Since I use Spectre GCR, do I need the Mac version?

Any help for this Deskjet novice appreciated.

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2677. Overscan - Will it go?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 20:21:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1s97l1INN743@golem.wcc.govt.nz>
Source record: 38728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay, I've jus managed to get all the parts, and opened up my STFM
to install the overscan, and then found out that the parts shown in
the diagrams, don't seem to exist!

The diagrams are for a revision F STM motherboard, I have a revision
D STFM motherboard.

Will the overscan go into a machine with a Rev' D, STFM board? If so,
is the 'modulator' the RF-Modulator? In which case, where on earth are
the pins for it, as the thing is encased inside a metal box, and then has
a small board soldered below that....

I also can't seem to locate the appropriate chips & resistors etc.
(It says there is a L26 resistor to the right of an MFP 68901 chip, which
doesn't exist on this board (none have that serial # printed on it),
and further to the right is a C16-resistor, which is beside the MMU (which
I'm not sure of which-chip it is anyway, as the only square chips (the
MMU in the pic' is square, not rectangle), are 2 near the bottom of
the board (One I presume is the processor).

Can anyone out there give me any help at all? As 640*200 is getting
me down! :)

Anyone successfully put O-scan into an STFM? How & Where!?

E-Mail replies would probably be best to save bandwidth!

2678. Re: And the winner is. . . .

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-05 22:46:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1s9g4nINN7ac@elroy.jpl.nasa.gov>
Source record: 38729
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

In article <1993May4.233555.21782@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:
>(Concerning funny parse errors on gcc .h files.)
>
>Ken Newman of Mississauga, Ontario. (Yeah, Canada.)
>
>If the last character of your environment variable TEMP is a
>backslash, like the gulam samples show, (Boo, gulam) then gcc gets
>upset and blames the error on its .h files. (Boo, gcc) Odder,
>still, that gcc installation documentation says nothing about
>using TEMP, but rather tells you to set TMPDIR. (Boo, again, gcc)

"Boo" ?? The fact is, the ST's history has been pretty chaotic, and it's hard to remain fully backward compatible with all the mess that's gone before, and still provide a reasonable system. Unix uses the TMPDIR variable to specify the location for temporary files, MSDOS semi-consistently used TEMP. GCC for the ST has to recognize both, because a lot of Atari software packages (like Mark Williams C, for one) used different (MSDS vs Unix) conventions... I guess the ST C library checks for TEMP before TMPDIR. Oh well, liv'n'learn. It would be nice to eliminate the plethora of inconsistencies, but it just isn't practical. (Further example - I've had TMPDIR, TEMPDIR, and TEMP all set in my environment, just to please all the various archiving utilities I've run across. Just can't win...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

2679. Re: And the winner is. . . .

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 01:26:13 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993May6.012613.15686@govonca.gov.on.ca>
Source record: 38730
Cross-posted to: comp.sys.atari.st.tech,gnu.gcc.help

In <1s9g4nINN7ac@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <1993May4.233555.21782@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:
>>(Concerning funny parse errors on gcc .h files.)
>>
>>still, that gcc installation documentation says nothing about
>>using TEMP, but rather tells you to set TMPDIR. (Boo, again, gcc)

>"Boo" ??
Yes! In spades! With bells on! :-)

What does it matter that other packages may use other environment
variables? Or that some other platform uses some other convention?
If the gcc docs that come in the gcc for ST archive don't
tell the truth about what gcc expects *on* the ST, "boo" is by far the
nicest thing to be said about that particular feature.

(And the error messages. . . . Mini-flame available on request, or at
the drop of a hat.)

2680. TeX documentation : English?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 06:51:59 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993May6.015159.19276@bsu-ucs>
Source record: 38646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone have an english translation of the documantation disk (disk 1 of 8) for TeX? I have a few TeX files I'd like to either have converted, or printed and am attempting to get CS-TeX 4.0 running to do it. Having the documentation in German isn't going to make this very easy! :)

-Matt

2681. Re: F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 10:11:51 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993May6.101151.29129@rhrk.uni-kl.de>
Source record: 38732

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>at 3ms response time. The worst thing is that response times are not
>consistent and depend on number of notes, etc.

You always have the choice to work with NVDI and switch the blitter
completely off this way.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

2682. AHDI ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 10:27:02 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sap5m$gmv@golf.cc.strath.ac.uk>
Source record: 38731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I give in. Does anyone out there have a copy of the original ADHI disk ??

I am trying to re-format my SH204. I have tried ADHI 5 and AHDI 6, but
they insist that `This HD is incompatable with an Atari ST' and request
that I find another WINCAP file.

My original AHDI disk is knackered, and no amount of giggling with the
WINCAP file (from all versions of AHDI) will get it to recognise the
SH204 --- an atari hard drive !!

Could anyone that might be able to mail me a uue'd ORIGINAL ahdi disk,
please email/post ... or if you know a solution (eg. another formatter),
tell me (here or e-mail me)

If I can't get my hard disk re-formatted, I'll cry ...

Dave.

```
o===============================================o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o===============================================o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o===============================================o +----+
```

2683. Re: _shell_p and MiNT/MTOS (was: Calling a shell from a program)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 12:27:45 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993May6.122745.20935@eeyore.earth.ox.ac.uk>
Source record: 38668

In article <1s8a3mINN1ap4@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <1993May3.214050.20909@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
>> It first checks the _shell_p system variable. If this is non-NULL,
>>it jumps through that vector passing a pointer to the command string
>>as the only arg. (This seems dangerous as hell in a memory-protection
>>environment, but maybe shells don't actually set this vector anyway?)
>
>I've never made any use of _shell_p so far, but to me it seems to
>be a valid point that a technique of calling a shell by jumping
>through a pointer may cause problems in a memory-protection
>environment. It may be safe if the shell program's flag are set
>to make all its memory publicly accessible. Otherwise, when the
>shell code tries to access the shell's private memory after
>having been called via _shell_p, the OS will think the calling
>process tries to access that memory and punish the caller.

What if the shell you're trying to call doesn't even exist any more?
_shell_p is fine as long as you can guarantee that the code you are calling
is going to be there, but under a multitasking environment this is not the
case. The program wishing to call a shell may have been sent into the
background and the shell exitted.

>Am I wrong here? Or, if not, which mechanisms should be used for
>calling a shell under MiNT/MTOS?

Either:-

(1) Use the system() system call.

or:-

(2) Use fork() and exec() to run a new shell.

or:-

(3) Use a spawnv() varient to run a shell.

All of the above effectively do the same thing, start a new copy of the
shell program giving it arguments.

>
>Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |

> *----=< hierarchical systems are for files, not for humans >=-----*

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2684. Re: characters allowed in GEMDOS files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 13:00:41 UTC
From: sanders@sci.kun.nl
Message-ID: <C6Lw57.A6D@sci.kun.nl>
Source record: 38738

If I remember correctly, the "SHOW" option from the desktop interprets
a &HFF character as EOF (the high _ sign).

Sander SToks
sanders@sci.kun.nl

2685. install appl & directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 16:29:06 UTC
From: ken@isgtec.com
Message-ID: <4717@isgtec.isgtec.com>
Source record: 38641

Having discovered that Install Application (at least on TOS 1.6) "works"
in such a marvellous way that applications can't even find their own
resource files (sigh), do the alternative desktops do this any better?
Do Gemini or Neodesk change the current directory to where the program is
before running it? And then properly pass the full path of the data file?
What does TOS 2.06 do with this? I presume the "drag and drop" feature
properly does a cd?

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2686. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 16:33:28 UTC
From: mh1@irz208.inf.tu-dresden.de
Message-ID: <1sbeko$3r2@irz401.inf.tu-dresden.de>
Source record: 38733

In article <1993May5.151622.11044@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> >make all >&logs/make.log &

> Does that work on the ST? [...]

Works fine.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2687. Re: F030 blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 16:51:21 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <736707081.20644@minster.york.ac.uk>
Source record: 38736

In article <memo.190738@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>In article <13492@hardy.rl.ac.uk>, steve@wan.inf.rl.ac.uk (Steve Eker (ERCIM fellow with dad; until 6/93)) writes:
>>The fact that the Falcon does everything with the blitter worries me:
>>Imagine of full screen scroll (at an ST resolution). Thats about 32K word accesses
>>which would lock the processor out for 16mS on an ST. Thats one of the reason that
>>most MIDI packages won't run with the blitter on the ST; MIDI interupts have to
>>be serviced in <320uS. I wonder if things are better organised on the Falcon or
>>whether the blitter is constantly running in half speed mode (which would explain
>>the reported sluggishness of 256 color displays).
>>
>>Steven
>>
>That is a frightening thought.
>I do run Cubase with the blitter on (on a Mega ST) and I didn't
>notice any problems. I haven't had a chance yet to put the Falcon to the
>test.

This nightmare scenario would only be true if the blitter hogged the bus completely while doing the scroll. It can be programmed to work this way, but normally bus access is interleaved between the CPU and the blitter.

Ergo, you can still service MIDI interrupts while doing blits.

>Ofir ogal@cix.compulink.co.uk

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

2688. Re: Adding a HP Deskjet

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 16:56:17 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <736707376.21022@minster.york.ac.uk>
Source record: 38737

In article <1s8vo2INN71t@uwm.edu> ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>I would like to upgrade my very old Star SG-10 printer with a new
>HP Deskjet on my 520 ST. Is there any special hardware or printer
>drivers I will need to do this? I believe there are IBM and Mac
>versions of the Deskjet. Which would you use with ST? Since I use
>Spectre GCR, do I need the Mac version?

You need the IBM version, as this has a parallel printer port on it that
will hook up to the ST using a standard PC to parallel printer cable.

You will need new software drivers -- it's a different printer! Fortunately,
such drivers are easy to come by. FontGDOS includes a deskjet driver, and
there is one for That's Write. If you can't find one for any other
applications, you can get away with using a Laserjet II driver -- but it'll
be rather slow.

>= Andrew Krieg | =
>= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

2689. Calling a shell from a program

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 20:45:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A10077@S.maus.de>
Source record: 38677

-A38025@HB

I>I'm curious whether the _shell_p and/or SHELL= methods are compatible with
I>the shells in ST land?

The famous MUPFEL (GEMINI's built-in CLI) sets shel_p.

Christof

2690. Re: Calling a shell from a program

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 20:47:12 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-060593134636@townsend.taligent.com>
Source record: 38739

In article <1s7t87$22h1@obelix.uni-muenster.de>,
julian@math.uni-muenster.de (Julian F. Reschke) wrote:

> COMMAND.PRG doesn't set shell_p. And COMMAND.PRG doesn't set COMSPEC :-)

Okay, so COMMAND.PRG is stupid! <grin>

-- John Townsend
John_Townsend@taligent.com

2691. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-06 20:48:37 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-060593134731@townsend.taligent.com>
Source record: 38740

In article <1993May5.150544.9020@mnemosyne.cs.du.edu>,
ilepore@nyx.cs.du.edu (Ian Lepore) wrote:
>
> > if you look at Lattice c v5, its make...
>
> Gee that's interesting. I've got v5.52, and it didn't come with a make
> at all. It also didn't come with a functional 'cc' type program, but after
> I asked about how to use it properly from the command line, Alex sent me a
> program called LCC.TTP that works very nicely. Still no make, though.
> --

Hmm.. you should ask Alex what the status of their make program is then.
I used while I was at Atari for awhile and I thought it was now part of
the standard package along with the LCC driver program. Alex? Are you
reading this? ;-)

-- John Townsend
John_Townsend@taligent.com

2692. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-07 06:42:36 UTC
From: rosenkra@convex.com
Message-ID: <1993May7.064236.16634@convex.com>
Source record: 38642

ahem...

In article <13255@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>That's csh ONLY. To any other Unix shell (ksh, bash, ash, sh) that
>is an error. To redirect both, use:
>
> make -d all >logs/make.log 2>logs/make.log

or
make -d all 2>&1 >logs/make.log

i think. the "2>&1" tells sh to combine the two streams associated with file descriptors 1 and 2 (stdout and stderr) into one (stdout). which is then redirected. i am not sure if the results are totally identical (ie the order in which lines appear).

interesting sidebar: stdout when going to tty is line buffered, but when piped is buffered by stdio (unless setvbuf with _IO* mode, say _IONBF). this of course is under unix (at least BSD). i have no idea what the effect is with MiNT/gcc stdio.

>Or, you can redirect separately: (which you cannot do in csh/tcsh)
>
> make -d all >logs/make.out 2>logs/make.err

yes, u can:

(make -d all >logs/make.log) >& logs/make.err

where stdout goes to logs/make.log and stderr goes to logs/make.err, tho at the cost of another shell. i often (daily?) do this with things like:

(time a.out >output) >& timelog

(both /bin/time and csh time writes to stderr). clearly sh/ksh is more flexible, at least in this respect, and especially for scripts. however, i still prefer (t)csh for interactive because it has much better builtins (eg time). when u work on systems with GB's of physical memory, you don't worry too much about the odd extra 1 MB csh process :-).

lesson learned: "never say anything is impossible..." :-)

ciao

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra

Convex Computer Corp. |ARPA: rosenkra@convex.com

2693. HDX5.0 Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-07 07:15:49 UTC
From: yanfali@isoit109.BBN.HP.COM
Message-ID: <4510001@isoit109.BBN.HP.COM>
Source record: 38649

HDX5.0 problems

Can anyway provide a WINCAP file that works for a QUANTUM 425S SCSI hard disk ?

The AHDX5.0 complains it doesn't understand this hard drive and gives up,
asking me to contact atari for a new WINCAP file.

I have ftp access, if someone can mail me directly with the ftp site I'll
collect myself.

Thanks

Yan

yanfali@hpbbi30.bbn.hp.com

2694. Re: install appl & directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-07 09:54:56 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.736768365@rw8.urc.tue.nl>
Source record: 38643

ken@isgtec.com (Ken Newman) writes:

>Having discovered that Install Application (at least on TOS 1.6) "works"
>in such a marvellous way that applications can't even find their own
>resource files (sigh), do the alternative desktops do this any better?

Teradesk gives you the option to change dir before starting an
installed application. Great stuff. Drag and drop should of course work
since the drag just passes the complete path and filename to the
application invoked (in it's own dir).

Erlend.

2695. Re: install appl & directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-07 10:25:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.199836@cix.compulink.co.uk>
Source record: 38644

In article <4717@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>
>Having discovered that Install Application (at least on TOS 1.6) "works"
>in such a marvellous way that applications can't even find their own
>resource files (sigh), do the alternative desktops do this any better?
>Do Gemini or Neodesk change the current directory to where the program is
>before running it? And then properly pass the full path of the data file?
>What does TOS 2.06 do with this? I presume the "drag and drop" feature
>properly does a cd?
>
>--
>
>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman
>
>
Yes, this is fixed in TOS 2 upwards. An applications can be assigned a
default directory. You can solve your problem by setting the PATH
environment variable using a program like ENVIRON.

Ofir ogal@cix.compulink.co.uk

Experience is something you don't get until just after you need it.

2696. Re: Adding a HP Deskjet

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-07 12:58:42 UTC
From: mashton@dcs.warwick.ac.uk
Message-ID: <1993May7.125842.26480@dcs.warwick.ac.uk>
Source record: 38645

In article <1s8vo2INN71t@uwm.edu> ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>I would like to upgrade my very old Star SG-10 printer with a new
>HP Deskjet on my 520 ST. Is there any special hardware or printer
>drivers I will need to do this?

Signum 2 includes custom DJ driving.
Probrably rather neat output.

---
mashton@dcs.warwick.ac.uk
The best way not to be unhappy is not to have a word for it.
The opinions expressed are entirely those of myself and the little purple
people that visit me from time to time. They are not those of my employer,
basically, because I haven't got one.

2697. Re: Mint Libs/TT SCSI : Thanks.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-08 10:58:48 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422beb848f@Kralizec.fido.zeta.org.au>
Source record: 38636

Original to: jdmt@dcs.ed.ac.uk
In a message of <04 May 93 10:40:28>, jdmt@dcs.ed.ac.uk (3:713/602) writes:

j> I'd just like to thank everyone who posted or mailed me
j> stuff in
j> response to my articles on the TT's SCSI interface and on compiling the
j> MiNT libs for
j> the TT's FPU. It sure is great to know that the Atari community is a
live
j> and well!

Hmmm, could you pass the info on the TT SCSI interface on to me at
msmith@pax.tpa.com.au?

j> Once again,thanks a lot,

Thanks in advance...

j> Cheers,Joe.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2698. Re: other b/w monitors for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-08 11:06:52 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422beb8784@Kralizec.fido.zeta.org.au>
Source record: 38638

Original to: Peter_Missel@k.maus.de
In a message of <01 May 93 09:40:00>, Peter_Missel@k.maus.de (3:713/602) writes:

PM> Peter_Missel@k.maus.de (Peter Missel), via Kralizec 3:713/602
PM>
>> Apollo WS 30, which had a resolution of 1280x1024 I think. Has somobody
>> in the world made a adapter for such monitors ????
PM>
PM> The monitor must have either ECL inputs or analog, but then you'll have
PM> to use a converter box.
PM>
PM> First of all check if the monitor is capable of 75 kHz hor. scan freq.
PM> and 72 Hz vert. scan .freq. Otherwise it wouldn't sync on the TT's high
PM> rez video output.

Well, I'm currently working on getting what appears to be just such a monitor working on my TT. (It's actually a Philips design, the Apollo part number is 008399)

It has the differential ECL video inputs and TTL sync inputs that it needs to talk to the TT with, however both sync signals need to be inverted (I'm using a 74HC00 on a small patchboard).

The biggest problem I'm having is that the video signal out from the TT is disgusting. Now, I've seen the picture on a TTM195, and it's brilliant. Large white reguins are large white regions, there's no vertical banding (I get some on the colour screen, but _heaps_ on the mono one), no ghosting (I get that too 8( ) and no pixel-jitter.

I'm going to try popping the case on the TT and hunting down the output buffer and decoupling it to death, but if anyone has any other suggestions I'd be endlessly grateful if they could pass them on.

Surely _someone_ else has had this problem and solved it.

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2699. Hardware programming infos please

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-08 12:09:04 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <1sg7t0$coj@irz401.inf.tu-dresden.de>
Source record: 38648

Hi!

I'm looking for infos how to switch on or off the cache on the Maxon Board 20 accelerator.

I'm writing a program to configure the hardware for max. speed at bootup, but it still works just for Mega/STE really good. I need some infos about all the usual accelerators (including TT - :) and save ways of detection, if possible.

Thanks!

ketchup

2700. High speed modem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 01:54:30 UTC
From: boyd@gauss
Message-ID: <C6qLAu.HKD@mailer.cc.fsu.edu>
Source record: 38650
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a PPI 9600SA modem, which can do V32/V42bis. My understanding is that, with data compression going, the theoretical maximum speed data can be transmitted or received is 38400 baud. Thus, one's modem program should be set to this speed. If one does not set the modem program speed to be greater than 9600 baud, then no benefit is gained from data compression.

Now, on to my question. The fastest speeds I have attained with my modem (ymodem text download of a large English text file) was about 1100 cps. I am using Uniterm (set at 19200 baud, since this is the fastest the modems on the other end can go), Serial Fix 2.0, and was connected v42bis (data compression and error checking on). This type of file should have made good use of the data compression stuff, so I was expecting to get closer to 2000 cps (if not beyond). My questions are as follows:

1. Was this a reasonable expectation? Am I really losing performance?

2. Is there any advantage to using hs_fix.prg instead of Serial Fix 2.0? I think there is something in the documentation about making serial buffers bigger. Is this where I am losing my performance?

3. How does the cps rating work exactly? I am currently interpreting it to mean "8-bit characters per second", so 9600 baud = 9600 bits per second = 1200 cps (max). Is this correct?

When I download binary files, I get 830-880 cps. The machine is a Mega2ST. Thanks in advance for any comments.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2701. Re: High speed modem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 08:52:23 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1sigo7INNmkg@golem.wcc.govt.nz>
Source record: 38651
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <C6qLAu.HKD@mailer.cc.fsu.edu>, boyd@gauss (Mickey Boyd) writes:
>I have a PPI 9600SA modem, which can do V32/V42bis. My understanding is that,
>with data compression going, the theoretical maximum speed data can be

>1. Was this a reasonable expectation? Am I really losing performance?

No I don't think so..

>2. Is there any advantage to using hs_fix.prg instead of Serial Fix 2.0?
> I think there is something in the documentation about making serial buffers
> bigger. Is this where I am losing my performance?

There is very little difference..

>3. How does the cps rating work exactly? I am currently interpreting it to
> mean "8-bit characters per second", so 9600 baud = 9600 bits per second
> = 1200 cps (max). Is this correct?
>

NO its 9600/10, there are 10 bits to every 8 bit data byte..

>When I download binary files, I get 830-880 cps. The machine is a Mega2ST.
>Thanks in advance for any comments.

Using V42bis on compacted data slows things down a lot..

So to get a good throughput with text data you will need a port speed of
4 times 9600, (V42bis has a claimed 4:1 compression ratio with text data) so
thats 38400, I don't think that a standard Atari could even keep up at that
speed, there are Hardware mods to get this port speed, but they are in German,
RSVE1_1.LZH is the file that I am thinking of, but then again can the software
keep up..??

>* Mickey Boyd *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

Roger..... sheppard_r@kosmos.wcc.govt.nz

2702. TOS 206 PATCHES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 10:00:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1siknaINNmm9@golem.wcc.govt.nz>
Source record: 38652

********* TOS 2.06 PATCHES **********

Hi Can any one tell me what is the Big problem with TOS 2.06, every one tell you to upgrade to TOS 2.06, but then I have found, 3 so far of German Patch programs for TOS 2.06, so what gives, what are all these patches for...???

Or can some one post English versions of these Patch Programs..

TP206V31.LZH, SOS_206.LZH and GIB_DOS.LZH are the 3 files in question, are there any otheres..??

Thanks..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2703. GDB in multiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 15:48:04 UTC
From: erlingh@idt.unit.no
Message-ID: <1993May9.154804.19855@ugle.unit.no>
Source record: 38653

Hi.

I just have to share my experiences with the new GDB (3.6) for mint/multiTOS.
Now I'm running GDB as a subprocess under Emacs (the way God intended), and
everything is working just great !
I really believed I was going to crash *horribly* when trying to debug a
GEM-program, but that worked really nice as well. (Note, MultiTos only)

The only problem comes if you try to step through some code that does
a wind_update(BEG_UPDATE)... :-)

Thanx go to Joerg.Hessdoerfer@EUROPA.rs.kp.dlr.de for his port of gdb !!!

For those of you not known with gdb/emacs, this combination lets you
view your source-code in one editor-window, while gdb itself runs in another.
As you step through the code, an "arrow" in the source-code window indicates
which C-code line is being executed.
This combination is probably one of the best debugging environments that
exists on the Atari.

Check it out !

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

2704. Re: install appl & directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 15:56:50 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <1sj9k2$aml@golf.cc.strath.ac.uk>
Source record: 38654

In article 736768365@rw8.urc.tue.nl, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>ken@isgtec.com (Ken Newman) writes:
>
>>Having discovered that Install Application (at least on TOS 1.6) "works"
>>in such a marvellous way that applications can't even find their own
>>resource files (sigh), do the alternative desktops do this any better?
>
>Teradesk gives you the option to change dir before starting an
^^^^^^^^
>installed application. Great stuff. Drag and drop should of course work
>since the drag just passes the complete path and filename to the
>application invoked (in it's own dir).
>
>Erlend.

OK ... I am aware that flames may become of this, but anyway:

WHERE DO I GET A HOLD OF TERADESK (in terms of anon. ftp sites)

I got an address from comp.sys.atari.st a while back, but our nameserver
(and MANY others) couldn't resolve it ...

Can anyone help ..... (e-mail or post)

Dave.

---

o==o +----+
David McNicol, | Strathclyde University, | |
3rd Yr Laser Physics, | SCOTLAND. |/--\| "I'm sorry Dave,
o==o ||[]|| but I'm afraid
Internet: D.McNicol@ccsun.strath.ac.uk !talk ! |\--/| I can't do that"
JANET: D.McNicol@uk.ac.strath.ccsun !to me! | |
o==o +----+

2705. Need help recovering deleted file!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 16:06:24 UTC
From: zimmermk@westford.ccur.com
Message-ID: <1993May9.160624.2876@westford.ccur.com>
Source record: 38655

Hi. I have an Atari 1040ST with GEM and TOS in ROM (versions from
aroung 1985). I've accidentally deleted a file AND overwritten the directory
entry. I've found my data using a sector searching program, but I don't know
much about TOS internals -- specifically, I don't know what a cluster is
exactly, and I don't know the format of the FAT. What I need to do is to be
able to create [a?] cluster[s?] in the FAT that will imply that a certain
set of sectors is "in-use"; I gather from what documentation I have that the
first cluster must be marked "Start", and that the last cluster maybe should
point to an "End-of-file" cluster, or something like that, but I'm not sure
of the details. If I can do this, then the data will be recognized as an
"Orphan" file, and I've got a program that I can use to get it back.
Do you know of either (1) a program that I can get TODAY that will
recover this data for me, or (2) an ON-LINE source of documentation that will
describe the FAT and clusters? If you do, PLEASE drop me a note at

zimmermk@westford.ccur.com

!
ADVthanksANCE !

Karl Zimmerman

2706. Re: High speed modem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 17:10:26 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May9.171026.2124@prime.mdata.fi>
Source record: 38656
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <C6qLAu.HKD@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>I have a PPI 9600SA modem, which can do V32/V42bis. My understanding is that,
>with data compression going, the theoretical maximum speed data can be
>transmitted or received is 38400 baud. Thus, one's modem program should be set
>to this speed. If one does not set the modem program speed to be greater than
>9600 baud, then no benefit is gained from data compression.

That's correct. However, the theoretical maximum really is
theoretical, it is only achieved on _very_ loosely typed textfiles.
One way is to make a file with say 100KB of the same letter all the
way, that should be the most compressable file.

>Now, on to my question. The fastest speeds I have attained with my modem
>(ymodem text download of a large English text file) was about 1100 cps. I am
>using Uniterm (set at 19200 baud, since this is the fastest the modems on the
>other end can go), Serial Fix 2.0, and was connected v42bis (data compression
>and error checking on). This type of file should have made good use of
>the data compression stuff, so I was expecting to get closer to 2000 cps
>(if not beyond). My questions are as follows:
>
>1. Was this a reasonable expectation? Am I really losing performance?

This was totally normal. The reason for this is that you were using
Y-Modem. Ymodem transmits a checksum after every 1024 bytes, and that
takes processing time. On a slow connection it doesn't show very much,
but on faster connections it really affects the overall performance.

>2. Is there any advantage to using hs_fix.prg instead of Serial Fix 2.0?
> I think there is something in the documentation about making serial buffers

At least not speedwise, I think. However, I have had problems with
Serial Fix 2.0 (and 1.x) when used in conjunction with XYZ.TTP
(version 2.02 beta, and 2.01). Whenever I upload something, XYZ
doesn't seem to detect the end of the file, it just begins
time-outing. I use HS-Fix 1.4 and it works nice.

> bigger. Is this where I am losing my performance?

I really doubt it. I have never had to alter my buffers to gain
performance. I think your problem is Y-modem, in fact I am sure of it
:).

>3. How does the cps rating work exactly? I am currently interpreting it to
> mean "8-bit characters per second", so 9600 baud = 9600 bits per second
> = 1200 cps (max). Is this correct?

That way you only get a _very_ theoretical maximum. If you have an error correcting connection (MNP 3-4 or V.42), then the modems don't use start and stop bits, like on normal non-error-correcting modems, where 10 bits are transferred for every byte (8+start+stopbit). Thus, you would think that you'd get the actual speed by taking 9600/8=1200, but as the error correcting protocol has to re-transmit faulty data due to line noise, and because it has an overhead (it calculates checksums etc), the actual speed is gotten by dividing the BPS rate with a number somewhere between 8 and 10, for me it is a little under 9.

>When I download binary files, I get 830-880 cps. The machine is a Mega2ST.
>Thanks in advance for any comments.

I guess this is normal when using Y-Modem. If I were you, I'd change to Zmodem as soon as possible. Zmodem doesn't need to stop every 1024 bytes, it sends the checksum in the same "packet". Zmodem is much more advanced than Ymodem in every way, you can for example continue to transfer from the middle of a file if you for some reason couldn't transfer the whole file in one go. I use XYZ.TTP, it takes about 24 KB diskspace PFX-packed, and it (version 2.02 beta) can do X, Y and Zmodem, and Ymodem-G also which is even faster than Zmodem (only slightly). I've been satisfied with this utility, but there are many other external protocols for Zmodem as well, and many terminal programs have Zmodem built-in. If you want to use Uniterm, be sure to increase the system buffer (did I get it right?) so that you can run programs. If the system buffer is 0, you will not be able to run any external programs from Uniterm (I think).

The transfer rates you will get with Zmodem are (estimates):

Archived files (.LZH .ZIP .ARC .ZOO .ARJ and some others) ~1100 CPS
Text files ~1900 CPS (depends on textfile and where you download to)
Binary files ~1200-1900 CPS, depending on the specific file.

If you download to a floppy disk, performance will drop quite a lot. Use hard disk or RAM disk for optimal performance. Oh, and you will not get more than ~1920 CPS in any case because the serial port of the ST doesn't go faster than that. It is possible to do some hardware modifications to improve the speed however.

>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

2707. Re: High speed modem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 17:14:30 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May9.171430.2216@prime.mdata.fi>
Source record: 38657
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1sigo7INNmkg@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <C6qLAu.HKD@mailer.cc.fsu.edu>, boyd@gauss (Mickey Boyd) writes:
>
>>3. How does the cps rating work exactly? I am currently interpreting it to
>> mean "8-bit characters per second", so 9600 baud = 9600 bits per second
>> = 1200 cps (max). Is this correct?
>>
>
>NO its 9600/10, there are 10 bits to every 8 bit data byte..

That is only the case without error correction, because error
correction makes the connection synchronous and eliminates the
start&stopbits.

>>When I download binary files, I get 830-880 cps. The machine is a Mega2ST.
>>Thanks in advance for any comments.
>
>
>Using V42bis on compacted data slows things down a lot..

It doesn't, it is MNP5 that does that. V.42bis is more intelligent and
hasn't this problem.

>
>>* Mickey Boyd *
>>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>
>
>
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

2708. Re: High speed modem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 20:02:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sjo1ilNNp7b@golem.wcc.govt.nz>
Source record: 38658
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

] Using V42bis on compacted data slows things down a lot..

Not really, using V42bis causes virtually no-slowdown whatsoever on uncompressable data. MNP-5 slows things down a lot however!

I have my modem software set at 19200 with RTS/CTS flow control turned on, and the modem connected at 9600, I usually get around 1100 when I'm uploading or downloading! (I only use v42 not v42bis, as it doesn't work too well with my setup!)

2709. Re: install appl & directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 20:06:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sjo8lINNp7b@golem.wcc.govt.nz>
Source record: 38659

] WHERE DO I GET A HOLD OF TERADESK (in terms of anon. ftp sites)

ftp.uni-kl.de should have a copy
cs.tu-berlin.de does have a copy (pub/atari somewhere)
atari.archive.umich.edu might have a copy

2710. How to set the mouse to "Absolute Mode"?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-09 21:57:23 UTC
From: bx074@cleveland.Freenet.Edu
Message-ID: <1sjuo3$61q@usenet.INS.CWRU.Edu>
Source record: 38660

Hi Netters!
Because I could have use for a scalable mouse I would like to
know how to set the mouse into Absolute Mode. If I could set the
mouse to this mode (the normal mode is the relative mode) it should
be easy to scale the mouse-way across the screen. I need this because
I need a very slow mouse.
Maybe someone knows how to do this.

If you like to write to this question, please write to the following
e-mail address, because my usenet-access is quite bad.
E-mail: rimkus@convex.hrz.uni-marburg.de

Greetings, Ulf.

2711. Re: High speed modem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 04:25:12 UTC
From: msoysal@mistik.speedway.net
Message-ID: <736993512msoysal.newsadm@mistik.speedway.net>
Source record: 38661
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <C6qLAu.HKD@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
...
>Now, on to my question. The fastest speeds I have attained with my modem
>(ymodem text download of a large English text file) was about 1100 cps. I am
>using Uniterm (set at 19200 baud, since this is the fastest the modems on the
>other end can go), Serial Fix 2.0, and was connected v42bis (data compression
>and error checking on). This type of file should have made good use of
>the data compression stuff, so I was expecting to get closer to 2000 cps
>(if not beyond). My questions are as follows:

I had good experience with TurboCTS, it not only fixes the handshaking
problem, but it is a better serial driver too. I was using ICDAdspeed on a
Mega4ST TOS1.4 though.

>
>1. Was this a reasonable expectation? Am I really losing performance?

Not too reasonable, and yes you are loosing performance. The main
reason would be the modems limited buffering. When it uncompresses the
incoming data, it has to get rid of it fast when there is no more
internal buffer space, or it will have to slowdown the incoming data.
That is why you need a connection speed equaling to the maximum possible
data tranfer. Since there is a delay involved in starting and stopping
the flow, you are basically reducing the raw transmit capacity that is
being used. Also, the ST series are barely able to cope with such data
at 9600 abuds when running at 8 Mhz, and that is with very good drivers.

>
>2. Is there any advantage to using hs_fix.prg instead of Serial Fix 2.0?
> I think there is something in the documentation about making serial buffers
> bigger. Is this where I am losing my performance?

TurboCTS is my favorite.

>
>3. How does the cps rating work exactly? I am currently interpreting it to
> mean "8-bit characters per second", so 9600 baud = 9600 bits per second
> = 1200 cps (max). Is this correct?

Nope, 1 byte tranferred from the modem uses anywhere from 10 to 11 bits.
Startbit, 8 Databits, 1 or 1.5 stopbits. Also, there is some delay
between the two frames as well.

>
>When I download binary files, I get 830-880 cps. The machine is a Mega2ST.
>Thanks in advance for any comments.

Also consider the machine you are connected to. I figure that most bbs'
are not connected to their modems with 38400 bauds. Some are just at
9600 bauds. In that case, you wouldn't be able to transfer more with a
Cray computer on your end.

>
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

--

Mustafa Soysal msoysal@mistik.speedway.net

2712. wind_set(WF_KIND...) and appl_tplay

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 08:54:13 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993May10.085413.13194@cs.ruu.nl>
Source record: 38662

A couple of questions:

1. Has anybody ever tried to change the attributes of a window that is already open, for example: you've got a window with a closer and a fuller and temporarily want to make the window 'modal' (i.e. you cannot leave it unless you choose one of say two exit buttons inside the window). You would:

```
w = wind_create(CLOSER | MOVER | NAME | FULLER, ...)
; wind_open(w, ....)
; ...
; ...
; wind_set(w, WF_KIND, MOVER | NAME)
```

This doesn't seem to work: the window closer and fuller are not removed. However, they no longer work. Does anybody have a solution here?

2. Starting from what GEM number does appl_tplay/record use 8 byte records? I reckon it must be 1.4 (since that is the GEM number of TOS 1.4--1.62) I don't seem to be able to place the mouse at all using appl_tplay under MultiTOS!?

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2713. Re: wind_set(WF_KIND...) and appl_tplay

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 09:38:25 UTC
From: julian@math.uni-muenster.de
Message-ID: <1sl7qh$25ld@obelix.uni-muenster.de>
Source record: 38664

In article 13194@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
> 2. Starting from what GEM number does appl_tplay/record use 8 byte records?
> I reckon it must be 1.4 (since that is the GEM number of TOS 1.4--1.62)
> I don't seem to be able to place the mouse at all using appl_tplay under
> MultiTOS!?

It always used 8 bytes (6 bytes are used in PC-GEM).

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2714. Re: HDX5.0 Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 09:40:15 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C6t1J3.8ML@hermes.hrz.uni-bielefeld.de>
Source record: 38663

In article <...>, yanfali@isoit109.BBN.HP.COM (#Yan Fa Li) writes:
|> The AHDX5.0 complains it doesn't understand this hard drive and gives up,
|> asking me to contact atari for a new WINCAP file.

Oops, I didn't know that you still needed the WINCAP file for SCSI drives!

TeSche
--
TeSche (Torsten Scherer), Estudiante de la computacion en la
Universidad de Bielefeld, Calle de la Universidad 25, D4800 Ciudad de Bielefeld
****
internet e-mail : itschere@techfak.uni-bielefeld.de
tesche@dave.hrz.uni-bielefeld.de
**(EOT)*

2715. Re: wind_set(WF_KIND...) and appl_tplay

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 09:42:36 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1sl82c$1679@obelix.uni-muenster.de>
Source record: 38665

```
In article 13194@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>A couple of questions:
>
>1. Has anybody ever tried to change the attributes of a window that is already
> open, for example: you've got a window with a closer and a fuller and
> temporarily want to make the window 'modal' (i.e. you cannot leave it unless
> you choose one of say two exit buttons inside the window). You would:
>
> w = wind_create(CLOSER | MOVER | NAME | FULLER, ...)
> ; wind_open(w, ....)
> ; ...
> ; ...
> ; wind_set(w, WF_KIND, MOVER | NAME)
>
> This doesn't seem to work: the window closer and fuller are not removed.
> However, they no longer work. Does anybody have a solution here?

I tried once the same thing myself, but it did not work. I wanted to iconify
a window, so that all gadgets were gone, but the AES does not want it :-(
A solution is to close the window, delete it, and create another one with
the right gadgets. But be sure to put these AES calls into wind_update
braces, so nobody else is abel to steal the window id (is this correct?).
In my program, it worked; and I saw the same solution in Eric's TOSWIN
sources, so it seems to be the only way, but maybe Eric can say something
more on this point.

Ulrich
---

+---------------+---------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+---------------------------+-------------------------+
```

2716. MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 11:08:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C6t5M6.FMp@cs.bham.ac.uk>
Source record: 38678

I've just seen an ad from Hisoft announcing MultiTOS and Speedo availability on May 22. The combined cost was about 50 pounds, which is somewhat less than I expected (for all the fonts etc).

Is this method of distribution a Good Thing(tm) or a Bad Thing(tm)? IMHO, the people likely to want MTOS are also likely to be customers of Hisoft. Also Hisoft are less likely to make a hash of the package than Atari UK.

--Chris

2717. Re: HDX5.0 Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 11:49:22 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993May10.114922.29978@rhrk.uni-kl.de>
Source record: 38672

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>Oops, I didn't know that you still needed the WINCAP file for SCSI drives!
I didn't know, either. You definitely don't need it for SCSI drives. HDX
sometimes complains when the disk hasn't been formatted by HDX but by
another software and doesn't allow partitioning, then. In this case another
program for partitioning will do.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

2718. Re: other b/w monitors for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 12:00:10 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bee3635@Kralizec.fido.zeta.org.au>
Source record: 38637

Original to: michael.smith
In a message of <08 May 93 11:06:52>, michael smith (3:800/842) writes:

>>> Apollo WS 30, which had a resolution of 1280x1024 I think. Has somobody
>>> in the world made a adapter for such monitors ????
ms>
ms> Well, I'm currently working on getting what appears to be just such a
ms> monitor working on my TT. (It's actually a Philips design, the Apollo
ms> part number is 008399)

...

ms> I'm going to try popping the case on the TT and hunting down the output
ms> buffer and decoupling it to death, but if anyone has any other
ms> suggestions I'd be endlessly grateful if they could pass them on.

Having done this, I discover that thre are _no_ output buffers on the ECL video signal, it comes directly from the D8516 ... now to find out from the local NatSemi people what that is (video controller I presume) and see if they recommend any output buffering for it... - However the supply near it seems to be quite well decoupled 8(

ms> \`miff` /|\

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2719. Re: GEMDOS standard handles

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 12:03:46 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bee377e@Kralizec.fido.zeta.org.au>
Source record: 38635

Original to: ilepore@nyx.cs.du.edu
In a message of <05 May 1993 15:45:>, ilepore@nyx.cs.du.edu (3:713/602) writes:

i> ilepore@nyx.cs.du.edu (Ian Lepore), via Kralizec 3:713/602
i>
>> As a general convention, redirecting stderr drags stdout along with it.
>> for example, if one were to say
>>
>> make all >&logs/make.log &
>>
>> to any vaguley unixish shell, one would reasonably expect to find a
>> complete transcript of the make in the appointed logfile.
i>
i> Does that work on the ST? I haven't seen anything that indicates that
i> it's safe to have two standard handles pointing to the same file, with
i> output going to both of them simultaneously.

Well, it's just sort of standard convention, y'know, and I've never had any problem with my (substantial) use of it...

i> I would rather expect it
i> to lead to file or disk corruption unless Atari explicitly planned for
i> such a thing to be happening. (Specifically, I'd expect the filesize in
i> the directory to reflect the number of bytes written to whichever handle
i> was closed last. And who knows what the FAT chains would look like.)
i> And this is not to mention the strange interleave of output you'd get
due
i> to the streams being buffered because isatty() for them is false.

This I don't know - I guess you can argue it out with the MiNT sources and a disassembly of TOS, and maybe the sources for tcsh (as warwick pointed out, it is a c-shell-ism)

i> - Ian Lepore | Have you heard the good news from Waco?

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2720. GEM-View distribution (was: A matter concerning lexicor and cybercube)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 12:08:48 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <1slgkgINN8aj@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 38667

Hi folks,

For the first: NOONE has a contract of "exclusive rights for distribution"!
"exclusive rights for distribution" meens: If there is any person/firm
which should have it, no other can selling the programm (in this part of
the world)! !!!!!BUT ALL EXISTING VERSIONS CANNOT SALE (it's Shareware)!!!!!

Second: GEM-View is SHAREWARE up to version 2.24 and anyone can get it
from GEnie without pay for it. (A commercial version don't exist in this
moment!) The SHAREWARE-Version can be copy free and MUST be registered,
if it is used, by myself and the shareware-fee must paid to me. To make
it easier for users in USA/Canada, Cybercube can answer user-questions/
user-requests and make a list for all the persons, who are interest in
registration. I will get the list and the money; the registration will
be made by myself. This is a user-support not a "rights for distribution",
i think! Lexicor has not this right of user-support!

If there is any, who asserts, that no shareware fee must be paid for the
existing versions of GEM-View (less or equal 2.24), is wrong!
If you use GEM-View, you must pay the shareware fee (DM 30,-- or US$20,--)
to me, the registration will ONLY made by myself!

!!!!!!!!!!!!!!!!! ALL OTHER ANNONCEMENT ARE WRONG !!!!!!!!!!!!!!!!!

NO DISCUSSION ABOUT RIGHTS OF DISTRIBUTION FOR GEM-View IN "comp.sys.atari.st".

This is a warning to Lexicor and Cybercube!


```
-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D(W)-4370 Marl 1 (Germany) +---------------------------+
| !!!!!!!!! NO PHONE CALLS !!!!!!!!!! | With a rubber duck :-) |
| !!!!! NO MAILS FOR THE MOMENT !!!!! | one's never alone! :^{ |
-----------------------------------------+---------------------------
```

2721. Mouse droppings sighted...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 13:41:43 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <1slm2n$e6p@rw8.urc.tue.nl>
Source record: 38669

Hi,

today I have this little sort of techie question for you Atari -Gurus.
Short and simple:
What has happened when I get to see mouse droppings? That is, when
something in screen updating goes wrong. Sometimes the wrong
mouse-pointer surroundings are displayed when redrawn. I suspect it
comes from a program that did not exit cleanly, or it could be that my
desktop program (Teradesk 1.24) has a bug or was damaged by some
program that ran.
If I know the source of the problem, I can maybe write a small program
that fixes this when this has happened, and also prevent this sort of
things happening when someone has run applications written by me.

Any help or explanations are appreciated.
Sys desc.: TOS 1.4 (UK) 2.5 Mb ram , 1040 STF and Megafile 60.

Erlend.

2722. Re: GDB in multiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 13:46:48 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93May10134648@sun.ph-cip.uni-koeln.de>
Source record: 38666

In article <1993May9.154804.19855@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:

> Hi.

> I just have to share my experiences with the new GDB (3.6) for mint/multiTOS.
> Now I'm running GDB as a subprocess under Emacs (the way God intended), and
> everything is working just great !
> I really believed I was going to crash *horribly* when trying to debug a
> GEM-program, but that worked really nice as well. (Note, MultiTos only)
>
> The only problem comes if you try to step through some code that does
> a wind_update(BEG_UPDATE)... :-)
>
> Thanx go to Joerg.Hessdoerfer@EUROPA.rs.kp.dlr.de for his port of gdb !!!

I have to intervene... it was NOT ME, that did the port of GDB 3.6, that was Andreas Schwab (schwab@ls5.informatik.uni-dortmund.de). I did just an inferior port of GDB 3.5 (not too much worth, quite buggy), and pointed out where to find Andreas' version. So all credits go to him.

> For those of you not known with gdb/emacs, this combination lets you
> view your source-code in one editor-window, while gdb itself runs in another.
> As you step through the code, an "arrow" in the source-code window indicates
> which C-code line is being executed.
> This combination is probably one of the best debugging environments that
> exists on the Atari.
>
> Check it out !
>
> --
> _______ _____ o ____ Erling Henanger
> /___ /____/ / / /| / / Norwegian Institute
> / /\ / / / | / | ___ of Technology. (NTH)
> ------ / \ /____ / / |/ ____| o Si nei til Intel.

As with the rest, I'd have to agree... except that the PureC debugger is very well done, too. It just can't cope with my graphics card...
(The funny thing is: the old one (V1.0) could, but it couldn't handle MultiTOS, and fu**ing V1.1 handle MultiTOS, but not MY CARD!!! (SANG MV300))

Joe

<Hessdorf@sun.ph-cip.uni-koeln.de>, former <Joerg.Hessdoerfer@EUROPA.rs.kp.dlr.de>

2723. Needed help recovering file -- I GOT IT!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 13:54:09 UTC
From: zimmermk@westford.ccur.com
Message-ID: <1993May10.135409.7882@westford.ccur.com>
Source record: 38671
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to all who responded! As it turned out, I found a workable solution JUST AFTER I'd posted (of course). I'd been using the sector dump & search program in the TOOLS18 package from ftp.hyperion.com. Another package at that site, DFSUITE2, has a verrry simple program to move raw disk sectors between disk and memory, and between memory and files. Voila! I mapped out my file, copied each part to memory and thence to a file! I'll post a summary of responses in a short while (must attend meetings, etc.)! My impression of available support for the venerable 1040ST has improved muchly!

-- Karl Zimmerman

2724. GCC: funny behavior of floor()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 14:21:01 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1slocdINN1cu8@rs1.rrz.Uni-Koeln.DE>
Source record: 38670

Hi folks,

I have just run into a funny feature of the floor() function of
gcc: it sets errno to 63 when an argument between 0.5 and 1.0 is
passed to it. The return value seems to be correct, though.
The errors occur with -l pml and with -l pml020. I found these
portable math libs at some German ftp site (don't remember which
one, probably ftp.uni-muenster.de or athene.uni-paderborn.de),
archive name was something like pml20.zoo.
I have appended a program that produces the error on my system
(TT with 8 MB, if that makes any difference). Any help is
appreciated.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

----- 8< ----- floortst.c --

```
/* to compile, use gcc floortst.c -l pml -o floortst.c */

#include <stdio.h>
#include <math.h>
#include <errno.h>
#include <stdlib.h>

#include <string.h>

void main(int argc, char *argv[])
{
int i;
int l = 10;
double s = 0.1;
double p = 0.0;
double f;

if (argc > 1)
l = (int) strtol(argv[1], (char **) NULL, 10);
if (argc > 2)
s = strtod(argv[2], (char **) NULL);
for (i = 0; i < l; i++)
{
errno = 0;
f = floor(p);
```

```
if (errno)
{
printf("error with floor() %d, p=%lf\n", errno, p);
perror("error code explanation");
}
else
{
printf("floor(%lf)=%lf\n", p, f);
}
p = p + s;
}
}
```

2725. Rwabs/Getbpb probs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 17:04:38 UTC
From: bcballi@cs.vu.nl
Message-ID: <C6tM3r.61r@cs.vu.nl>
Source record: 38674

Hello,

I'm writing a program which uses the Rwabs system call
to read sectors from floppy en hard disk. But when I use the
program right after boot-up Rwabs is doing strange things, and
under gemini I get a BIOS error (abort/retry/ignore). When I
use something like 'ls' first on 'a:' there is no problem. I
get the same problem with Getbpb. Is there any knowledge about
this problem? I use the read/write call which ignores media change.

De Mazzel, Gerco (bcballi@cs.vu.nl)

PS: On my hard disk there is no such problem.

```
+-------------------------------------------------------------+
| I feed on the patience |
| of trees that wait for new born leaves to grow.... |
| R.V. |
+-------------------------------------------------------------+
```

2726. ...MODEM/FAX..?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 17:43:04 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <1sm478INNmif@dns1.NMSU.Edu>
Source record: 38675

any ideas anyone for some reliable brands of MODEM/FAX cards????

I'm interested to install one in my ST and I have not a clue....

I would appreciate if you could contact me at...akakavel@dante.nmsu.edu

B
A
A
B:

any ideas anyone for some manufacurers brands for a MODEM/FAX card???

2727. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 18:36:23 UTC
From: lehmann@cs.tamu.edu
Message-ID: <1sm7b7$o2j@tamsun.tamu.edu>
Source record: 38676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May5.090321.6251@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:
>It could also be mentioned that the distribution kit contains all necessary
>files for getting GCC up and running, even though you are not necessarily
>getting the absolute latest versions.

I was working on a document to fully describe how to compile MINT from the MDK. Unfortunately my heaviliy modified 1040ST with nearly every add on possible burned out. My hard drive also went out (actually I think the hard drive was the fault, becuase brand new the hard drive didn't work on a friends 1040ST and also burned out shortly after being connected to the drive). Anyways, I wonder if I should write a shell script for the MDK instead. That was the use simply installs the base configuration with the GCC and then runs a script. The problem that I saw was that newer versions of mint seem to need differentt files (some miss asm.y, which others use a prgflags.prg which the ST doesn't have, need, or use). I would be willing to try, but I am not going to have a working machine for a few more weeks.

When I begin work at IBM developement, I will have to sign a contract unconditionally giving then all of my intellectual property. I'm afraid that I will not be permitted to do any IBM un-authorized programming which leaves me unable to contribute to the Atari community. I think IBM is afraid that I'll give some piece of their PC operating systems AIX and maybe OS/2 away to MultiTOS.

Does anyone know how to copyright ideas for software before going to work for a large corporation. I don't want to make any money off of this software, I just want to learn and become known in the Atari community. Some of the things I have worked on designing (no code just data-flow diagrams and structure charts for the algorithms) are:

- NeXT Step like login for MiNT and MultiTOS (set's user id)
- Updated C language version of UniTERM
- A fully functional version of Korn Shell for the Atari
- TeX / LaTeX tools and TeX installation information for TOS and MutliTOS/MiNT

Other products I have already built for School projects are:

- A Multi-processor computer using M68332 (68020 like chips) and an operating system for it. Both a hard ware and software design

- An artificial intellegence scuba-diving partner to warn the diver about unsafe diving conditions BEFORE the diver encounters those problems. Also monitor's the diver's body conditions.

- An Ethernet network analyzer which gathers information on multiple Intel Based PC's equiped with Ethernet cards, several RS-232 serial connections to a central Unix Workstation, and an X-Windows interface to graphically show statistical information and to show raw ethernet data for packet tracing.

Is a statement like this to the UseNET a good enough copyright? I don't want to be unfair to IBM, but I would like to still work on these projects without having to worry about breaking the law. This is USA law.

--
Mark Lehmann Senior Texas A&M University
lehmann@cs.tamu.edu

2728. Bootup sequence?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 19:09:02 UTC
From: krakoverj@immunex.com
Message-ID: <1993May10.110902.82@immunex.com>
Source record: 38679

Well I was doing some hardware hacking this weekend and I ended up with a dead computer, even after I took all my hacks out.

I was wondering what is the bootup sequence of a mega4, I know it checks it's memory and looks at available drives, but unfortunatly for me, mine does nothing now. No image on the screen, no drive check.

Does anyone know of what lines I can check to see if it is passing the memory check or any other tests it does?

As it is now, on restart, the address and data lines toggle for a few useconds as does the reset line on the 68000, however, the halt line on the 68000 stays low, I think this means a bad address?

Any ideas,
Thanks,
Jonathan
krakoverj@immunex.wa.com

2729. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 21:29:08 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May10.212908.9148@mnemosyne.cs.du.edu>
Source record: 38680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> intellectual property agreements

Generally aren't worth sh*t. When I was working at Jeppesen, a friend of mine who was the VAX/VMS systems programmer developed a disk compression/defrag utility. He did it at the direction of the company, on company time, and under the terms of a standard intellectual property agreement which all employees had to sign.

He's now fairly wealthy from selling this program as a product. The company tried to sue him, but were advised by their lawyers that they'd lose and there was really nothing they could have done to prevent it. Apparently, if you think it up, it belongs to you as well as the person you were working for, regardless of prior agreements. (You can, however, sign away your rights to patent something. Apparently this is because a patent is a tangible thing you can give away your rights to, unlike an idea.)

This is not a legal opinion. Your mileage may vary.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2730. Re: High speed modem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 23:20:24 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2beee389@p12.f202.n281.z2.fidonet>
Source record: 38626

In a message of <Sun 9 May 93 09:52>, sheppard r (2:281/202.0) writes:

>> When I download binary files, I get 830-880 cps. The machine is a
>> Mega2ST. Thanks in advance for any comments.
sr>
sr> Using V42bis on compacted data slows things down a lot..

Not really, useing MNP5 on compacted data slows down things. V42bis packs
the data, then checks if it is smaller than the original one. If so it
sends it. Otherwise it sends the original one.

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: When she spoke her words ensnared me... (2:281/202.12)

2731. Re: High speed modem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-10 23:21:48 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2beee396@p12.f202.n281.z2.fidonet>
Source record: 38625

In a message of <Sun 9 May 93 02:54>, Mickey Boyd (2:281/202.0) writes:

MB> I have a PPI 9600SA modem, which can do V32/V42bis. My understanding
MB> is that,
MB> with data compression going, the theoretical maximum speed data can
MB> be transmitted or received is 38400 baud. Thus, one's modem program
MB> should be set
MB> to this speed. If one does not set the modem program speed to be
MB> greater than
MB> 9600 baud, then no benefit is gained from data compression.

True, the speed should always be higher than 9600, (where your modem is concerned) so 19200 is a good choice. The chance of achieving a throughput of 38400 is so immensely small that I wouldn't bother with it.

MB> Now, on to my question. The fastest speeds I have attained with my
MB> modem (ymodem text download of a large English text file) was about
MB> 1100 cps. I am

Always try to use ZModem whenever possible. It's the fastest and most reliable protocoll widely available. On 9600bps I achieve CPS rates around 850 with Y-Modem in contrast to 1100 with ZModem. (on binary files)

MB> 1. Was this a reasonable expectation? Am I really losing
MB> performance?

Lots of factors can be of influence, the quality of the line for one. The datacompression offers an increase in throughput, but it always is smarter to pack your files before transferring them. This way your throughput always is as high as possible, since eg. ZIP always is better than V42bis.

MB> When I download binary files, I get 830-880 cps. The machine is a
MB> Mega2ST. Thanks in advance for any comments.

As stated above try to use ZModem. With YModem, the receiving end has to acknowledge after every package, so typically after every Kb transmitted. This reduces throughput enormously. ZModem only acknowledges when there is an error, otherwise the sending party just continues sending data. Another thing you may want to try is turning off MNP5 if available. MNP5 is a datacompression technique, but unlike V42bis which checks if the compressed data actually is smaller than the original one (if packed data eg. ZIP is packed again useing MNP5 it becomes larger) and if so send it, if not it sends the original smaller data, MNP5 doesn't do that, it just sends. So if you transfer packed data with MNP5 on, you will lose performance, since more data will be send than without MNP5.

My modem always has MNP5 disabled, V42/V42bis and MNP 3 and 4 enabled.

Hope this helps!

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: When she spoke her words ensnared me... (2:281/202.12)

2732. Lattice C 5.52 STDARG.H bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 00:07:11 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May11.000711.4435@mnemosyne.cs.du.edu>
Source record: 38681

I've discovered a bug in the Lattice C v5.52 STDARG.H file. If you're using 32-bit int, and try to use 'short' or 'char' as a datatype in a variable arguments list, the arguments are accessed incorrectly. For example:

```
void foo(short option, ...)
{
va_list args;
short thisone;

va_start(args, option);
thisone = var_arg(args, short);
va_end(args);
}
```

Incorrect code is generated for both the va_start() and va_arg() in this example.

The fix is to modify STDARG.H, replacing the #define __va() with:

```
#define __va(a) ( (sizeof(a)+sizeof(int)-1) & ~(sizeof(int)-1) )
```

And replacing the #define va_arg() with:

```
#define va_arg(a,b) (((b *)((a) += _va(b)))[-1])
```

Note that the bug happens only if you're NOT using the type-based stack alignment option (-aw). Also, the fix only works when you're not using that option. (When you are using that option, the current file works fine. There is no way to fix STDARG.H to work both ways, since LC doesn't #define a macro to indicate type-based stack alignment is in use.)

```
--
==============================================================================
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==============================================================================
```

2733. Re: GEM-View distribution (was: A matter concerning lexicor and cybercube)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 00:09:04 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May11.000904.4553@mnemosyne.cs.du.edu>
Source record: 38682

> This is a user-support not a "right for distrubution", I think!
> Lexicor has not this right of user-support!

Ummm, I hate to have to tell you this, but: You have no right to deny user support rights to other parties. Anyone in the world has the right to sell support for any product, freeware, shareware, or commercial. They can charge anything they want for the support and are not obligated to give you any of the money they make. If the product is freeware or shareware, they have the right to distrubute your product for free, and charge for the support. They do have to make it clear the payment is for support, and does not remove the user's obligation to pay the shareware fee to you if they use the product.

The Radical Eye company makes a living selling support for TeX. Other companies make their living selling support for GNU software. They cannot charge for the software itself, but they can charge for the support, and also for any documentation which they themselves have written.

If this were not the case, you wouldn't be able to go to a bookstore and buy books on using Unix, Turbo/Borland C, AutoCad, and the myriad other commercial products for which 3rd-party people write and sell books.

If Lexicor has been telling people that they are not obligated to send you a shareware fee *in addition to* any money paid to Lexicor, then they are making a mistake (although I'm not sure they are breaking any laws even if they are doing so; spreading misinformation is generally not a crime).

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2734. Re: _shell_p and MiNT/MTOS (was: Calling a shell from a program)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 06:54:51 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.737103291@mi.el.utwente.nl>
Source record: 38683

In <1993May6.122745.20935@eeyore.earth.ox.ac.uk> steve@earth.ox.ac.uk (Stephen Usher) writes:

>>Am I wrong here? Or, if not, which mechanisms should be used for
>>calling a shell under MiNT/MTOS?

>Either:-

>(1) Use the system() system call.

>or:-

>(3) Use a spawnv() varient to run a shell.

>All of the above effectively do the same thing, start a new copy of the
>shell program giving it arguments.

If memory serves me right: the dLibs implementation of system() / spawn() did check for _shell_p...

But for effiency reasons there should exist a way to be able to call a certain shell without spawning a new program. Otherwise we will end up with all kinds of programs who has a (too) small shell emulation builtin (like make).

This could be implemented by using a trap to call the _shell_p procedure. This will avoid race conditions between deletion of the shell and calling him. Of course this shell should be reenterable (Is any shell supporting _shell_p reenterable?)

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

2735. Re: TOS 206 PATCHES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 08:07:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A38164@K.maus.de>
Source record: 38619

Hi Roger!

You wrote:

SR>ut then I have found, 3 so far of German Patch programs for TOS 2.06, so
SR>what gives, what are all these patches for...???

SR>TP206V31.LZH, SOS_206.LZH and GIB_DOS.LZH are the 3 files in question,

I have heard only about GIB_DOS. This is not a serious patch, but only a joke. It replaces some lines in the desktop info boy with the statement: "Gib DOS keine Chance!" (engl.: "Don't give DOS a chance!"). So you won't have to worry about that one, at least (unless you like it, of course :-)).

I'm sorry that I can't give you more information than this, but I hope it helps a bit.

Regards,
Andreas

2736. Re: _shell_p and MiNT/MTOS (was: Calling a shell from a program)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 09:42:07 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993May11.094207.9982@fwi.uva.nl>
Source record: 38685

steve@earth.ox.ac.uk (Stephen Usher) writes:

>>I've never made any use of _shell_p so far, but to me it seems to
>>be a valid point that a technique of calling a shell by jumping
>>through a pointer may cause problems in a memory-protection
>>environment. It may be safe if the shell program's flag are set
>>to make all its memory publicly accessible. Otherwise, when the
>>shell code tries to access the shell's private memory after
>>having been called via _shell_p, the OS will think the calling
>>process tries to access that memory and punish the caller.

>What if the shell you're trying to call doesn't even exist any more?
>_shell_p is fine as long as you can guarantee that the code you are calling
>is going to be there, but under a multitasking environment this is not the
>case. The program wishing to call a shell may have been sent into the
>background and the shell exitted.

But if the shell has been written even correctly it will have cleared the
_shell_p system-variable thereby saying there's no shell anymore. Shell's
should also do this in a single-tasking environment.
You should
check _shell_p EVERY time to see if it's NULL. If so don't jump through it.
This way you could only get into trouble if the shell disappears between
the time you check against NULL and the time you jump through the vector, but
the chance of that is quite small.

>>Am I wrong here? Or, if not, which mechanisms should be used for
>>calling a shell under MiNT/MTOS?

>(1) Use the system() system call.

What system-call is that? system() is call in the ANSI-C library and it`
probably jumps to _shell_p.

>(2) Use fork() and exec() to run a new shell.
>(3) Use a spawnv() varient to run a shell.

Will only work under MiNT and will cost you some memory but these methods
are probably the safest and the most elegant ones.

Ta! Vince

--
| Opinions expressed above are | partingt@fwi.uva.nl, vincent@nextjk.wlink.nl |
| copyrighted 1993 by me! :-) | FidoNet: 2:281/202.15, NeST: 90:500/202.15 |

2737. Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 09:43:58 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May11.104358@cs.bham.ac.uk>
Source record: 38684

Hi!
Can it be done? I think it's certainly something that's needed in a multi-tasking system. When I tried it on one of my windows it replied "You can't drop icons on that window!" which makes me wonder if you can set a new window flag to allow icon drop events? Or am I dreaming?

The current solution I have is a .PRG which accepts files and appl_writes a message event to the .ACC which then handles the input.

There must be a beter way though. If not, it's something that needs to be done quickly!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2738. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 10:11:34 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C6uxnB.ErJ@newcastle.ac.uk>
Source record: 38686

In article <C6t5M6.FMp@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>I've just seen an ad from Hisoft announcing MultiTOS and Speedo
>availability on May 22. The combined cost was about 50 pounds, which
>is somewhat less than I expected (for all the fonts etc).
>
>Is this method of distribution a Good Thing(tm) or a Bad Thing(tm)?
>IMHO, the people likely to want MTOS are also likely to be customers
>of Hisoft. Also Hisoft are less likely to make a hash of the package
>than Atari UK.
>
>--Chris

This is ridiculous - Atari UK should provide MultiTOS with the Falcon just like Atari US are doing. Where's Works ? Where's SpeedoGDOS ? It's all very well to say HiSoft is selling the bloody things at 50 quid a throw, but I've already shelled out a small fortune on a machine that came with less than I got with my original ST in 1986 (at least I got a TV cable with that, the Falcon had bollock all, it didn't even have a plug on it [isn't that illegal here in the UK?]).

Do Atari think that they'll sell many machines like that ? Chinny rek on.....

MultiTOS stinks anyway - it's far to slow. I'm going back to TOSWIN, at least that didn't eat my 4 Meg Falcon for lunch by the time I had one shell going & leave me without enough memory to use GNU C++ at all.

I may become more cheerful once I've got Falcon NVDI.

BTW - If Markus Gutschke is reading this, respect where respects due........

Later>>>>>>>>>>>

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2739. Re: Overscan - Will it go?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 11:31:50 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bef81e2@Kralizec.fido.zeta.org.au>
Source record: 38544

Original to: wells_s@kosmos.wcc.govt.nz
In a message of <05 May 1993 20:21:>, wells_s@kosmos.wcc.govt.nz
(3:713/602) writes:

ws> wells_s@kosmos.wcc.govt.nz (Steve Wells), via Kralizec 3:713/602
ws>
ws> Okay, I've jus managed to get all the parts, and opened up my STFM
ws> to install the overscan, and then found out that the parts shown in
ws> the diagrams, don't seem to exist!
ws>
ws> The diagrams are for a revision F STM motherboard, I have a revision
ws> D STFM motherboard.

Well, given that both of us have the same revision motherboard, and I
successfully installed overscan on this machine (and then removed it and
sold it to a friend - no use on a BBS 8) you shouldn't have any trouble at
all.

ws> Will the overscan go into a machine with a Rev' D, STFM board? If so,
ws> is the 'modulator' the RF-Modulator? In which case, where on earth are
ws> the pins for it, as the thing is encased inside a metal box, and then
ws> has a small board soldered below that....

There are more modulator styles than you can poke a stick at, but basically
all of them fit inside the rectangle printed on the silkscreen. At the
bottom of that rectangle is a row of holes (10 of them from memory), which
are where the pins would/could/might go.

ws> I also can't seem to locate the appropriate chips & resistors etc.
ws> (It says there is a L26 resistor to the right of an MFP 68901 chip,
ws> which doesn't exist on this board (none have that serial # printed on
it),

The 68901 most certainly does exist on your board, the ST wouldn't work
without it. On the right-hand side at the back, it's the long rectangular
one with 48 pins on it.

ws> and further to the right is a C16-resistor, which is beside the MMU
ws> (which I'm not sure of which-chip it is anyway, as the only square
chips
ws> (the MMU in the pic' is square, not rectangle), are 2 near the bottom
ws> of the board (One I presume is the processor).

No, the two PLCC devices are the MMU (nearest the front) and GLUE. The CPU
is the monster rectangular device over on the far right, near the mouse-plug
holes.

ws> Can anyone out there give me any help at all? As 640*200 is getting
ws> me down! :)
ws>
ws> Anyone successfully put O-scan into an STFM? How & Where!?

Yup. With a soldering iron, here in adelaide 8)

ws> E-Mail replies would probably be best to save bandwidth!

Hmm. But then again if I've goofed I'd like some feedback...

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2740. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 11:33:21 UTC
From: julian@math.uni-muenster.de
Message-ID: <1so2u1$14rq@obelix.uni-muenster.de>
Source record: 38687

In article ErJ@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
> This is ridiculous - Atari UK should provide MultiTOS with the Falcon just like
> Atari US are doing. Where's Works ? Where's SpeedoGDOS ? It's all very well to say
> HiSoft is selling the bloody things at 50 quid a throw, but I've already shelled
> out a small fortune on a machine that came with less than I got with my original
> ST in 1986 (at least I got a TV cable with that, the Falcon had bollock all, it
> didn't even have a plug on it [isn't that illegal here in the UK?]).
>
> Do Atari think that they'll sell many machines like that ? Chinny rek on.....
>
> MultiTOS stinks anyway - it's far to slow. I'm going back to TOSWIN, at least
> that didn't eat my 4 Meg Falcon for lunch by the time I had one shell going &
> leave me without enough memory to use GNU C++ at all.
>
> I may become more cheerful once I've got Falcon NVDI.
>
> BTW - If Markus Gutschke is reading this, respect where respects due........
>
> Later>>>>>>>>>>>

Here in Germany, all early Falcon customers can get their MTOS for free (directly
from Atari Germany).

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2741. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 12:00:23 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737121469@rw8.urc.tue.nl>
Source record: 38688

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>I've just seen an ad from Hisoft announcing MultiTOS and Speedo
>availability on May 22. The combined cost was about 50 pounds, which
>is somewhat less than I expected (for all the fonts etc).

>Is this method of distribution a Good Thing(tm) or a Bad Thing(tm)?
>IMHO, the people likely to want MTOS are also likely to be customers
>of Hisoft. Also Hisoft are less likely to make a hash of the package
>than Atari UK.

Speedo and MultiTOS are already available here via Compo, which handles
the distribution for the rest of Europe. Prices are slightly higher
here, about 40 pounds each.
For Atari this is an experiment, and if this works out, other atari
software might be distributed the same way.
I think this is a good thing, since Compo and HiSoft have much better
marketing skills than Atari so users will benefit.

Erlend.

2742. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 12:02:04 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737121645@rw8.urc.tue.nl>
Source record: 38689

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>This is ridiculous - Atari UK should provide MultiTOS with the Falcon just like
>Atari US are doing. Where's Works ? Where's SpeedoGDOS ? It's all very well to say
>HiSoft is selling the bloody things at 50 quid a throw, but I've already shelled
>out a small fortune on a machine that came with less than I got with my original
>ST in 1986 (at least I got a TV cable with that, the Falcon had bollock all, it
>didn't even have a plug on it [isn't that illegal here in the UK?]).

The prices are only applicable if you want to use MultiTOS or Speedo on
TT or ST, not Falcon. Current Falcons come with both MultiTOS and
Speedo.

Erlend.

2743. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 12:08:46 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1so50eEnpi@uni-erlangen.de>
Source record: 38598

dxo@cs.bham.ac.uk (David Oakley) writes:

> Can it be done? I think it's certainly something that's needed in a
>multi-tasking system. When I tried it on one of my windows it replied "You can't
>drop icons on that window!" which makes me wonder if you can set a new window
>flag to allow icon drop events? Or am I dreaming?

There is a drag/drop protocol for MTOS already. Take a look into the
AES4.0 documentation.

The problem is, that it seems a little like a one way street to me, because
the desktop can drop icons in your windows, but not the other way round, at
the moment.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

2744. Re: Mouse droppings sighted...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 13:05:46 UTC
From: marc@targon.UUCP
Message-ID: <3194@targon.UUCP>
Source record: 38595

In article <1slm2n$e6p@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
|Hi,
|
|today I have this little sort of techie question for you Atari -Gurus.
|Short and simple:
|What has happened when I get to see mouse droppings? That is, when
|something in screen updating goes wrong. Sometimes the wrong
|mouse-pointer surroundings are displayed when redrawn. I suspect it
|comes from a program that did not exit cleanly, or it could be that my
|desktop program (Teradesk 1.24) has a bug or was damaged by some
|program that ran.
|If I know the source of the problem, I can maybe write a small program
|that fixes this when this has happened, and also prevent this sort of
|things happening when someone has run applications written by me.
|
|Any help or explanations are appreciated.
|Sys desc.: TOS 1.4 (UK) 2.5 Mb ram , 1040 STF and Megafile 60.
|

Generally, this problem occurs when the number 'hide_mouse' calls
(don't know the name exactly; there are two) and 'show_mouse'
calls do not match, or when they do not alternate.
There exists a program that *sometimes* fixes the problem when
it has happened; it is called something like 'm_recvr'.

Marc

2745. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 14:50:42 UTC
From: grier@bnr.ca
Message-ID: <C6vAKJ.Lr1@news.rich.bnr.ca>
Source record: 38592

In article <wmtwen.737121645@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
|> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|>
|>
|> >This is ridiculous - Atari UK should provide MultiTOS with the Falcon just like
|> >Atari US are doing. Where's Works ? Where's SpeedoGDOS ? It's all very well to say
|> >HiSoft is selling the bloody things at 50 quid a throw, but I've already shelled
|> >out a small fortune on a machine that came with less than I got with my original
|> >ST in 1986 (at least I got a TV cable with that, the Falcon had bollock all, it
|> >didn't even have a plug on it [isn't that illegal here in the UK?]).
|>
|> The prices are only applicable if you want to use MultiTOS or Speedo on
|> TT or ST, not Falcon. Current Falcons come with both MultiTOS and
|> Speedo.
|>
|> Erlend.

Falcons only come with MTOS and Speedo IF you purchased the machine with
a hard-drive. Non-HD owners still have to buy it seperately.
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play the
Bell Northern Research	games on I'd buy an Amiga. However
Research Triangle Park, NC	I have real work to do. So get lost!
____________________________________	____________________________________

2746. Re: HDX5.0 Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 15:11:10 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993May11.151110.24199@daimi.aau.dk>
Source record: 38591

Well, I have tried to get HDX5.0 up on my pretty ancient megafile 20 (lists as sh205 with HDX3.1 if I remember correctly), but never succeded. Even when I tried to get HDX5.0 to format the disk for me, I still complained about the format being wrong. Is this some sort of known problem, or is it just my disk?

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

2747. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 15:11:34 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC6vBJA.8p2@netcom.com>
Source record: 38690

In article <1993May11.104358@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:
> Can it be done? I think it's certainly something that's needed in a
>multi-tasking system. When I tried it on one of my windows it replied "You can't
>drop icons on that window!" which makes me wonder if you can set a new window
>flag to allow icon drop events? Or am I dreaming?

Yes, you can drag icons to windows. If the program that owns the window
accepts the icons (i.e. understands the drag and drop protocol) then
everything is fine. If not, you get the "You can't drop icons on that window"
alert.

See the MultiTOS developer's documentation for a complete description of
the drag and drop protocol.
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

2748. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 16:22:55 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC6vEu7.Dwy@netcom.com>
Source record: 38593

In some article (sorry, I lost the attribution),
Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>This is ridiculous - Atari UK should provide MultiTOS with the Falcon just like
>Atari US are doing.

I believe that Atari UK will be providing MultiTOS with the Falcon,
and that the separate MultiTOS package is intended for ST and TT owners
who wish to buy MultiTOS. (It is true that some early Falcons were shipped
without MultiTOS; I don't know what the different Atari subsidiary
policies are about upgrading owners of these earlier Falcons.)

In article <C6vAKJ.Lr1@news.rich.bnr.ca> grier@bnr.ca (Brian Grier) writes:
>Falcons only come with MTOS and Speedo IF you purchased the machine with
>a hard-drive. Non-HD owners still have to buy it seperately.

I'm quite certain that this isn't true. We put a lot of effort into getting
MultiTOS working on a floppy-only system so that it could be shipped
with Falcons that don't have hard drives. I don't know about Speedo,
though; it's certainly true that it's virtually useless without a hard
drive. (Not that MultiTOS is all that useful without a hard drive, either,
but marketing is marketing...)

Disclaimer: I work for Atari, but I do *not* speak for them. Also, I
have particular knowledge of the policies of the various Atari subsidiaries,
including Atari U.S. The above are my opinions only.
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

2749. Recovering files -- summary

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 17:01:37 UTC
From: zimmermk@westford.ccur.com
Message-ID: <1993May11.170137.16094@westford.ccur.com>
Source record: 38594
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This is the promised summary of responses to my appeal for help recovering
a deleted file. Thanks to all who replied! As I've noted, I wound up using
the sector dumper in TOOLS18 to find my data and the sector manager in
DFSUITE2 to copy the sectors first to memory and thence to a file. TOOLS18
is a nice package, and contains a sector editor; I'd been thinking that I'd
have to edit the FAT with this. DFSUITE2 is almost completely undocumented,
takes sector numbers in DECIMAL, and has unexplained options, but was sufficient
to copy the sectors off of the disk. Considering the alternatives, I don't
think that I can recommend DFSUITE2.
Responses:

Date: Mon, 10 May 1993 08:03:20 +1200
From: STEVE WELLS <wells_s@kosmos.wcc.govt.nz>
Subject: Re: Need help recovering deleted file!

See if you can find a program called 'Salvage' which will let you tell
the computer the start & end sectors of the data on the disk which it
will then turn into a file!

(Should be on the FTP sites or local BBS's!)

Date: Sun, 9 May 93 23:09:30 +0200
From: walter@lkn.e-technik.tu-muenchen.de (walter loepsinger)
Subject: Deleted files

Hi,
just because you mentioned to need it TODAY...
I did what you described one day, at least i tried and tried
until i gave up on it. I remember that the FAT entries are
encoded in some way, like a 2/3 encoding w/ bit swapping or
such ugly things. There is a book existing on the internals
of the ST, a friend of mine had it that time. But enough of
the so
story: i do _not exactly_ have what you need.
One idea: as the file and FAT format are equivalent to these
of DOS, maybe you can try on a DOS PC...
Next idea: You already found your data in the sectors: this is
a great progress! (are there several copies of old versions of
the file? This point broke my neck in the past). couldn't you
just write the sectors out to single small files with your
disk-monitoring program? Then cat them together.
Third and fourth: i was just at the ftp-server atari.archive.umich.edu
(dont know if you know what it is, but:) here are two small

packages. the names sound like "undelete", might be useful.
I appended the uuencoded archives at the end of the mail. They are
separated by a few empty lines and a "-------" line.

So i say "Good luck!" and

Greetins from Munich, Bavaria!

Walter.

[uuencoded files "uneekit.zoo" and "unerase.lzh" deleted for brevity -- KZ]

Date: Mon, 10 May 93 13:47:46 +0800
From: akisujar@nuscc.nus.sg (SUTHIPUN SUJARITTANONTA (DR))
Subject: Re: Need help recovering deleted file!
Newsgroups: comp.sys.atari.st
Organization: National University of Singapore

Hello from Singapore,

I normally used DISKDOCTOR program to peek into the disk or hard
disk and if the directory track still intact I simply use SEARCH
function to serch for PRG so it will go to the location where all
files are listed. The deleted files will have their first letter of the
file name replaced by E5. By replacing E% with the letter (any alphabet)
will make that file reappear on the directory.

Now in the case that catalog tracks of FAT is corrupted. There are 2
programs that I know of that can deal with the problem.

1. CHKDISK.PRG by Atari Corp has option to use FAT1 or FAT2 or to
replace FAT1 with info from FAT2. If you only corrupted the usual FAT1
then you may be in luck. This program als0 good for defracmenting the
hard disk. I think that you can find this program in the atari.archive.
It will not allow you to reconstruct the FAT though.

2. Knift ST is a commercial program but It was given away as a COVER DISK
by ST Format magazine last year. Article on how to construct the FAT also
explained in the Magazine. I have the magazine at home so I can not tell
you what issue it is now. I never have to go to the extend to
re-construct the FAT manually yet but from what I glance through the
article it is quite complicate.

Another article in ST USER (or is it also ST Format?) explained the method
of constructing FAT by keying in the begining of the file, file length,
etc using any disk inspection program (eg. DISKDOCTOR, STDOCTOR, etc) but
again I never want to try out so far.

Another program called "HDSENTRY" (Hard disk Sentry) is a utility for
hard disk but it also work with diskette. It will rectify the invalid
directory and sub directory and create new file name for you. I might
produce numerous files by the name of FIX XX.XXX then You can used Word
processor to edit and join them into correct file (if it is a Data files)

AAnother method is to put the disk into IBM computer and use PCTOOLS or
Norton Utilities to work on the disk.

I all cases do not work on original "Corrupted" disk but copy the whole
disk onto a new disk using copy program. Some time you might have to use
the copy program which can set to copy 'protected disk' to ensure that all
the error track will be on the new disk as well as that particular track
might contain some relevant data need for recovering.
the caase of DATA)) pisn used then 0xxx . severmame nmcdal" ssik '

Hope this is of some help helps,

Suthipuntha, School of Architecture, National University of Singapore,
AKISUJAR@NUSVM.BITNET

Date: Mon, 10 May 93 08:46:38 -0400
From: Patrick BETREMIEUX <bpat@binkley.cs.mcgill.ca>
Subject: Re: Need help recovering deleted file!
Newsgroups: comp.sys.atari.st.tech
Organization: School of Computer Science, McGill University

A cluster is a group of sectors. On the ST, a cluster is 2 sectors.
Each FAT table entry is the cluster number of the next cluster in the
file, or FFF if it's the last one. Each entry is 12 bits long, which
makes for a weird format. Especially since they are written in Intel
format. Thus, for each 2 entries in the FAT (i.e 3 bytes), we get that
"12 34 56" decodes to clusters 412 and 563.
If you know which sectors to put together and in which order, the task
is relatively simple if you take care not to make mistakes (Better spend
5 minutes on a calculation and be sure of the result than to trash things.)
However, fear not. If you indeed make a mistake that you cannot undo (You
don't know what the previous value was for instance), then you can always
get the 2nd FAT (Located 4 sectors after the first) and copy it over.
Now, here is a sample session on recovering a file with:

track 30, sectors 3-4
track 30, sectors 9
track 31, sectors 1
track 32, sectors 5-6

First, find out how many sectors per track your disk has. It's 9 if you
formatted it with the desktop.

Find out which is the first data sector of the disk. Usually, it's the 19th.
(So track 2, sector 1 if you have 9 sectors/track).

Group the sectors you want 2 by 2. So we get:
track 30, sectors 3 & 4
track 30, sector 9 + tr 31, sect 1
track 32, sectors 5 & 6
For each, calculate it's absolute sector number in the following way:
[track #] * [sect/track] + [1st sector of cluster - 1]
Then get their cluster number:

([abs sector #] - 18) / 2 + 2
As you can see, you may have clusters going through the boundary of a track.
This gives us for our example :
129, 132 & 139
In the FAt, count 1.5 bytes per entry, starting at 0.
Get your clusters number in 12 bits HEX.
081, 084 & 08B
When you find where an entry goes, write THE NEXT CLUSTER'S NUMBER in this spot. Not itself. Thus, at cluster 081's position , write 084.
But take care to swap the bits around. If the cluster number is even, write the number 123 as 23 X1 XX (X stays as they are). If it's odd, write it as XX 3X 12. The last cluster gets FFF.
Thus, at offset 193, we write XX 4X 08,
at offset 198, 8B X0 XX
at offset 208, XX FX FF
And then use you program to create a file from this, or if you know the format of a directory entry, create it yourself.

Good luck.

Patrick.

Date: Mon, 10 May 93 11:53:29 -0400
From: fsctc@avelon.lerc.nasa.gov (Clarence Chang)
Subject: Re: Need help recovering deleted file!
Newsgroups: comp.sys.atari.st
Organization: NASA Lewis Research Center [Cleveland, Ohio]

In article <1993May9.160237.2813@westford.ccur.com> you write:
[quoted article deleted for brevity -- KZ]

First, keep that disk you have the deleted materials on undisturbed. If you write over it, you can't recover the material.

Simon Poole has a program named DLII_024 that does exactly this. I've used it over the last 7 years and it works fine. It's an all-purpose disk utility. It is on most of the ftp sites.

Clarence

--

Clarence T. Chang | phone: 216-433-8561
NASA Lewis Research Center |
Cleveland, Ohio 44135 | email: fsctc@avelon.lerc.nasa.gov

Aerothermochemistry Branch, Internal Fluid Mechanics Division,
Aeronautics Directorate

2750. Re: Lattice C 5.52 STDARG.H bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 17:42:34 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May11.174234.6114@mnemosyne.cs.du.edu>
Source record: 38596

> I said:
> There's a bug in Lattice C's STDARG.H...

Ooops. My mistake. If I had bothered to even glance at the ANSI standard I'd've seen that 'behavior is undefined' in terms of using va_arg() to access parameters which are subject to widening in the absence of a prototype. (IE, char, short, and float types.)

So it isn't correct to say that Lattice C is buggy in this respect, only that it doesn't work because it doesn't have to. (I was thrown off by the fact that every other compiler I've used, MSDOS and ST, works okay when you use va_arg() to get at char/short types.)

Anyway, the little fix I posted does work, and is valid; it brings LC into line with other compilers by ensuring predictable behavior in an area that's technically undefined.

--
==========
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==========

2751. MiNT - under Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 17:46:15 UTC
From: moffatd@dcs.glasgow.ac.uk
Message-ID: <C6vIp4.FBn@dcs.glasgow.ac.uk>
Source record: 38597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone ported MiNT so that it runs unde unix ?
I know that there is a MacMiNT available !!

```
#########################################################################################
# DDDD JJJJJ M M ## email: moffatd@dcs.glasgow.ac.uk #
# D D J MM MM ## #
# D D J M M M ## post : Darren J Moffat #
# D D J J M M ## 20 Southpark Avenue #
# DDDD JJ M M ## Glasgow G12 8HZ #
#########################################################################################
```

2752. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 20:01:43 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.213046@cix.compulink.co.uk>
Source record: 38601

>This is ridiculous - Atari UK should provide MultiTOS with the Falcon just li-
ke
>Atari US are doing.
They will be RSN. Hisoft give MTOS away with Falcons and have done since
the first shipments they got (first in UK), several months ago.
The price isn't too bad compared to the US price of 99 dollars.

>Where's Works ?
rejected by Atari UK as too buggy at the moment.

>Where's SpeedoGDOS ?
Will be free with Falcons.

>Do Atari think that they'll sell many machines like that ? Chinny rek on.....-

I haven't heard that phrase in years (let alone spelt!)

>MultiTOS stinks anyway - it's far to slow. I'm going back to TOSWIN, at least-

>that didn't eat my 4 Meg Falcon for lunch by the time I had one shell going &-

>leave me without enough memory to use GNU C++ at all.
I haven't seen MTOS recently but the last one I saw wasn't a lot slower on
single tasks but died a death when running a few things together. That
was on a MSTe. I'd hope that on a Falcon it would be a bit better.
Apparantly not :-(

>I may become more cheerful once I've got Falcon NVDI.
And don't forget to tell us what it's like!

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

2753. MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-11 20:53:12 UTC
From: gruber@austin.ibm.com
Message-ID: <C6vrCq.2B5t@austin.ibm.com>
Source record: 38599

Where can I get a hold of Multi-TOS for my TT030 ??

Thanks in advance,
Scott

Please respond to this newsgroup ....

2754. 1040 STE ---Missing components!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 01:33:24 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <1spk54$r4b@usenet.INS.CWRU.Edu>
Source record: 38602

While installing TOS 2.06 in our user groups 1040 STe, I noticed two locations on the the mother board which are marked for a crystal and a number of resistors and capacitors, but the components are not installed. One area is on the left side of the mother board about halfway back while the other one is at the back on the motherboard on the right hand side near the DMA, serial and printer ports. These areas are marked for crystals Y100 and Y101 respectively. Can anyone tell me what the intended purpoase of these components was and why they were not installed"? Also what is the function of the E0 thru E7 jumper pads near the TOS ROM's?

2755. Connecting VGA monitor to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 02:05:11 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <C6w5so.IDq@cs.uct.ac.za>
Source record: 38600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I remember a while back somebody posted instructions on how to connect a
colour VGA monitor to an ST, so that the ST worked in high res.
The monitor scan freqs were 35Hz and above.
What I want to know is: is it possible to do this to the mono VGA
monitors at all? And if so, how???

Please respond via email if possible.

Thanks all.

```
/-----------------------------------------------------------------------\
| "Work" is a four letter word. (as is "wash","swot", etc...) |
| And "DOS" *SHOULD* be a four-letter word! |
| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
\-----------------------------------------------------------------------/
```

2756. Re: Lattice C 5.52 STDARG.H bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 08:05:34 UTC
From: njp_summ@peanut.uwe.ac.uk
Message-ID: <1993May12.080534.14774@pat.uwe.ac.uk>
Source record: 38499

In article <1993May11.174234.6114@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:

```
|> > I said:
|> > There's a bug in Lattice C's STDARG.H...
|>
|> Ooops. My mistake. If I had bothered to even glance at the ANSI
|> standard I'd've seen that 'behavior is undefined' in terms of using
|> va_arg() to access parameters which are subject to widening in the absence
|> of a prototype. (IE, char, short, and float types.)
|>
|> So it isn't correct to say that Lattice C is buggy in this respect, only
|> that it doesn't work because it doesn't have to. (I was thrown off by the
|> fact that every other compiler I've used, MSDOS and ST, works okay when
|> you use va_arg() to get at char/short types.)
|>
|> Anyway, the little fix I posted does work, and is valid; it brings LC
|> into line with other compilers by ensuring predictable behavior in an area
|> that's technically undefined.
|>
|> --
```

Actualy, I have found a similar problem (i think) when trying to link my first assembly prog to my C prog. I needed to pass 'short's to the assembler routine via the stack, so I made a .h file for the C compiler with my commands listed something like this:-

```
void N_set_xy(short,short);
etc
```

...but, when it compiles it puts longs onto the stack?

Using Default int is short remedies this, but why???

2757. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 08:52:53 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993May12.085253.12443@rhrk.uni-kl.de>
Source record: 38604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:

>Has anyone ported MiNT so that it runs unde unix ?

Where is the sense in running MiNT under Unix?

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2758. Re: Mouse droppings sighted...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 09:30:59 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <C6wqFo.A61@newcastle.ac.uk>
Source record: 38603

In article <1slm2n$e6p@rw8.urc.tue.nl>,
wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>What has happened when I get to see mouse droppings? That is, when
>something in screen updating goes wrong. Sometimes the wrong
>mouse-pointer surroundings are displayed when redrawn. I suspect it
>comes from a program that did not exit cleanly, or it could be that my
>desktop program (Teradesk 1.24) has a bug or was damaged by some
>program that ran.
>If I know the source of the problem, I can maybe write a small program
>that fixes this when this has happened, and also prevent this sort of
>things happening when someone has run applications written by me.
>

I believe the problem is caused by a mismatching number of show/hide mouse
pointer calls using graf_mouse. If there are too many show mouse calls, you
will get 'mouse droppings' and if there are too many hide mouse calls, the
mouse pointer will disappear, but will still activate menus, highlight icons,
etc. (It's just more difficult with an invisible mouse - try finding cancel
buttons on dialog boxes :-).

There is a desk accessory called 'mouse recover' that fixes the problem by
allowing you to show or hide the mouse pointer. You can find it in
volume13/mousercv of a comp.binaries.atari.st archive.

Julian

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | #include <std_disclaimer.h>

2759. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 10:46:13 UTC
From: julian@math.uni-muenster.de
Message-ID: <1sqkhl$12rh@obelix.uni-muenster.de>
Source record: 38610

In article 1so50eEnpi@uni-erlangen.de, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> There is a drag/drop protocol for MTOS already. Take a look into the
> AES4.0 documentation.
>
> The problem is, that it seems a little like a one way street to me, because
> the desktop can drop icons in your windows, but not the other way round, at
> the moment.

But that's not a limitation of the protocol, it's only a drawback of Atari's desktop. Others might be better when they are released :-)

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2760. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 10:56:56 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993May12.105656.661@unix.brighton.ac.uk>
Source record: 38605

I did not get MTOS or SpeedGDOS with my Falcon. More to the point my machine has a fault which no one wants to fix!

I hope Atari are going to supply me with MTOS because I certainly cannot afford another 50 quid...nor should I.

By the way, my Falcon has 4meg RAM and the 65 Meg H/D and I got so much crap s/w qith it, I thought it was a joke. Check out breakout and mines for a good laugh.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| mm68@uk.ac.bton.unix |
+---+

2761. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 12:12:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C6wxwy.KFx@cs.bham.ac.uk>
Source record: 38607

In article <C6uxnB.ErJ@newcastle.ac.uk> Craig Graham writes:
>In article <C6t5M6.FMp@cs.bham.ac.uk> Chris Ridd) writes:
>>I've just seen an ad from Hisoft announcing MultiTOS and Speedo
>>availability on May 22. The combined cost was about 50 pounds, which
>>is somewhat less than I expected (for all the fonts etc).
>>
>>Is this method of distribution a Good Thing(tm) or a Bad Thing(tm)?
>>IMHO, the people likely to want MTOS are also likely to be customers
>>of Hisoft. Also Hisoft are less likely to make a hash of the package
>>than Atari UK.
>>
>>--Chris
>
>
>This is ridiculous - Atari UK should provide MultiTOS with the Falcon just like
>Atari US are doing. Where's Works ? Where's SpeedoGDOS ? It's all very well to say
>HiSoft is selling the bloody things at 50 quid a throw, but I've already shelled
>out a small fortune on a machine that came with less than I got with my original

[etc]

I got the impression that this is the same concept as selling TOS
upgrades - new machines come with MTOS. I could be wrong.

2762. AT-Bus Card on 1040 STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 12:23:07 UTC
From: goehlerl@Mathematik.TU-Chemnitz.DE
Message-ID: <goehlerl.3@Mathematik.TU-Chemnitz.DE>
Source record: 38608

I want to install a AT-Bus-drive on my 1040 STE. I heard that it is possible
if I use the AT-Bus-Card from H&S. Can I use this card on my 1040 STE?

Lars.Goehler@Mathematik.TU-Chemnitz.de

2763. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 12:36:32 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993May12.123632.12960@iplmail.orl.mmc.com>
Source record: 38609

In article <memo.213046@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk (Iain Laskey) writes:
|>
|> I haven't seen MTOS recently but the last one I saw wasn't a lot slower on
|> single tasks but died a death when running a few things together. That
|> was on a MSTe. I'd hope that on a Falcon it would be a bit better.
|> Apparantly not :-(
|>

Our local dealer brought his falcon to demo at the MFACC users group meeting in Orlando this past weekend. He ran programs and demos, both with and without multiTOS.

The falcon ran fine with all programs (works, lines demo, talking clock, a couple of graphics demos downloaded from Genie), and MTOS ran fine while running works, lines, and talking clock all at the same time. MTOS does seem to be a bit memory hungry, but it does tell you politely if it cannot load any more apps into memory.

The desktop ran at acceptable speeds, except in its True Color mode... but who needs more than 16 colors for the desktop in the first place???

Larry Richardson
richards@elmer.orl.mmc.com

2764. ST-ZINE disk mag construction kit now on Atari Archive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 12:45:43 UTC
From: evilandi@vnet.IBM.COM
Message-ID: <19930512.045914.977@almaden.ibm.com>
Source record: 38606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My disk magazine construction kit, ST-ZINE, is now on Atari Archive. It
works on any Atari ST/STE up to TOS1.62 (update for further TOS versions
to follow this summer), colour or mono, any disk drive, any ram.

To get this utility in uuencoded .zoo format, send a note to:
<atari@atari.archive.umich.edu>
with the first line of the message reading:
send Magazines/stzine.zoo
The file is about 120k long.

This utility allows you to create disk magazines consisting of text, picture
slideshows (mono and colour) and tracker music (colour users only). No
programming knowledge is required; all you need is a wordprocessor.

The manual is provided in the form of an example disk magazine. Double click
on SHELL_33.PRG to run.

ST-ZINE is shareware and costs 5 UK pounds plus a disk and SAE to register,
but special offers exist for overseas users to avoid currency-changing
problems. See the manual for details. There are currently over 30 registered
users in the UK, mostly user groups and special interest clubs.

Please download ST-ZINE to PD libraries and indeed everywhere. Comments about
this utility are welcomed by email.

Andrew Oakley, IBM Warwick, UK IBM VNet: <9oakley@asicvm1> x(7)664830
InterNet: <evilandi@vnet.ibm.com> I speak FROM IBM, not FOR IBM!
JANet: <evilandi%vnet.ibm.com@nsfnet-relay> UK 24h Tel. 0926 464830
24 Daddlebrook Road, Alveley, Near Bridgnorth, Shropshire, WV15 6NU, UK

Evil Andi of GOTHIC DOMAIN SOFTWARE: Computing for the culture-shocked
Budgie UK titles: Ballpark, Flipped & Square Off
Shareware titles: ST-Zine Disk Mag Kit, Quiz Construction Kit & others
MORE & MORE TITLES AVAILABLE ON ATARI ARCHIVE... STAY HUNGRY!

Let me burn you, let me burn you, let me burn you down...

2765. ST Equipment and Software for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 13:36:24 UTC
From: ric@microware.com
Message-ID: <1993May12.133624.19537@microware.com>
Source record: 38621
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Netlanders,

I have the following for sale:

Price Item
----- ----
$75 SM124 Monochrome Monitor
$275 Spectre GCR w/ROMs and version 3.0 of software
$400 80 Meg SH204 Hard Disk

$20 Diamond Back II (works with GEM and GCR parititions)
$50 Laser C and Debugger
$50 PageStream (2.1)
$20 Lemmings
$20 Falcon and Mission Disk

$15 Atari ST Application Programming by Pollack & Weber
This out-of-print book provided me with excellent information on
programming the ST.

I also have a dead (maybe just power supply problem) 520ST with an Aerco
2 Meg upgrade (total 2.5 Meg), ICD AdSpeed 16MHz Accelerator, and TOS
1.4. I would accept offers for this.

SPECIAL OFFER: A free software program with docs with any purchase. I'll
throw in something I bought while owning my ST for free.

All prices do NOT include shipping. I will ship COD or after payment has
been received.

ricy@microware.com

-=-=-=

2766. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 14:08:25 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C6x3A2.Dpy@newcastle.ac.uk>
Source record: 38611

In article <wmtwen.737121645@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>
>>This is ridiculous - Atari UK should provide MultiTOS with the Falcon just like
>>Atari US are doing. Where's Works ? Where's SpeedoGDOS ? It's all very well to say
>>HiSoft is selling the bloody things at 50 quid a throw, but I've already shelled
>>out a small fortune on a machine that came with less than I got with my original
>>ST in 1986 (at least I got a TV cable with that, the Falcon had bollock all, it
>>didn't even have a plug on it [isn't that illegal here in the UK?]).
>
>The prices are only applicable if you want to use MultiTOS or Speedo on
>TT or ST, not Falcon. Current Falcons come with both MultiTOS and
>Speedo.

Look, I'm getting real pissed at this, I HAVE A FALCON. I got my current one 3 weeks ago. It came with NO multiTOS - NO SpeedoGDOS - NO mention that I might get them free at a later date. THIS is why I'm annoyed. AND it keeps bloody breaking down !!!!!!

>Erlend.

Really.....

PS. Sorry, my posts are usually much nicer than this, but the whole of this stream is getting me down major league.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2767. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 15:03:01 UTC
From: bjgrier@bnr.ca
Message-ID: <C6x5t2.Dwn@news.rich.bnr.ca>
Source record: 38613

In article <1sqkhl$12rh@obelix.uni-muenster.de>, julian@math.uni-muenster.de (Julian F. Reschke) writes:
|> In article 1so50eEnpi@uni-erlangen.de, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
|> > The problem is, that it seems a little like a one way street to me, because
|> > the desktop can drop icons in your windows, but not the other way round, at
|> > the moment.
|>
|> But that's not a limitation of the protocol, it's only a drawback of Atari's
|> desktop. Others might be better when they are released :-)
|>

Since I am a lowly non-commercial developer, and I have not paid for the Falcon AES documents, does the protocol allow an icon from one application to be dropped onto a window for another application?

I realize the sending application would be responsible for formatting the message.
--

Brian

Disclaimer: The opinions expressed are mine not those of BNR.

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play the
Bell Northern Research	games on I'd buy an Amiga. However
Research Triangle Park, NC	I have real work to do. So get lost!
_____	_____

2768. Megafile 30 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 15:34:53 UTC
From: bayerr@glas.rtsg.mot.com
Message-ID: <1993May12.153453.309@glas.rtsg.mot.com>
Source record: 38615

My Megafile 30 has had booting problems right from the beginning. It would often make funny noises when it was switched on (like it was seeking outside the normal head movement area, moving the head against some obstacle).

The Atari (an 8 year old 1040ST) couldn't access the hard this then.

This would happen several times, I had to switch it off and on again.

Eventually, it would make the normal boot noises and would come up.

The computer then had no problems accessing the data, and it behaved normally.

It doesn't matter whether I park the heads before switching the disk off or not, the problem occurs by now almost everytime I try to switch on the hard disk.

Has anyone else seen this problem? Any ideas, or pointers what I could do about it?

Thanks,

--
Ralf Bayer UUCP: ...motcid!glas!bayerr
Motorola ECID Internet: bayerr@glas.rtsg.mot.com
Mahon Industrial Estate Phone: +353 21 357 101
Cork, Republic of Ireland FAX: +353 21 357 635

2769. Setscreen question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 15:35:34 UTC
From: randyh@sad.hp.com
Message-ID: <C6x7BB.6w1@srgenprp.sr.hp.com>
Source record: 38612

Could someone explain to me how Setscreen works? Are Logbase and Physbase used with it? What I want to do is write VDI to a second screen and then copy it to the real screen. This is for a Xll game port I am attempting. X11 draws to a pixmap and then copies the pixmap to a window.

Thanks,
Randy Hosler

2770. TOS 1.2 ROM image

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 17:02:42 UTC
From: billmi@mondrian.CSUFresno.EDU
Message-ID: <C6xBCJ.AEL@zimmer.CSUFresno.EDU>
Source record: 38616
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well, I am finally bidding adeiu to my trusty Atari 520-ST. Since I sold my SpectreGCR (A TOP-NOTCH product by the way). It mostly collects dust, and I am returningnit to its owner who long-term loaned it to me. Anyhow, I have an ST emulator for my Amiga, but it will not operater without the 1.2 TOS image. Being out of touch with the ST world for a year and a half now (since I got a short-term job with Commadore, and then started my own video consulting business) so I don't know if any newer versions have come out, making 1.2 no longer attainable, and as I recall, 1.2 was never released on disk. Any one have some ideas that could help me out? And please no flames about becoming an Amiga user, I am really a multi-platform kind of guy, and that's why I still want the ability to access some of my Atari applications.
Respond via e-mail please.

Thank you...
Bill Mills

2771. Screen Rez On F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 17:20:12 UTC
From: neurom@u.washington.edu
Message-ID: <1srbkcINNdbl@news.u.washington.edu>
Source record: 38614

Has anybody figured out a way to get programs that want ST resolutions to run in a window on the F030 640x480x256 screen? Perhaps tricking the App into thinking it's where it should be, then just placing it in one of those TOS windows? (No, I don't have one [YET!], but I've been reading things...)

Just a thought.

--Neuromancer

2772. Re: Connecting VGA monitor to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 19:17:03 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <C6xHKG.JLI@cs.uct.ac.za>
Source record: 38618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <C6w5so.IDq@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:

>I remember a while back somebody posted instructions on how to connect a
>colour VGA monitor to an ST, so that the ST worked in high res.
>The monitor scan freqs were 35Hz and above.
^^^^
Great! Typos abound in my previous post. I meant to say 30 to 38 kHz...

>What I want to know is: is it possible to do this to the mono VGA
>monitors at all? And if so, how???

>Please respond via email if possible.

>Thanks all.

```
/-----------------------------------------------------------------------\
|-----------------------------------------------------------------------\
| "Work" is a four letter word. (as is "wash","swot", etc...) |
| And "DOS" *SHOULD* be a four-letter word! |
| Email and other ramblings to: dmcdulin@cs.uct.ac.za |
\-----------------------------------------------------------------------/
```

2773. ### Will generic PC mouse work with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-12 19:19:59 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <1srikvINNgrh@uwm.edu>
Source record: 38617
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[No readable article body recovered]

2774. Re: Screen Rez On F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 03:49:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13376@uqcspe.cs.uq.oz.au>
Source record: 38620

neurom@u.washington.edu (Neuromancer) writes:

>Has anybody figured out a way to get programs that want ST resolutions to run
>in a window on the F030 640x480x256 screen? Perhaps tricking the App into
>thinking it's where it should be, then just placing it in one of those TOS
>windows? (No, I don't have one [YET!], but I've been reading things...)

It would be interesting to run all those old hacky 320x200x16col programs
in their own virtual screens, then BLIT that screen periodically to a desktop
window...

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2775. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 06:20:08 UTC
From: Marco_Fris@p11.f202.n281.z2.fidonet
Message-ID: <f3123c00@p11.f202.n281.z2.fidonet>
Source record: 38511

In a message of <Tue 11 May 93 17:22>, Eric R. Smith (2:281/202.0) writes:

> In some article (sorry, I lost the attribution),
> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>> This is ridiculous - Atari UK should provide MultiTOS with the Falcon
>> just like Atari US are doing.
>
> In article <C6vAKJ.Lr1@news.rich.bnr.ca> grier@bnr.ca (Brian Grier)
> writes:
>> Falcons only come with MTOS and Speedo IF you purchased the machine
>> with a hard-drive. Non-HD owners still have to buy it seperately.
>
> I'm quite certain that this isn't true. We put a lot of effort into
> getting MultiTOS working on a floppy-only system so that it could be
> shipped with Falcons that don't have hard drives.

In Holland it's stated policy to ship them only with HD machines. I don't like that. Buying a machine without HD doesn't mean you'll be running a floppy based system, it might mean you already have a HD. It 's quite clear that Atari doesn't give s**t about users with ST periferals, but setting them back an extra $120 or so for not throwing out the old stuff is a bit rude.

- Marco -

---
* Origin: And now ... number one ... The Larch. (2:281/202.11)

2776. Re: Screen Rez On F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 06:26:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1sspmfINNj3a@golem.wcc.govt.nz>
Source record: 38622

] It would be interesting to run all those old hacky 320x200x16col programs
] in their own virtual screens, then BLIT that screen periodically to a des
] window...

I don't suppose Spectrum 512 works on the Falcon? Running that
in something like 640*480 mode would be quite impressive!
(Running it in 320*200 looks pretty good, 4096 colors in 640*480 would
be more than satisfactory for any graphics I'd want to look at!)

2777. Falcon DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 09:09:54 UTC
From: schulz@kssun7.rus.uni-stuttgart.de
Message-ID: <1st392$130t@info2.rus.uni-stuttgart.de>
Source record: 38623

Could you please help me with some informations on
the Falcon30 DSP.
I like to know if it's possible to write own DSP
programs. Are there any tools available.
Second I want to know is if I could connect a CD and/or DAT
digitally to the DSP. I know there is a DSP connector
but it is not documented and the local dealer said that
one needs a special interface to connect CD/DAT to the
Falcon which is not yet available and will be expensive.
Thank you for you help

C.-D.

C.-D. Schulz schulz@rus.uni-stuttgart.de

2778. Re: AT-Bus Card on 1040 STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 09:14:06 UTC
From: julian@math.uni-muenster.de
Message-ID: <1st3gu$16q4@obelix.uni-muenster.de>
Source record: 38624

In article 3@Mathematik.TU-Chemnitz.DE, goehlerl@Mathematik.TU-Chemnitz.DE (Lars Goehler) writes:
> I want to install a AT-Bus-drive on my 1040 STE. I heard that it is possible
> if I use the AT-Bus-Card from H&S. Can I use this card on my 1040 STE?
>
> Lars.Goehler@Mathematik.TU-Chemnitz.de

No. There's no card for the STE (yet).

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2779. *UK* RGB Monitor 50 pounds <<<<<<<<<<<<<<<<<<<<<<<<<

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 10:28:51 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C6yns3.vL@brunel.ac.uk>
Source record: 38627

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
Ive got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you cant say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

```
-------------------------------------------------------------------------------
KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"
-------------------------------------------------------------------------------
--

-------------------------------------------------------------------------------
KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"
-------------------------------------------------------------------------
...or if you prefer analogue communications: London (+44) 81 693 2846...
-------------------------------------------------------------------------------

--
-----------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

2780. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 10:46:07 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993May13.104607.19610@cs.ruu.nl>
Source record: 38629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993May12.085253.12443@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:

>moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:
>>Has anyone ported MiNT so that it runs unde unix ?
>
>Where is the sense in running MiNT under Unix?

Well I guess somewhere close to the sense in running MiNT on a Mac !?
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2781. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 10:53:52 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993May13.105352.20631@cs.ruu.nl>
Source record: 38628

In <1so50eEnpi@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>The problem is, that it seems a little like a one way street to me, because
>the desktop can drop icons in your windows, but not the other way round, at
>the moment.

Yes. We should take a look at the Gemini protokoll where --if I'm right--
you can ask info about a window. Of course, when an icon is dragged ONTO
a window of the desktop, it is still the other application that should do
something, not the desktop. One solution could be that the body of the drag
and drop message is four bytes that point to an address where the receiving
application can store a pointer to the path that is connected to that window.

So:

Application: Send drag and drop to desktop.

Desktop returns possible type of data it can receive: PPTR
('path pointer')

Application: Send a reference to a char* and close the pipe.

Desktop writes pointer to the path of the file window into the
char*

Obviously this needs improvement, because the char* is not ensured to remain
valid for long enough.
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2782. Does AC_CLOSE clear resources?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 12:20:48 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <1stef0$7np@rw8.urc.tue.nl>
Source record: 38630

Hi,

while writing the incredible Extend-O-Clock program, I have come across
some problems. TO ensure compatibility with non MultiTOS systems it
will have to run as an accesory and program.
The problem is that I can only open the accesory once. If I try it
another time, no window will open (well it will, but won't be visible,
because of zero size).
I think I have found the problem. That is, if the acc gets an AC_CLOSE
message, resources might be cleared from memory.
Is this indeed the case? And do I have to reload the resource if the
acc is opened again? And do I still need to do a rsrc-free() call then
when I get an AC_CLOSE message?
And do accs have their own environment? So that I do not need to know
the loading path but can just load it form the dir it was started in.

Any hints and tips are appreciated, be it in e-mail or on the net.

Erlend.

2783. Calling AES (& VDI) From Assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 12:48:32 UTC
From: glens@natinst.com
Message-ID: <1stg30$sgq@falcon.natinst.com>
Source record: 38631

I am writing in assembly and calling the AES & VDI. In the GEM Programming Volume 1: VDI it says that the calling convention is to put the address of the parameter block in D0.l and the magic number (I think either $73 or $C8) in D1.w then do a trap #2. In my Abacus ST GEM Programmers Reference it says to put the address of the parameter block in D1.l and the magic number in D0.w. Which one is right or is there somewhere else in the Atari developers documentation that I could find the right answer? (note that the method described in the Abacus book seems to work fine and I have not tried the method in the Atari docs)

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@falcon.natinst.com

---

2784. Calamus (IBM Proprinter 24 pin)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 13:41:04 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C6ywoH.1oE@brunel.ac.uk>
Source record: 38634

Does anyone have a driver for the IBM Proprinter 24pin for Calamus?

Thanks
--

Brendan McEnroe (Brond)	Pure SINE wave in my head
Applied Computer Systems Yr4	
Brunel University	/\ /\ /\ /\
Middlesex	/ \ / \ / \ / \
England	\ / \ / \ / \ /

2785. MiNT function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 13:47:04 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May13.144704@cs.bham.ac.uk>
Source record: 38632

Hi!

A day or so I read about a function which calls a function in your program, running it as a concurrent child process. And now I can't find what it is!

What is its name and number? Preferably as the simple XBIOS/GEMDOS call rather than me having to include MiNTLib, 'cause I haven't got round to that yet.

Thanks!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2786. MDK documentation update

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 14:00:14 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1993May13.140014.20941@sol.ctr.columbia.edu>
Source record: 38633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just sent the following mail to Jeff Weiner at a.a.u.e:

Documentation (in a file called MDK.upload.tar.Z) has been uploaded
to a.a.u.e. The following is a list of contents:

```
phlem:sjg> tar tzvf MDK.upload.tar.Z
drwxr-xr-x sjg/users 0 May 13 13:48 1993 Doc/
-rw-r--r-- sjg/users 743803 Feb 23 15:25 1993 Doc/readme.ps
-rw-r--r-- sjg/users 27402 Mar 1 17:28 1993 Doc/readme.asc
-rw-r--r-- sjg/guest 1454 Apr 14 02:36 1992 Doc/minixfs.doc
```

The important one is minixfs.doc - this is required to be part of
any distribution of minixfs, which wasn't the case with the MDK.

If anyone has an ftp-able copy of the kit, and it isn't mirrored
from a.a.u.e, please copy the new docs (the only one that's changed
is the addition of minixfs.doc) or you'll be in breach of copyright.

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2787. Re: Screen Rez On F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 15:34:34 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May13.153434.28220@mnemosyne.cs.du.edu>
Source record: 38639

>> old program in ST rez running a F030 window

>It would be interesting to run all those old hacky 320x200x16col programs
>in their own virtual screens, then BLIT that screen periodically to a
>window...

Interesting. But not especially feasible. I'm trying to picture the program that could virtualize, oh say... Cyber Paint, into a window. Not bloody likely; Cyp has its little fingers into half the hardware chips on the machine. I think that'll be true of many older programs, especially those that run in ST Low rez. Virtualize the hblank interupts that it uses to change the palette on the fly? I don't think so. Virtualize the way it watches the mouse and paints the mouse pointer itself using logic that prevents the video beam from ever intersecting the mouse pointer? I don't think so. Virtualize the way it keeps changing the screen rez and pointers from ST Low to the Rez that it was started from, as it interacts with the user? That oughta be tricky.

Atari has always recommended resolution-independant programs that use only VDI services. These programs don't need virutualizing, they're well-behaved already. Unfortunately, users have always demanded more than a developer can deliver by following the guidelines religiously, and for certain types of programs, this will always be the case.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2788. Re: Screen Rez On F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 15:46:58 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May13.154658.2529@mnemosyne.cs.du.edu>
Source record: 38640

> Spectrum 512 on F030

I rather doubt it'll work, but I can't say for sure.

I do know one thing, though: any program that uses hblank interupts to change the palette on the fly doesn't work well in 320x200 on a VGA monitor. In that rez, the "line doubling" feature is used to keep the VGA monitor happy: each line of video is sent to the monitor twice, so the monitor thinks it's doing a 400-line mode. Atari, in their wisdom (ahem!) decided that the hblank interupt should happen *in the middle* of the pair of lines. That is, the first physical line is sent the monitor, then the hblank interupt occurrs, then the duplicate line is sent to the monitor. This means that any program attempt to change the palette on the fly using the hblank interupt is going to find the colors changing while the duplicate line is being painted. This results in some pretty ugly color flashing on the screen. I can't find a workaround for it, either. You can't just use a delay loop, because things are happening way faster than any clock you have access to at that point. You could try a CPU loop, but that doesn't work well because the state of the onchip caches affects the timing of any counting loops. (Not to mention the general messines of counting loops, and their tendancy to fail on new systems with faster/different hardware, and so on.)

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2789. Re: Calling AES (& VDI) From Assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 15:52:00 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May13.155200.2733@mnemosyne.cs.du.edu>
Source record: 38492

> calling aes and vdi from assembly

The parm block pointer goes in D1.L and the function code in D0.w.

--
==========
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==========

2790. Re: Screen Rez On F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 16:27:49 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1330@usdtsg.DaytonOH.NCR.COM>
Source record: 38494

In article <1sspmfINNj3a@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>I don't suppose Spectrum 512 works on the Falcon?

Probably not (ditto with Photochrome) - I believe they rely too much
on the timing of the system to produce their pictures properly
(for instance, I need to switch to 8mhz on my MSTE to view them)...

>Running that
>in something like 640*480 mode would be quite impressive!
>(Running it in 320*200 looks pretty good, 4096 colors in 640*480 would
>be more than satisfactory for any graphics I'd want to look at!)

Well, you figure that GIF pictures use only *256* colors total
(from various sized-palettes) - a 640x480x256 mode (typical VGA these
days, as well as Falcon) would suffice for viewing most GIF pictures.
(higher resolutions would be helpful for those larger pictures).
With pictures greater than 8-bit color (JPG and TARGA for example) then you
would either have to view them in True Color mode for the best
color reproduction, or someone would have to come up with something
to maybe run under the 640x480x256 mode and get extra colors using the
techniques that SPC/Pchrome/Spof(?) to achieve their extra colors...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"what would chairs look like if our knees were on the back of our legs?"
-Kelly Bundy

2791. Re: Screen Rez On F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 16:43:04 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993May13.164304.27454@beaver.cs.washington.edu>
Source record: 38491

In article <1sspmfINNj3a@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>I don't suppose Spectrum 512 works on the Falcon? Running that
>in something like 640*480 mode would be quite impressive!
>(Running it in 320*200 looks pretty good, 4096 colors in 640*480 would
>be more than satisfactory for any graphics I'd want to look at!)

Well that's a neat idea, but I just have one question for you : _why_ would
you want to run Spectrum 512 on the Falcon? There are 256 color anmd 65536
color graphics modes in resolutions way higher than that of a Spectrum
picture, without having to do a weird palette-switching thing.
Spectrum is great if you just have an ST (although now there's PhotoChrome
as well -- downright amazing), but there's no need for it on the Falcon.

Regards,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

2792. Re: Megafile 30 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 17:53:13 UTC
From: mora@AFQA6140.mop.ibm.com
Message-ID: <C6z8Cp.1FME@hawnews.watson.ibm.com>
Source record: 38493

Ralf Bayer writes:

>My Megafile 30 has had booting problems right from the beginning. It
>would often make funny noises when it was switched on...
>Eventually, it would make the normal boot noises and would come up.

My my, doesn't it look like a thermal problem! It seems you hard
disk has a weak solder somewhere, causing a bad contact when it's cold.
After a moment, it warms up, the dilated metal creates a contact,
and the problem goes away. Is that close to what you observe?

If yes, I'd recommend to check the disk controller, or maybe the
DMA/ASCI card.

Try to turn on your hard disk 5-10 minutes before your ST, and
if the access problem does not show up, then the culprit is indeed
a bad solder in your hard disk. Now if it still appears, said culprit
is probably the DMA chip/soldering in your ST (which is still cold).

Hope it helps.

--
Frederic Mora - IBM France, Montpellier - Software engineer
AIX Application Development - mora@vnet.ibm.com

2793. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-13 17:54:08 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2bf28b81@p12.f202.n281.z2.fidonet>
Source record: 38495

In a message of <Tue 11 May 93 20:18>, Iain Laskey (2:281/202.0) writes:

>> leave me without enough memory to use GNU C++ at all.
IL> I haven't seen MTOS recently but the last one I saw wasn't a lot
IL> slower on single tasks but died a death when running a few things
IL> together. That was on a MSTe. I'd hope that on a Falcon it would be a
IL> bit better. Apparantly not :-(

The last one you saw probably was an old beta version. Crashing programs do
happen more often to beta versions than to released one's...

Greetings... - Jan -
FidoNet: 2:281/202.12 UseNet: jan@nextjk.wlink.nl

--- ZapMail 1.1
* Origin: The black dog runs at night... (2:281/202.12)

2794. Re: Does AC_CLOSE clear resources?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 01:01:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13394@uqcspe.cs.uq.oz.au>
Source record: 38496

wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:

>I think I have found the problem. That is, if the acc gets an AC_CLOSE
>message, resources might be cleared from memory.
>Is this indeed the case? And do I have to reload the resource if the
>acc is opened again? And do I still need to do a rsrc-free() call then
>when I get an AC_CLOSE message?

It was my understanging that an accessory could not really use rsrc_load().

Simple solution: load the RSC file yourself.

There is code in GEM++ 1.5b to do this - feel free to copy and hack it -
I scraped it out of a collection of other files myself (see file header).

Better still, just use GEM++ - then you can do stuff like this:

```
#include <gem++.h>
#include <foo.h>
#include <foo_oth.h>
#include <foo_gem.h>

main
{
GEMrsc resource("foo.rsc",8,16);
GEMrsc other_resource("foo_oth.rsc",8,16);
GEMrsc gumby_gem_resource("foo_gem.rsc");

GEMform a_form(other_resource,FOOFORM);
GEMform b_form(resource,BARFORM);

a_form.Do();
b_form.Do();
}
```

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2795. STe Dma goodies

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 01:04:31 UTC
From: ltduck@access.digex.net
Message-ID: <1sur6v$d1r@access.digex.net>
Source record: 38497

I'm trying to wrench proper stereo sound out of my STe, but it refuses to cooperate. Could someone send me some source code to play a sample in stereo? Here's what I'm doing right now:

```
ste_play:
pea 0
move #$20,-(sp)
trap #1
add #6,sp
move.l d0,d7

move.b #0,$ffff8901
move.l #start,d0
move.l #end,d1
lea $ffff8904,a0
movep.w d0,1(a0)
swap d0
move.b d0,-1(a0)
lea $ffff8910,a0
movep.w d1,1(a0)
swap d1
move.b d1,-1(a0)
move.b #1,$ffff8921
move.b #3,$ffff8901
rts
```

2796. Re: AT-Bus Card on 1040 STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 05:15:23 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1sv9tbINN1fv@tom.rz.uni-passau.de>
Source record: 38498

In article <1st3gu$16q4@obelix.uni-muenster.de> julian@math.uni-muenster.de writes:
>In article 3@Mathematik.TU-Chemnitz.DE, goehlerl@Mathematik.TU-Chemnitz.DE (Lars Goehler) writes:
>> I want to install a AT-Bus-drive on my 1040 STE. I heard that it is possible
>> if I use the AT-Bus-Card from H&S. Can I use this card on my 1040 STE?
>>
>> Lars.Goehler@Mathematik.TU-Chemnitz.de
>
>No. There's no card for the STE (yet).

Sorry, but it definitely IS possible to hook this card into an STE, but a
DIL 68000 will be needed. Just use an adaptor PLCC->DIL. These adaptors
exist, a friend of mine has a Turbo16 (DIL) inside his STE.

Note: it may be that there is not enough space inside the STE case, though...

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- In the sky a mighty eagle doesn't care 'but what's illegal -
- On its wings the rainbow's light it's flying to eternity. -
---

2797. TT030 AND MISC FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 06:09:15 UTC
From: bsin@eis.calstate.edu
Message-ID: <C706FF.IFo@eis.calstate.edu>
Source record: 38523

I have an ATARI TT030, 2MB ST-RAM, 16MB FAST RAM (expandable to 32MB on board), 40MB Quantum hard drive, TOS 3.06 w/Multi-TOS, ATARI PTC 1426 monitor. All this for $3000 obo.

Software for sale: STeno, NeoDesk 3.3, ICD PRO version, Stealth, GFA Basic 3.6, NewDesk CPX, Harddisk Sentry, and C-Manship. Price: best offer.

Hardware for sale: Spectre GCR v3.0, Supra 2400 Plus Modem, Happy Cart, and Beetle Mouse. Price: best offer.

--
UUCP: bsin@eis.calstate.edu ,,,
UUCP: bing_sin@bdt.com (o o)
----------oOO--(_)--OOo

2798. Re: Megafile 30 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 08:40:22 UTC
From: Marco_Fris@p11.f202.n281.z2.fidonet
Message-ID: <f706bc00@p11.f202.n281.z2.fidonet>
Source record: 38540

In a message of <Wed 12 May 93 16:34>, Ralf Bayer(GER (2:281/202.0) writes:

> My Megafile 30 has had booting problems right from the beginning. It
> would often make funny noises when it was switched on (like it was
> seeking outside the normal head movement area, moving the head
> against some obstacle).
>

Sound like the problem I had. There are two capacitors in the power supply
(fat, standing ones and marked C15 and C16 if I remember corrctly) that are
on the light side. When I replaced them by ones with double the capacity ,
so advised by Atari, the problem disappeared.

- Marco -

---
* Origin: And now ... number one ... The Larch. (2:281/202.11)

2799. Re: Does AC_CLOSE clear resources?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 09:09:41 UTC
From: julian@math.uni-muenster.de
Message-ID: <1svnkl$l2p@obelix.uni-muenster.de>
Source record: 38500

In article 7np@rw8.urc.tue.nl, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> Hi,
>
> while writing the incredible Extend-O-Clock program, I have come across
> some problems. TO ensure compatibility with non MultiTOS systems it
> will have to run as an accesory and program.
> The problem is that I can only open the accesory once. If I try it
> another time, no window will open (well it will, but won't be visible,
> because of zero size).
> I think I have found the problem. That is, if the acc gets an AC_CLOSE
> message, resources might be cleared from memory.

Wrong. Whenever you get the AC_CLOSE message, AES has wind_deleted your window.
You will have to create a new one!

> Is this indeed the case? And do I have to reload the resource if the
> acc is opened again? And do I still need to do a rsrc-free() call then
> when I get an AC_CLOSE message?
> And do accs have their own environment? So that I do not need to know
> the loading path but can just load it form the dir it was started in.
>
> Any hints and tips are appreciated, be it in e-mail or on the net.
>
> Erlend.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2800. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 09:22:10 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <1svoc2$vau@obelix.uni-muenster.de>
Source record: 38501

In article 20631@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>In <1so50eEnpi@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>>The problem is, that it seems a little like a one way street to me, because
>>the desktop can drop icons in your windows, but not the other way round, at
>>the moment.
>
>Yes. We should take a look at the Gemini protokoll where --if I'm right--
>you can ask info about a window. Of course, when an icon is dragged ONTO
>a window of the desktop, it is still the other application that should do
>something, not the desktop. One solution could be that the body of the drag
>and drop message is four bytes that point to an address where the receiving
>application can store a pointer to the path that is connected to that window.
>
>So:
>
> Application: Send drag and drop to desktop.
>
> Desktop returns possible type of data it can receive: PPTR
> ('path pointer')
>
> Application: Send a reference to a char* and close the pipe.
>
> Desktop writes pointer to the path of the file window into the
> char*
>
>Obviously this needs improvement, because the char* is not ensured to remain
>valid for long enough.

There is another BIG problem with this kind of protocoll: under MiNT we have
now memory protection (at least on 68030 machines), so it is not so easy to
access someone elses memory; and when we get virtual memory, we can forget
completly those pointers, as they are no longer valid in another processes
context.
As far as I know does the drag & drop protocoll by atari the following:
the sender opens a pipe and sends an drag&drop request to the reciever,
which contains the name of the pipe; so the reciever can open the pipe and
try to communicate with the sender. This way there are absolutly no problems
with memory protection and virtual memory adresses.
Maybe atari decides to make the protocoll specs public accessible, so that
everybody knows exactly how to do it.

Ulrich

```
+---------------+---------------------------+-------------------------+
| Ulrich Kuehn | Internet: | Do they know that they |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? |
+---------------+---------------------------+-------------------------+
```

2801. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 10:34:24 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May14.113424@cs.bham.ac.uk>
Source record: 38502

Can someone please give a quick overview of how drag'n'drop is implemented? I think most of us are ingenious enough that if you said it was a combination of adding a new bit to the window attribute and then getting new GEM messages, we could work it out!

Is that what it is?

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | Thanks to all who voted for || || /_
Stoke On Trent | comp.sys.atari.advocacy! _/|| ||_/ |
ST7 8QQ England.| [Peace at last!] |_/ |_| _|/

2802. Re: Does AC_CLOSE clear resources?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 10:51:39 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737376525@rw8.urc.tue.nl>
Source record: 38503

julian@math.uni-muenster.de (Julian F. Reschke) writes:

>Wrong. Whenever you get the AC_CLOSE message, AES has wind_deleted your window.
>You will have to create a new one!

I know that, and that any memory that was allocated is freed (I don't use any mallocs in the acc.) But do resources also get wiped out? That is the question. The initial resource loading goes very well and the first opening of the acc also works now, but after having been closed re-opening fails. I do already create the window again, but the window size is determined from the size of the object in the resource and the resource gets messed up in some way, so the window gets zero size and is not displayed.

Erlend.

2803. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 10:59:52 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1svu38Ea89@uni-erlangen.de>
Source record: 38563

dxo@cs.bham.ac.uk (David Oakley) writes:

>Can someone please give a quick overview of how drag'n'drop is implemented? I
>think most of us are ingenious enough that if you said it was a combination of
>adding a new bit to the window attribute and then getting new GEM messages, we
>could work it out!

>Is that what it is?

No, it's far more complicated. There is a lot of code neccessary to do
this. Try to get the AES doc's from ATARI.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

2804. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 11:16:33 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <737378192.23413@minster.york.ac.uk>
Source record: 38506

In article <ersmithC6vBJA.8p2@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>Yes, you can drag icons to windows. If the program that owns the window
>accepts the icons (i.e. understands the drag and drop protocol) then
>everything is fine. If not, you get the "You can't drop icons on that window"
>alert.
>
>See the MultiTOS developer's documentation for a complete description of
>the drag and drop protocol.

I'm not a registered developer. Is there any way I can get hold of this
information?

>Eric Smith ersmith@netcom.com ersmith@atari.uucp

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

2805. Bcon* calls and MegaSTe (REPOST)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 11:50:49 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993May14.115049.28744@its.bt.co.uk>
Source record: 38507
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Having received no replies to the original message, I rechecked to find
an error in the headers. Here it is again with apologies who may have
unsuccessfully replied before.

I have been asked this question by a friend who has a MegaST. If you can help,
please reply by email so I may summarize for him (and for anyone else who asks).

The question is simply....

Are there extended handles for the Bcon* calls for using the extra
serial ports found on a MegaST? If so, what are they.

Thanks,
John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7TCP
+44 21 308 8892

2806. Re: Setscreen question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 17:24:29 UTC
From: randyh@sad.hp.com
Message-ID: <C711ot.B41@srgenprp.sr.hp.com>
Source record: 38504

Ok, I think I know how Setscreen() works. Found an old example.
It looks like Physbase() returns the address of the physical (duh)
screen. And I guess Logbase returns the address of the logical once
it's been created/reserved/malloc'd? The example I have uses a global
char buffer[32000] to reserve mem for the 2nd screen.

Here's what it looks like:

```
screen2 = (0xffff00 & (long)buffer) + 0x100;
```

My game starts but I only get flickering pixels on the last few scan lines
of the screen. Here is how I use Setscreen.

```
/* Get the address of the main. */
screen1 = Physbase();
/* Calculate the address of the 2nd screen. */
screen2 = (0xffff00 & (long)buffer) + 0x100;

****** this makes screen2 the logical screen, screen1 the physical.

which_scrn = 0;
Setscreen(screen2, screen1, -1);

****** now do my drawing and then swap the screens

/* draw some stuff to the logical screen */
...
...
/* update display: */
if (which_scrn == 0) {
Setscreen(screen1, screen2, -1);
which_scrn = 1;
}
else {
Setscreen(screen2, screen1, -1);
which_scrn = 0;
}

****** is this needed ?

Vsync();
```

Any help would be greatly appreciated.

Thanks, Randy Hosler

2807. Changing text/background colors?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 17:52:13 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993May14.105215.4591@arizona.edu>
Source record: 38505

Is there some way to change the default text/background colors from 1/0?
--without the vt52 commands--ie., the menu bar and all else. I'd like to
get rid of the white frame around the screen, but still have black text
on white background.

Thanks.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

2808. Re: Lattice C 5.52 STDARG.H bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 19:15:35 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May14.191535.26779@mnemosyne.cs.du.edu>
Source record: 38508

> interfacing C and assembler, sizeof(int) is 32bit, asm function is
> prototyped as (short, short), but it puts longs on the stack.

Yeah, the compiler is doing the right thing. While it isn't absolutely required by the ANSI standard, it is typical for a char or short argument to be widened to sizeof(int) before being placed on the stack. Some machines require this for proper stack alignment, some run faster when the stack stays aligned, and some don't require it but the compilers do it anyway. GNU C is in the latter category, and so is Lattice C unless the -aw command line switch is used to force passing of args at the defined size. (Hmmm, maybe it can be said that GNU/LC are in the second category. A TT or Falcon may run faster if the stack stays longword aligned. I wouldn't bet on it though.)

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2809. Re: Does AC_CLOSE clear resources?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 19:22:46 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May14.192246.27114@mnemosyne.cs.du.edu>
Source record: 38509

> resources in ACC

If you're going to load a resource for an accessory, your rsrc_load()
call should be right after your appl_init(), before your menu_register().
This is about the only way to g'tee that the memory GEM allocates for the
rsc file will belong to the desktop and not to some other application. If
you wait until you get an AC_OPEN to do your rsrc_load(), the memory it
loads into might belong to anyone.

The only real drawback to using RSC files in an ACC is that they eat some
extra memory, and if the user switches resolutions, that memory disappears
forever, due to the way GEM handles rez changes.

All of this info, BTW, is for TOS 1.x versions. I haven't used an
rsrc_load() in an acc for a long long time, so I dunno how it behaves on
newer TOS versions.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2810. Re: Screen Rez On F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 20:12:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1334@usdtsg.DaytonOH.NCR.COM>
Source record: 38514

In article <1srbkcINNdbl@news.u.washington.edu> neurom@u.washington.edu (Neuromancer) writes:
>
>Has anybody figured out a way to get programs that want ST resolutions to run
>in a window on the F030 640x480x256 screen? Perhaps tricking the App into
>thinking it's where it should be, then just placing it in one of those TOS
>windows? (No, I don't have one [YET!], but I've been reading things...)

Those programs make a certain call (getrez? - I can't remember) that
I believe returns a 1,2, or 3, depending on which ST resolution you're
in. You'd have to have a patch/TSR program to either intercept the
call and return the value you want (i.e. return the ST HIGH number,
no matter which res you're in), or assuming that the number is in
some memory location, you'd maybe have to plug in your chosen number
into that location being accessed.

I think this is probably one of the reasons that Arcshell, for instance,
will not run under ST LOW (even in a MonSTEr'd 640x400 ST LOW) - it's
probably checking for the ST MODE rather than the screen size. On the
same set of logic, I would say typical GEM-based programs (Pagestream,
Gemini, Connect, etc) would probably check out screen SIZE rather than MODE...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...if anyone does have such a program to "fake" a MODE number, PLEASE
tell me :-)

2811. High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-14 23:53:47 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <csak4B2w165w@sys6626.bison.mb.ca>
Source record: 38510

Does anyone know where I can get a copy of High Speed Pascal? How much

does it cost?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

2812. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-15 00:12:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.O23eQf&oE3k@semprini.tdkcs.waterloo.on.ca>
Source record: 38516
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1sm7b7$o2j@tamsun.tamu.edu>, Mark A Lehmann writes:
[...]
> When I begin work at IBM developement, I will have to sign a
> contract unconditionally giving then all of my intellectual property.
> I'm afraid that I will not be permitted to do any IBM un-authorized programming
> which leaves me unable to contribute to the Atari community. I think IBM
> is afraid that I'll give some piece of their PC operating systems AIX and
> maybe OS/2 away to MultiTOS.
[...]
> Is a statement like this to the UseNET a good enough copyright? I don't
> want to be unfair to IBM, but I would like to still work on these
> projects without having to worry about breaking the law. This is USA law.

I don't know about IBM and the US, but at NCR in Canada, I was able to
cross out parts of my contract that I didn't agree with. Specifically,
there was a clause that would've prevented me from working at my
profession for two years after stopping work for NCR. Personell had no
problem with that being stroked out.

You should discuss it with them though! It's not like anything to do
with the Atari platform could ever affect any of IBM's markets or
products...

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2813. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-15 00:54:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.txSXMGoKVzQ@semprini.tdkcs.waterloo.on.ca>
Source record: 38517

In <1993May11.104358@cs.bham.ac.uk>, David Oakley writes:
> Hi!
> Can it be done? I think it's certainly something that's needed in a
> multi-tasking system. When I tried it on one of my windows it replied "You can't
> drop icons on that window!" which makes me wonder if you can set a new window
> flag to allow icon drop events? Or am I dreaming?
>
> The current solution I have is a .PRG which accepts files and appl_writes a
> message event to the .ACC which then handles the input.

Gemini can do this; it writes the path/filename represented by the icon
into the Console window. ex, I have a manpager.ttp icon my desktop; if
I drag it into the Console window, Gemini writes g:\bin\manpager.ttp on
the command-line.

--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2814. Making this HD work

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-15 01:26:54 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C71o0v.B8E@mach1.wlu.ca>
Source record: 38524

Well i have a SUPRA 20 MEG DRIVE (Including box, and scsi adaptor) and i have taken out the 20 and put in a TOSHIBA MK 234 FB - I BUT the supra hd utilities though it recognizes the drive and controller it wont format it.. The drive utilities are v4.03

The problem seems to be that it tries to format larger then the drive is, The drive is 105meg and it says it can format it to 109.02 megs. It formats fine and then during the check there are 212,000 (well actually 212,xxx where i can't recall xxx) sectors and it formats fine until 207,000 then EVERY ONE is bad until it aborts.....

Can someone please help me as i really want to get this drive working (the drive was formated today by the guy who sold it and he said there were no bad sectors but he used an icd HA and software. The case i bought seperatly (and the Segate HA was in it.)

If would be grateful to any responces.....

Keith
a

2815. HSC v2.0 beta testers needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-15 01:41:18 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May15.014118.29277@mnemosyne.cs.du.edu>
Source record: 38512

I need a few beta testers for Heat and Serve C v2.0. The main difference in 2.0 over prior releases is that it allows long external names -- up to 21 characters. It also includes a completely new MAKE utility.

The beta releases of HSC do NOT include the INSTALL program, so to be a tester, you should be a current HSC v1.x user who already has a basic HSC installation in place on your system. (The beta release will come as a .LZH file with subdirs, which you just unpack yourself. But you already have to have GEMENV if you're a desktop user.)

The other requirement is that you be able to receive huge UUEncoded mail. I expect that the beta distribution file will be in the neighborhood of 700k or so.

I'll take the first dozen or so folks that reply to this message via email. Thanks!

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2816. ATW) Atari Transputer Workstation users wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-15 07:22:36 UTC
From: d91jn@efd.lth.se
Message-ID: <1993May15.072236.12193@lth.se>
Source record: 38513

I have a friend of mine who has got an Atari Transputer Workstation (ATW800) and
who wants to get in touch with other ATW users to exchange information about
this wonderfull computer.

--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

2817. Tape Drive Support

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-15 15:32:15 UTC
From: pauld@umbc.edu
Message-ID: <1t32dvlNNq47@umbc7.umbc.edu>
Source record: 38515

A while ago I remember there were some programs to support SCSI tape drives on the ST. Are there any new versions around? When I tried it before, the tape drive wouldn't work right.

What programs are available in the first place? Share/Free-ware please if possible.. I don't have alot of money for this kind of thing.. thanks!

Paul

2818. Having trouble with Laser C and TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-15 19:51:02 UTC
From: aa563@Freenet.carleton.ca
Message-ID: <C73352.LHo@freenet.carleton.ca>
Source record: 38518

Hi. I am running Laser C (Laser Shell V1.1) and recently upgraded my
TOS to 1.4. Now the system hangs whenever one of my C programs exits.
Even a simple "Hello World" program hangs. The programs also run correctly
from the desktop. Does anyone know anything about this?

I know I'm a little out of date on Laser C. I didn't get the upgrade
right away from the last notice they sent and that was the last I heard
from Megamax. They haven't responded to any of my letters.

I suppose I should also mention that I have an ICD host adapter with a
hard disk drive attached with a 60K disk cache and stuff like that. The
boot driver is v4.8.2. I don't know if this could affect anything or not.

If anyone can shed any light on this problem I would really appreciate
hearing from you. Developing programs has become a real pain.

- Owen -

2819. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-15 23:20:58 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May15.232058.3001@mnemosyne.cs.du.edu>
Source record: 38519
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> at NCR, I crossed out portions of my employment contract I didn't agree with

Boy, that was nice of them. In my last 9-5 type job, some years ago, AMS found out through the grapevine that I had an article published in Antic magazine while I was working there. The Big Boss called me on the carpet and pointed out that my contract said I couldn't publish anything, and I must never do it again. (They were concerned that proprietary things developed on their time might become the subejct of published books/articles.) I pointed out that it was an Atari-specific magazine, and I could hardly be publishing IBM-mainframe-specific company-related work in it, so obviously an exception was in order. He said there were no exceptions for any reason. So I quit, right there on the spot. (I was really lucky that I had just found out I had gotten a contract working for Jim Kent/Autodesk the prior day. I had been planning on quitting anyway, but it was fun letting him believe it was because he was such an ass.)

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2820. Making this HD work

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-16 00:12:15 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <C73F8F.3nM@mach1.wlu.ca>
Source record: 38529

If i remember right supra has a bbs where you can download their latest hard drive software. Can someone please leave me the number.

Keith

2821. Info-ZIP/Pack-Ice Decompression Source - Where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-16 08:21:14 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.eAwimC5&gKc@elfhaven.ersys.edmonton.ab.ca>
Source record: 38530

Hi!

I would like to add the ability to read compressed text files to one of my programs (MasterBrowse). I was told by an Internet user that there was "C" source code available that showed how to read a text file compressed by Info-ZIP (which I hope is the same thing as ST-Zip). I am also looking for (again) "C" source code for the Pack-Ice format.

Am I living in a dream world, or are these things around?

Please reply by E-Mail - I will summarize to the network if I get any replies.

--
Regards,

() - - -

2822. Brainstorm DSP developments

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-16 08:22:19 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930516081816_73110.713_FHG35-1@CompuServe.COM>
Source record: 38520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This information about Brainstorm's DSP developments for the
Atari Falcon comes from a recent FAQ file in comp.graphics and
it reports that they are steadily improving their MPEG decoder.

Since they are getting over 10 frames per sec in the 320x200
16-bit color mode, I would guess that the Falcon is capable
of decoding at 30 frames/sec in a 16-bit color quarter-screen
window *with* high-quality stereo sound? Maybe we should all
chip in $20 to help Brainstorm out with their DSP software
developments....agreed?

III.7 | ATARI

From 72241.405@compuserve.com Tue Apr 13 17:56:15 1993
Date: 13 Apr 93 10:40:34 EDT
From: Brainstorm <72241.405@compuserve.com>

Bonjour!,

For technical points about our MPEG decoder: It's a SOFTWARE ONLY decoder,
currently running on any ATARI FALCON computers (not on the TT, because
it uses the MOTOROLA DSP56001).

Video output modes:

- B/W, using a 4x4 bayer dithering matrix.
- 4 greyscales, using a 4x4 bayer dithering matrix.
- 16 greyscales, using a 2x2 bayer dithering matrix.
- ATARI 15 bits true color (no dithering).
We have to write the 256 colors and the 24 bits true color modes.

Decoder's MPEG compatibility:

It currently only handles I Frames. We have found some MPEG files with P
and B frames, so it shouldn't a problem to implement P and B decompression.
We don't handle MPEG sound, because it's currently impossible to find MPEG
fileswith MPEG sound. The only card which seems to encode MPEG sound is
from Optibase, and I ask them to give us a MPEG file with sound, but there
were not very 'interested' in helping us...

Decoder speed:

It depends a lot of the MPEG file and display mode. Here are some benchmark
with 4 known MPEG files:

File Size (Bytes) Time (Frames/Sec) Video Mode

F16.MPG 94959 12.15 320x200, 4 Col. (TV)
F16.MPG 11.25 320x200, 16 Col. (TV)
F16.MPG 9.10 320x200, T.C. (TV)

MJACKSON.MPG 724567 13.82 320x200, 4 Col. (TV)
MJACKSON.MPG 13.19 320x200, 16 Col. (TV)
MJACKSON.MPG 10.40 320x200, T.C. (TV)

ROM.MPG 250937 9.25 320x200, 4 Col. (TV)
ROM.MPG 8.81 320x200, 16 Col. (TV)
ROM.MPG 8.02 320x200, T.C. (TV)

TAHITI.MPG 303547 11.87 320x200, 4 Col. (TV)
TAHITI.MPG 11.28 320x200, 16 Col. (TV)
TAHITI.MPG 9.45 320x200, T.C. (TV)

Decoder Size:

Currently, it's about 22Kb. P and B frames management shouldn't take more than 10Kb.

Next Changes:

1: Speed: We expect to be 2 Frames/Sec faster in true color mode, and 1 Frame/Sec faster in other modes.

2: P and B frames compatibility.

Decoder's Availability:

Brainstorm is a small company, dedicated in writing software. We don't want to sell the MPEG decoder by ourself. That's why we are currently looking for a company interested in buying and distributing it. So, I can't tell you when it will be available, and what will be it's price.

Brainstorm:
19 bis, rue de Cotte
75012 Paris FRANCE
tel +(331) 44670809
fax +(331) 44670811

We can be reached at:
- 72241.405@COMPUSERVE.COM
or, maybe,
- laurent.chemla@f200.n320.z2.fidonet ??? (we didn't test it)

Date: 29 Apr 93 10:50:06 EDT
From: Brainstorm <72241.405@compuserve.com>

Brainstorm MPEG changes:

Things are moving a lot! Last days, we have been working on speed improvements on our MPEG decoder. Here are the new benchmarks:

File Size (Bytes) Av. Time (Frames/Sec) Video Mode

BIRDISBA.MPG 502473 15.24 320x200, 4 Col. (TV)
BIRDISBA.MPG 14.75 320x200, 16 Col. (TV)
BIRDISBA.MPG 11.51 320x200, T.C. (TV)

[stuff deleted]

The decoder is now 32 Kb.

As you can see, the speed depends a lot of the screen resolution. There are two main reasons:

1 - The Falcon video chip is connected to the MC68030 bus. It means that the video ram can be everywhere on the falcon RAM (on a PC, the video ram is on the video card). So, if you are using your computer on a nice video mode (i.e. true color), a lot of bus bandwidth is used by the video chip, and the 68030 is slower.

2 - In true color mode, the MPEG movie is displayed in color, and we perform 6 8x8 DCTs, and the colorspace conversion. In greyscale mode, we only perform 4 8x8 DCTs, and there is no colorspace conversion (we use the Y channel).

One of our biggest problem in this decoder is that the Falcon is a '2 chips' computer: the MC68030 at 16 MHz, and the DSP56001 at 32 MHz. We are using both chips (the MC68030 for the Huffman decoder, the DSP56001 for everything else). The speed of the decoder is the speed of the slowest chip. Till last week, the slowest was the MC68030, but we have improved a lot the Huffman decoder. So, the bottleneck is now the DSP56001. Our next big job is the DSP code improvement.

Best regards, Raphael (Brainstorm)

2823. Falcon demos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-16 08:37:10 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930516083350_73110.713_FHG35-1@CompuServe.COM>
Source record: 38521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone try out these new demos for the Atari Falcon? It would
would be interesting to hear some of the technical details
involving these demos.

****
Number: 28721 Name: SPEEDER.ZIP
Address: L.SMITH70 Date: 930513
Approximate # of bytes: 163584
Number of Accesses: 14 Library: 4

Description:
A VERY nice graphics demo for the Falcon that features better-than-Super
NES scaling. The demo flies you over texture mapped terrain. Looks
GREAT!

Keywords:
falcon030,supernes,snes,scaling,demo,graphics,texture,map,fly,realtime
---

****
Number: 28719 Name: FRCFLIGH.ZIP
Address: N.KOWALEWSKI Date: 930513
Approximate # of bytes: 31360
Number of Accesses: 37 Library: 10

Description:
This is an outstanding and impressive demo for the power-of-two-hearts
on Ataris new Falcon030 computer, the first consumer level machine with
on-board Digital-Signal-Processor. Combining the 32 Mhz Motorola DSP56k
with an MC68030 CPU, this demo does a real-time mostly 25 frames per second
zooming flight through a fractal. There are three flights in ths archive.
Every flight has about 1000 frames.

This has been done by Photon of Lazer/Independant, a german demo crew.
Have fun.

Keywords: Falcon030, DSP, fractal, realtime, demo, power

2824. Nova graphics card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-16 08:42:07 UTC
From: 73110.713@CompuServe.COM
Message-ID: <930516083832_73110.713_FHG35-2@CompuServe.COM>
Source record: 38522
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Lexicor is taking orders for these graphics cards at the end of
this month. It looks like a lot of Atari owners will be able
to rejuvenate their systems with the Nova! (Anyone in Europe
have experience with the it?)

<==>
LEXICOR SOFTWARE PRESENTS:

The NOVA Graphics Card.
<====================================>
Hi

It's me again Yat Siu from Lexicor Software Europe. I have a happy
announcement to make!

Lexicor Software is glad to announce that they have acquired distribution
rights to the NOVA Card. The Nova Card comes in essentially 5 different
versions. Lexicor Software Products that run on the NOVA Card are:

XENOMORPH-3D/PHOENIX (works 100%) all functions

Cyber Colour (works 100%) all functions

Prism Paint (works 100%) v.1.1, 1.5 and the soon to be released 2.0

CHRONOS-3D Newest Version (works 100%) You can even RENDER in any rez at 8bit

GENESIS (works 100%)

Render 24 (works 100%)

Utility Disk (?) I haven't checked all the utilities but nearly ALL
appear to work.

And since it has an own VDI Driver, most Atari Applications that are
written cleanly should work just fine. Now to the availability and the
prices, Lexicor users get a special price as I understand and for those
who buy our Software bundled, they too will get a special price. I have
listed them into Lexicor and Non Lexicor and listed the price respectively
below. I hope the formatting works now! :)

Type of NOVA Card Prices:LEXICOR User Prices:NON-LEXICOR
Description of CARD:

NOVA Mega 32K 300 U$D 360 U$D

32,768 Colors for
any Mega ST BUS

Nova Mega 16M 400 U$D 490 U$D

16,7 Million Colors
for your Mega ST BUS

Nova VME 32K 429 U$D 560 U$D

32,768 Colors for any
Mega STE or TT VME

Nova VME 16M 529 U$D 699 U$D

16,7 Million Colors for
any Mega STE or TT VME

Super NOVA 999 U$D 1199 U$D

Excellence and brilliance!
Requires a VME Bus Mega STE or TT

If you own an ST or a regular STE (eg.1040, 520) then with a special adaptor you can connect the Mega BUS versions on your ST, STE. Price of the adaptor however is to date not known.

Transport is not included, add another 30-40 dollars depending on how quick you wish to have a delivery.

Prices are Subject to possible change but unlikely.

To the specs of the Card now:
All the NOVA Cards, 16M, 32k VME or Mega BUS have this in common:

1.Max Pixeltakt: 90 Mhz

2.Video RAM 1 Megabyte

3.Ramtype DRAM

4.Have Virtual Resolutions

5.Automatic Rez Switch

6.Upgrade Possibility

7.VDI for its Colors (16M have 24bit VDI, 32k have 32K VDI)

8.All have a Videomode Generator

9.All go upto 1024*768 in 72Hz in 2/16/256 Colors

The Max rez in 16,7 Million colors for the 16M VME is 640*480 and the MegaBUS is 640*400.

The Max rez for BUS version is 1024*768 and for VME version is 1088*832 at 70 Hz.

The Max rez at 32k colors for BUS version is 768*512 and VME version is 800*600.

The SUPERNOVA is a dream Card for a dream Price!!!

Max Mhz is 135 MHZ with 16,7 Million colors at 800*600, 32k colors at 1024* 768, Absolute Max at 256 Colors max is 1280 * 1024. Ram type is VRAM unlike the NOVA standard DRAM and has 2 Megabytes of VRAM. It has everything that regular NOVA's have AND has a hardware speedup, making it even quicker!

Naturally, Virtual Resolutions possible!

This is a very, very fine card and is to my knowledge the cheapest available Graphics Card for your Atari. The Crazy Dots which we so promoted before is still a fine card, but proved to be less compatible than the NOVA making for Lexicor Software the NOVA Card be the preferred choice.

Please, as this is a service of Lexicor Europe which needs to import and may run out of stock, consider a maximum delivery time of 6 weeks, depending on your preferred choice of delivery (Ground, Air, UPS or FEDEX?!).

We will have stock, and it should not take so long....I am only being careful! :)

Yat Siu

From: Lee Seiler

Just a few additional comments,

In addition: as a special gift to all our Lexicor software customers Lexicor will be offering a "NOVA-Chronos Private-Stock" bundle which will include all updates for all Lexicor products which run on the NOVA. With the NOVA you can do complete animations from start to finish. This offer will extend to the Phoenix with a special NOVA Phoenix/.ANM update when it is ready.

This offer means that for as little as $529 (plus shipping etc.) you can upgrade your ST/TT system and begin creating full 24 bit animations. It is a plug and play combination you can't beat at any price any were else.

If you want to ensure full compatability of you existing or new Phase-4 software be sure to check here before making a decision on purchasing a graphics card.

LEXICOR SOFTWARE CORPORATION
1726 Francisco ST.
Berkeley, CA 94703

Phone: 510-848-7621
FAX: 510-848-7613

2825. Re: Nova graphics card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-16 14:56:00 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.218.737564160@dhhalden.no>
Source record: 38525
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For those of you wondering what drives the Nova cards, these are PC Clown cards with an interface card to the Atari (I spoke to tms about this on CeBIT). The SuperNova thingie is in reality an ATI Graphics Ultra card. Go check out a Clown reseller for the approximate performance of these cards.

Ain't that right, Doc?

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2826. Monoterm on STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-16 22:58:54 UTC
From: dunham@src.honeywell.com
Message-ID: <1993May16.225854.23076@src.honeywell.com>
Source record: 38526

I just tried the monSTEr big screen emulator, and liked seeing Cubase operate in the new virtual space.. Is it possible to actually use a Monoterm or other large screen monitor on a 1040 STE, or is this reserved for Mega's only?

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

2827. sound and hertz and novice's question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-16 23:26:48 UTC
From: zand0741@ee.uwm.edu
Message-ID: <1t6ijoINNank@uwm.edu>
Source record: 38527

Hello all,

I've read the three FAQ's, excuse me if I missed this one.
Could someone explain or point me in the right direction about the
Hertz frequency thingamajig about monitors? Specifically, if I run
software written from another country must I alter the frequency my
monitor runs at? I've heard that in America they run at 60Hrtz as
apposed to 50Hrtz in Europe, or something like that. The reason I
ask is that a shareware game program I have from Europe is well
written except for the sound which just doesn't sound right (very
course and metallic) I don't think anything is wrong with my ST or
Atari SC1224 monitor. Any comments? Help?

Thanks,
Douglas Zander

2828. Re: Nova graphics card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 01:14:32 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC75Cs8.9zy@netcom.com>
Source record: 38528
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jonal.218.737564160@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>For those of you wondering what drives the Nova cards, these are PC Clown
>cards with an interface card to the Atari (I spoke to tms about this on
>CeBIT). The SuperNova thingie is in reality an ATI Graphics Ultra card. Go
>check out a Clown reseller for the approximate performance of these cards.

Hmm, interesting...

How good is the VDI that they've developed?

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2829. -> Atari in Japan <-

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 07:41:38 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.737624498@sakura>
Source record: 38531

[No readable article body recovered]

2830. Mega STE powersupply defunct in Japan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 07:49:26 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.737624966@sakura>
Source record: 38533

[No readable article body recovered]

2831. Re: Falcon demos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 08:41:27 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <1993May17.084127.11568@email.tuwien.ac.at>
Source record: 38532
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <930516083350_73110.713_FHG35-1@CompuServe.COM> 73110.713@CompuServe.COM (Allen Goreski) writes:

[...]

> Description:
> This is an outstanding and impressive demo for the power-of-two-hearts
> on Ataris new Falcon030 computer, the first consumer level machine with
> on-board Digital-Signal-Processor. Combining the 32 Mhz Motorola DSP56k
> with an MC68030 CPU, this demo does a real-time mostly 25 frames per second
> zooming flight through a fractal. There are three flights in ths archive.
> Every flight has about 1000 frames.

> This has been done by Photon of Lazer/Independant, a german demo crew.
> Have fun.

I beg your pardon???? Lazer are an *AUSTRIAN* demo crew! ;-)

(I just had to say that...)

-MY

2832. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 09:43:20 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993May17.094320.28682@cs.ruu.nl>
Source record: 38534

In <1svoc2$vau@obelix.uni-muenster.de> kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:

>There is another BIG problem with this kind of protocoll: under MiNT we have
>now memory protection (at least on 68030 machines), so it is not so easy to
>access someone elses memory; and when we get virtual memory, we can forget
>completly those pointers, as they are no longer valid in another processes
>context.

I'll be damned. I should have thought of that. Blasted memory protection...
Well, then we'll have to Fcreate some shared memory, won't we? And all this
to drop a few files on a desktop window... Maybe stick to the VA protocol
instead? We'll just have to wait for multi-gemini to come out...

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2833. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 12:22:47 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May17.132247@cs.bham.ac.uk>
Source record: 38535

A previous writer (thanks!) gave a hint at the solution. I've done some work on it and so maybe with a concerted effort we can work it out ourselves:

1. User drops icon onto window.

2. Window recieves GEM Message 63 (0x3F). msg[7]'s high byte-low byte combination will be ASCII 'AB' or something similar.

3. By now there is a pipe called 'U:\PIPE\DRAGDROP.AB' (note A B!).

4. Pipe exists for .5 seconds when alert appears on screen and operation gets aborted.

But I can't get stuff out of the pipe by fopen (the C call not GEMDOS) and fgetchar(h)-ing from it. It's just empty. Do you have to reply to the Message 63?

Come on, we can work this out! Note that miniwin.app copes with it!

Good luck!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Mastricht treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

2834. Mega STE powersupply defunct in Japan!? HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 12:40:55 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.737642455@sakura>
Source record: 38537

Hi there--

received my brandnew Mega STE4 from Germany yesterday.
Plugged it, switched it on and - NOTHING.
Not with 110 V, not with 220 V (I used a transformer).

So I took out the powersupply and found:
With 110 V the fan spins discontinuously, the DC outputs
are also not constant. With 220 V the fan spins more
continuously but still the outputs are impulses.
According to the technical specs. printed on the
powersupply it should take 100 to 240 V, 50 to 60 Hz so I
guess, the powersupply is broken. Do you agree? Or am I
just stupid?

Any hint, also on user contacts or workshops wich can
repair Atari are highly welcome.

If you want to make a very unhappy man a little less
unhappy, mail any idea to:

Christian Goltz
Internet: goltz@epdpri1.dpri.kyoto-u.ac.jp

2835. Falcon Video Registers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 13:23:24 UTC
From: mdg@ukc.ac.uk
Message-ID: <7245@falcon.ukc.ac.uk>
Source record: 38536
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some falcon hardware registers....

```
-------+-----+-------------------------------------------+----------
###############Falcon030 VIDEL Video Controller ###########
-------+-----+-------------------------------------------+----------
$FF8210|word |VWRAP |R/W (F030)
$FF8266|word |SPSHIFT |R/W (F030)
$FF8282|word |HHT |R/W (F030)
$FF8284|word |HBB |R/W (F030)
$FF8286|word |HBE |R/W (F030)
$FF8288|word |HDB |R/W (F030)
$FF828A|word |HDE |R/W (F030)
$FF828C|word |HSS |R/W (F030)
$FF828E|word |HFS |R/W (F030)
$FF8290|word |HEE |R/W (F030)
$FF82A2|word |VFT |R/W (F030)
$FF82A4|word |VBB |R/W (F030)
$FF82A6|word |VBE |R/W (F030)
$FF82A8|word |VDB |R/W (F030)
$FF82AA|word |VDE |R/W (F030)
$FF82AC|word |VSS |R/W (F030)
$FF82C0|word |VCO |R/W (F030)
```

This is SPOOKY, these register names are almost identical to the register names
in the Archimedes VIDC video controller, so is VIDEL made by VLSI???
So here are some possible register meanings :

HBB - Horizontal Border Begin
HBE - Horizontal Border End
HDB - Horizontal Display Begin
HDE - Horizontal Border End

VBB - Vertical Border Begin
VBE - Vertical Border End
VDB - Vertical Display Begin
VDE - Vertical Border End
VCO - Control Register(??)

Which basically means the Falcon VIDEL video controller is VERY flexible.

Griff.

2836. Re: GCC / MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 15:00:48 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May17.150048.428@gumby.cc.wmich.edu>
Source record: 38538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1sm7b7$o2j@tamsun.tamu.edu> lehmann@cs.tamu.edu (Mark A Lehmann) writes:
>
> When I begin work at IBM developement, I will have to sign a
> contract unconditionally giving then all of my intellectual property.

First comment is that all contracts are negotiable. No matter who you deal with in life, they'll always try to shove a piece of paper in front of your face and tell you that you have to sign it "as is" because it's the standard document. Bologna. The contract is a starting place, which lists everything they'd *like* to get. You need to strike out those things you're not willing to give, and add those additional items you want.

> I'm afraid that I will not be permitted to do any IBM un-authorized
> programming.

This seems strange. I can't say with 100% certainty, but it seems to me that I've seen programs floating around the PC freeware/shareware arena that were contributed by IBM employees?

> Does anyone know how to copyright ideas for software before going to work for
> a large corporation. I don't want to make any money off of this software,

You can't copyright ideas.

> ...list of projects/ideas deleted...

> Is a statement like this to the UseNET a good enough copyright? I don't
> want to be unfair to IBM, but I would like to still work on these
> projects without having to worry about breaking the law. This is USA law.

No, but if you include this section as an addendum to the contract with the stipulation that it be incorporated by reference you will protect your interests.

As a side note, I can't predict how the particular division of IBM that you're dealing with will react to such revisions, but if I were an employer it would indicate to me that you had read the contract, considered its ramifications, and were attempting to deal in good faith (rather than just saying "yeah, sure" with no intention of complying). They, on the other hand, may attempt to browbeat you. Who knows?

I guess at this point I should mention that I am not an attorney, nor do I play one on TV. The above should not be construed as legal advice, simply a personal observation. If you want to be sure of yourself, you should consult with an attorney. Especially when you're dealing with

IBM (who has *lots* of attorneys).

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2837. Re: High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 15:13:27 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May17.151327.706@gumby.cc.wmich.edu>
Source record: 38539

In article <csak4B2w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:
>
> Does anyone know where I can get a copy of High Speed Pascal? How much
> does it cost?

High Speed Pascal lists for $170. Off the top of my head, Toad has it for $119, and Joppa for $114. If you have any other HiSoft or Oregon Research products, you should be getting a mailing from them (ORA) with a HSP special offer for $99.

It's an excellent package, and well worth the money for us die-hard Pascal programmers. I've been using it for over a year with good results. Andrzej Wrotniak has been saying nice things about it in Current Notes.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2838. Re: Having trouble with Laser C and TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 16:48:57 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <C76K22.HGq@cbnewse.cb.att.com>
Source record: 38541

In article <C73352.LHo@freenet.carleton.ca> aa563@Freenet.carleton.ca (Owen Lawrence) writes:
>
> Hi. I am running Laser C (Laser Shell V1.1) and recently upgraded my
>TOS to 1.4. Now the system hangs whenever one of my C programs exits.
>Even a simple "Hello World" program hangs. The programs also run correctly
>from the desktop. Does anyone know anything about this?

I went through the same upgrade myself. I had to contact a new company (don't have name with me but will get it tonight) and there was a person there who still "supports" Laser C and he sent me a new disk with an upgraded version on it. Post me and I will send you the details.
Wayne

2839. getmode() register

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 19:26:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1336@usdtsg.DaytonOH.NCR.COM>
Source record: 38542

I'm not sure if I've got the right function, but I have a question
regarding the getmode(?) function (the function that returns either
a 1,2 or 3 depending on whether you're in ST Low, Medium, or Hi res).

My questions are

- how or where does the function get this number from?
- is there a particular hardware address that this number is
placed in (this I would doubt, considering all the different types
of ST hardware, etc)
- is there a global variable pointing to this value?
(in particular, is there a way to PUT a value into that
register/memory location?). Any help or sample code would
be appreciated. Thanks...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2840. Re: Setscreen question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-17 22:21:09 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <1t934l$jfj@binkley.cs.mcgill.ca>
Source record: 38543

In article <C711ot.B41@srgenprp.sr.hp.com> randyh@sad.hp.com (Randy Hosler) writes:
>Ok, I think I know how Setscreen() works. Found an old example.
>It looks like Physbase() returns the address of the physical (duh)
>screen. And I guess Logbase returns the address of the logical once
>it's been created/reserved/malloc'd? The example I have uses a global
>char buffer[32000] to reserve mem for the 2nd screen.
>

So far so good ...

>Here's what it looks like:
>
> screen2 = (0xffff00 & (long)buffer) + 0x100;
>

Oops, wait there ! If you reserve 32000 bytes, and you align them to 256
byte boundary, you go off your allocate space. Reserve 32256 bytes.
The flickering pixels are because the space you use as screen overlaps
slightly with what is located right after it.

>My game starts but I only get flickering pixels on the last few scan lines
>of the screen. Here is how I use Setscreen.
>

[code deleted ...]

Good ! well, at least, if it's not then that makes two of us ! ;-)

>****** is this needed ?
>
> Vsync();
>

Nope. Setscreen will set things up to be changed at the next VBL only (So
doing the equivalent of a Vsync for you)

Patrick.

2841. LK201 Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 00:34:45 UTC
From: lannie@iowegia.dsm.ia.us
Message-ID: <mgZP4B1w165w@iowegia.dsm.ia.us>
Source record: 38545

I recently downloaded a file called DECKY from the Hyperion
archive. I tried the project and I failed. Actually, I didnt
fail the program that came with it failed. It shows how to hook
up a DEC LK201 keyboard to the RS 232 port and run a small program
to change the interupt from the regular keyboard to the external
one. When I run his program the system crashes. His address
fails, thus I have no clue what to do from here. If anyone has
tried this and it works, let me know. My address is:
Lannie@Iowegia.DSM.IA.us. Thanks for any help I can get.

2842. Re: Mega STE powersupply defunct in Japan!? HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 04:14:41 UTC
From: nisimura@sran233.sra.co.jp
Message-ID: <C77Fsw.IM8@sranhd.sra.co.jp>
Source record: 38546

In article <h54118.737642455@sakura> Christian Goltz writes;

> received my brandnew Mega STE4 from Germany yesterday.
> Plugged it, switched it on and - NOTHING.
> Not with 110 V, not with 220 V (I used a transformer).
> ...
> powersupply it should take 100 to 240 V, 50 to 60 Hz so I
> guess, the powersupply is broken. Do you agree? Or am I
> just stupid?

I have two old sets of 1040STf+SM124, for US market, not for Japanese.
Both of them are working correctly without any transformers. I'm in Tokyo,
100V/50Hz area.

You might reach Atari Japan, because they seem to have an office, however,
it's almost impossible to get field service by ATARI dealers (hardly to find)
Seeking good music instrument shops may help you.

Tohru Nishimura
nisimura@sra.co.jp

2843. XHDI specification, version 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 09:25:59 UTC
From: julian@math.uni-muenster.de
Message-ID: <1taa37$fp1@obelix.uni-muenster.de>
Source record: 38547

I just released version 1.10 of the XHDI specification (see below for details).
It's available from ftp.uni-muenster.de in public/atari/Docs/xhdi-110.zoo.
Currently, XHDI is supported by the harddisk drivers HDDRIVER and HuSHI, and
several tools (disk tools, virtual memory) and applications.

@(#)XHDI/intro.eng
@(#)Julian F. Reschke, 18. Mai 1993

The purpose of the XHDI (`eXtended HardDisk Interface') specification is
to enhance the communication with drivers for block oriented mass
storage media. We started with the thought to create a uniform interface
for some additional driver features. One goal was to create a standard
method for virtual memory systems to lock the eject button of Syquest
harddisk drives (you don't want the user to remove the cartridge with
the swap partition).

After further discussion, it was clear that the information available
via the PUN_INFO structure just wasn't enough and that the missing
information should be available with the help of this XHDI
specification. Reasons:

- the PUN_INFO structure only has room for 16 devices, but BIOS (and
some GEMDOS replacements) allow 32 devices

- it is impossible to install more than one AHDI compatible harddisk
driver in the system (there is only one PUN_INFO structure).

- Atari's definition of device numbers only works for drives with
Logical Unit Number 0.

For these reasons, the purpose of the XHDI specification (version 1.10) is:

- to provide more information about the installed devices

- to support new driver features like Stop/Start or Lock/Unlock.

The XHDI specification doesn't define new driver features -- it should
be easy to retrofit it into existing drivers.

For questions and suggestions, ask:

Julian F. Reschke
Hensenstrasse 142
D-48161 Muenster

email: jr@ms.maus.de, julian@math.uni-muenster.de

People involved in this specification ([eMail address], (product
name/company))

Stefan Baucke [Stephan_Baucke@ac.maus.de]
Michael Bernards [Michael_Bernards@k2.maus.de] (Rufus, Creativ/Color Concept)
Claus Brod [Claus_Brod@bb.maus.de] (Scheibenkleister, Maxon)
Stefan Eissing [Stefan_Eissing@st.maus.de] (Gemini)
Alexander Herzlinger [herzling@rhrk.uni-kl.de] (VRAM, OverScan)
Johannes Hill [Johannes_Hill@mz.maus.de] (TempleMon)
Karsten Isakovic [Karsten_Isakovic@b.maus.de] (SysMon, OverScan)
Hans-Dieter Jankowski [Hans-Dieter_Jankowki@un.maus.de] (HuSHI, Hard & Soft)
Laurenz Pr��ner [Laurenz_Pruessner@b.maus.de]
Julian Reschke [jr@ms.maus.de] (SCSI-Tool, Hard & Soft)
Hansi Richstein [Hansi_Richstein@ac3.maus.de] (Kobold, Kaktus)
Uwe Seimet [seimet@rhrk.uni-kl.de] (Diskus, CCD)
Eric Smith [ersmith@netcom.com] (MiNT)
Dirk Steins [Dirk_Steins@k2.maus.de] (ProStream, Protar)

```
New in XHDI 1.10
----------------

- IDE specific documentation completed
- new functions to support non-GEMDOS filesystems

---
------------------------------------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de
------------------------------------------------------------------------------
```

2844. Calamus Outline

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 10:02:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tac7dINNdpf@golem.wcc.govt.nz>
Source record: 38548
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

CALAMUS OUTLINE

Please Help...!!

Is Calamus Outline Art a stand alone program, or must it be used
in conjunction with Calamus..??

Thanks....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2845. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 10:29:16 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bf8ad76@Kralizec.fido.zeta.org.au>
Source record: 38490

Original to: ilaskey@cix.compulink.co.uk
In a message of <11 May 1993 23:25:>, ilaskey@cix.compulink.co.uk
(3:713/602) writes:

>> Where's Works ?
i> rejected by Atari UK as too buggy at the moment.

Ha! Obviously they seem to have found something ... anyone know what it is?
For what it's worth, there are a number of Works users here that have
already produced hundreds of pages of top-quality output with it - I asked
every single one 'has it broken yet?' and from every one I've had this look
of disgust as if to ask why was I asking such a stupid question. 'Of course
not' is all they have had to say on the matter. So, I'm curious. These are
people who refuse to use MSword or WordPerfect on the PC because it is too
unreliable. Their only complaint so far is the lack of style sheets or an
equivalent...

i> ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2846. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 10:39:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bf8af9f@Kralizec.fido.zeta.org.au>
Source record: 38342

Original to: Craig.Graham@newcastle.ac.uk
In a message of <12 May 1993 14:19:>, Craig.Graham@newcastle.ac.uk
(3:713/602) writes:

>> The prices are only applicable if you want to use MultiTOS or Speedo on
>> TT or ST, not Falcon. Current Falcons come with both MultiTOS and
>> Speedo.
C>
C> Look, I'm getting real pissed at this, I HAVE A FALCON. I got my current
C> one 3 weeks ago.
C> It came with NO multiTOS - NO SpeedoGDOS - NO mention that I might get
C> them free at a
C> later date. THIS is why I'm annoyed. AND it keeps bloody breaking down
C> !!!!!!

Umm, dunno if things are the same the other side of the pond, but here in
Oz, you'd be entitled to a replacement unit, rather than a fob-off repair
job if it failed that soon. Who did you buy it from? Why isn't it there
being fixed (or replaced) now?

For that matter, what reason do they give for not supplying Speedo and
Works?
C> Really.....
C>
C> PS. Sorry, my posts are usually much nicer than this, but the whole of
C> this stream is getting me down major league.

Funny 'bout that 8(Seriously though, it's not you that should be getting
down, it should be the sales rep you bought it from. _He_ should be having
nightmares about you. If he's not, you're not trying hard enough 8)

C> Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk

Remember, fate helps those who help themselves.
\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2847. Re: AT-Bus Card on 1040 STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 10:44:12 UTC
From: michael.smith@f842.n800.z3.fido.zeta.org.au
Message-ID: <3_800_8422bf8b09a@Kralizec.fido.zeta.org.au>
Source record: 38341

Original to: julian@math.uni-muenster.de
In a message of <13 May 1993 09:14:>, julian@math.uni-muenster.de
(3:713/602) writes:

>> I want to install a AT-Bus-drive on my 1040 STE. I heard that it is
>> possible if I use the AT-Bus-Card from H&S. Can I use this card on my
1040
>> STE?
>> Lars.Goehler@Mathematik.TU-Chemnitz.de
j>
j> No. There's no card for the STE (yet).

Okay - I faxed H&S a while ago and got no response at all (which
disappointed me quite a lot).

Can you (or anyone else) tell me which machines the IDE card(s) will fit in?
And if one purchases the card without the 2.06 roms does one still get the
software? (Obviously german 2.06 is not very useful here). There are quite
a number (>10) of people here that want the cards, as well as at least one
dealer who reckons he could sell quite a few of them.

j> -- Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st:
D-

So please, come to the party with some information!

\`miff` /|\

--- ScanMail 0.68 X0501
* Origin: That Which Is Not, ST in SA. 61-8-276-4415 (3:800/842)

2848. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 13:01:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.3wtiRSqBntM@semprini.tdkcs.waterloo.on.ca>
Source record: 38560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993May13.104607.19610@cs.ruu.nl>, Annius Groenink writes:
> In <1993May12.085253.12443@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>
> >moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:
> >>Has anyone ported MiNT so that it runs unde unix ?
> >
> >Where is the sense in running MiNT under Unix?
>
> Well I guess somewhere close to the sense in running MiNT on a Mac !?

That one makes sense to me... the only way to get pre-emptive multitasking
on the Mac!
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2849. Re: Changing text/background colors?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 13:05:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C784D7.MHu@cs.bham.ac.uk>
Source record: 38549

```
In article <1993May14.105215.4591@arizona.edu> paul@jupiter.ame.arizona.edu writes:
>Is there some way to change the default text/background colors from 1/0?
>--without the vt52 commands--ie., the menu bar and all else. I'd like to
>get rid of the white frame around the screen, but still have black text
>on white background.
>

2 solutions:

1) invert the colour palette from the control panel

2) modify the AES' text colours in a small DA or somesuch:

appl_init();
aesh = graf_handle(&j, &j, &j, &j);
vst_color(aesh, WHITE);
vsf_color(aesh, BLACK); /* This may not work the way you want */
appl_exit();

--Chris
```

2850. Re: Setscreen question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 13:20:56 UTC
From: klassa@aurs01.UUCP
Message-ID: <63159@aurs01.UUCP>
Source record: 38550

In article <1t934l$jfj@binkley.cs.mcgill.ca> Patrick BETREMIEUX writes:

>>****** is this needed ?
>>
>> Vsync();
>>
>Nope. Setscreen will set things up to be changed at the next VBL only (So
>doing the equivalent of a Vsync for you)

I thought that Setscreen only changed the pointers, but didn't actually
wait for the VBL... As a result, if you do the Setscreen but don't also
do a Vsync, you might be writing over some memory that you don't want to
be writing over (like the current screen memory) until the next VBL.

Maybe I've got this backwards... I think you need the Vsync, though.

John
--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

2851. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 13:47:47 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993May18.134747.18542@cs.ruu.nl>
Source record: 38551

In <1993May17.132247@cs.bham.ac.uk> dxo@cs.bham.ac.uk (David Oakley) writes:

>But I can't get stuff out of the pipe by fopen (the C call not GEMDOS) and
>fgetchar(h)-ing from it. It's just empty. Do you have to reply to the Message 63?

It seems that we're not allowed to reveal the drag and drop protocol yet, so
I won't. But: isn't it actually in the TOSWIN 1.4 sources?

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

2852. HD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 14:31:37 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <737735496.19036@minster.york.ac.uk>
Source record: 38554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Seagate SCSI hard drive with a GE-Soft host adapter. When I switched it on the other day, it didn't make its usual power-on-self-test noises -- it seemed to get stuck and make "tock tock" noises instead.

I switched it off, let it spin down, and then switched it back on. Resetting the ST got a system that booted, but I got lots of messages about "Data on drive C: may be damaged" etc.

So, I ran the GE-Soft utilities, and it found a new bad sector in the partition that is Drive C:. I marked it as bad. Everything now worked properly.

Now, when I switch on the drive, it performs its power-on-self-test as before. However, right at the end, the "Access" LED comes on and stays on, and the ST does not boot. Resetting the ST twice will switch the LED off, and the system performs normally.

Does anyone know what's wrong, and if I can fix it?

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

2853. Re: Changing text/background colors?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 15:46:14 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C78Bt3.LJM@liverpool.ac.uk>
Source record: 38553

```
In article <C784D7.MHu@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
> In article <1993May14.105215.4591@arizona.edu> paul@jupiter.ame.arizona.edu writes:
> >Is there some way to change the default text/background colors from 1/0?
> >--without the vt52 commands--ie., the menu bar and all else. I'd like to
> >get rid of the white frame around the screen, but still have black text
> >on white background.
> >
>
> 2 solutions:
>
> 1) invert the colour palette from the control panel
>
> 2) modify the AES' text colours in a small DA or somesuch:
>
> appl_init();
> aesh = graf_handle(&j, &j, &j, &j);
> vst_color(aesh, WHITE);
> vsf_color(aesh, BLACK); /* This may not work the way you want */
> appl_exit();
>
> --Chris
>

As far as I know, it can't be done - the border screen is hard wired to
color 0. The only thing you can do is have an entirely black screen
with white text.

-------------------------------------------------------------
Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk
```

2854. Re: Setscreen question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 16:04:46 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.235663@cix.compulink.co.uk>
Source record: 38555

In article <63159@aurs01.UUCP>, klassa@aurs01.UUCP (John M. Klassa) writes:
>In article <1t934l$jfj@binkley.cs.mcgill.ca> Patrick BETREMIEUX writes:
>
>>>******* is this needed ?
>>>
>>> Vsync();
>>>
>>Nope. Setscreen will set things up to be changed at the next VBL only (So
>>doing the equivalent of a Vsync for you)
>
>I thought that Setscreen only changed the pointers, but didn't actually
>wait for the VBL... As a result, if you do the Setscreen but don't also
>do a Vsync, you might be writing over some memory that you don't want to
>be writing over (like the current screen memory) until the next VBL.
>
>Maybe I've got this backwards... I think you need the Vsync, though.
>
>John
>--
>John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
>Raleigh, North Carolina // United States of America \ /\ & \/ \
>email: klassa@aur.alcatel.com \/ \/ \
>
>

According to my docs it does NOT wait for a VBL. Hope this helps.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

2855. Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 17:13:08 UTC
From: healy@nosc.mil
Message-ID: <1993May18.171308.7716@nosc.mil>
Source record: 38559

I think I got an upgrade to Laser C after TOS 1.4. At any rate, my version runs under TOS 1.4. Let me check the version number. When I got the upgrade and debugger, it took several phone calls leaving messages with some graphics company (no mention of Megamax in the answering machine message). The last phone call I left my address again and received my upgrade soon thereafter so I figured he had lost my address.

Mike

healy@nosc.mil

2856. Re: Falcon demos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 18:41:22 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C78Jwz.4oq@cs.vu.nl>
Source record: 38552
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

73110.713@CompuServe.COM (Allen Goreski) writes:

>Anyone try out these new demos for the Atari Falcon? It would
>would be interesting to hear some of the technical details
>involving these demos.
>

> **********
>Number: 28721 Name: SPEEDER.ZIP
>Address: L.SMITH70 Date: 930513
>Approximate # of bytes: 163584
>Number of Accesses: 14 Library: 4

>Description:
>A VERY nice graphics demo for the Falcon that features better-than-Super
>NES scaling. The demo flies you over texture mapped terrain. Looks
>GREAT!

>Keywords:
>falcon030,supernes,snes,scaling,demo,graphics,texture,map,fly,realtime
> ----------

> **********
>Number: 28719 Name: FRCFLIGH.ZIP
>Address: N.KOWALEWSKI Date: 930513
>Approximate # of bytes: 31360
>Number of Accesses: 37 Library: 10

>Description:
>This is an outstanding and impressive demo for the power-of-two-hearts
>on Ataris new Falcon030 computer, the first consumer level machine with
>on-board Digital-Signal-Processor. Combining the 32 Mhz Motorola DSP56k
>with an MC68030 CPU, this demo does a real-time mostly 25 frames per second
>zooming flight through a fractal. There are three flights in ths archive.
>Every flight has about 1000 frames.

>This has been done by Photon of Lazer/Independant, a german demo crew.
>Have fun.

>Keywords: Falcon030, DSP, fractal, realtime, demo, power
> ----------

Good. Where can we find them?

Greetings

Hans Staalman,

--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

2857. Re: Calamus Outline

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-18 23:36:24 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.GN4ART&4dIw@s0jxb.exnet.co.uk>
Source record: 38564
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1tac7dINNdpf@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>CALAMUS OUTLINE
>Please Help...!!
>
>Is Calamus Outline Art a stand alone program, or must it be used
>in conjunction with Calamus..??
>
>
>
>Thanks....
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz

Outline is a stand alone vector graphics program, but as it only produces
CVG files, it is not a lot of use without Calamus.
BTW I have a Mega STE and have upgraded from Calamus 1.09n to Calamus S
and Calamus S is so slow even at 16 mhz that I have gone back to the
"old reliable" 1.09 !(just for info)

anyone want to buy a German language version of Calamus S? :-)

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

2858. QUESTION ABOUT FONTS...?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 00:35:23 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <1tbvcbINNrua@dns1.NMSU.Edu>
Source record: 38556

```
[ Article crossposted from comp.sys.atari.st ]
[ Author was KAKAVELAKIS ]
[ Posted on 18 May 1993 16:35:03 GMT ]

Please:

I'm looking for a program--
Program Name:TYPE ART
Company: D.M.C.
Country of Origin: GERMANY
Computer: ATARI-JIL
Function: It constructs letters(fonts) and Vector-Graphics
^^^^^^^^^^
destined for the DTP program named "CALAMUS" of the
company mentioned above.

If anyone knows a representative of this company in U.S. (phone no.,etc)
or even better a source where someone could "fish" the program....
let me know...e-mail:akakavel@dante.nmsu.edu
HIGLY APPRECIATIVE IN ADVANCE----->ANDRE THE LOGICAL---->THANK YOU
```

2859. Re: HD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 00:54:34 UTC
From: boyd@gauss
Message-ID: <C7916y.L6I@mailer.cc.fsu.edu>
Source record: 38557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mjl-b@minster.york.ac.uk wrote:
> I have a Seagate SCSI hard drive with a GE-Soft host adapter. When I
> switched it on the other day, it didn't make its usual power-on-self-test
> noises -- it seemed to get stuck and make "tock tock" noises instead.
> [......]
> Now, when I switch on the drive, it performs its power-on-self-test as
> before. However, right at the end, the "Access" LED comes on and stays on,
> and the ST does not boot. Resetting the ST twice will switch the LED off,
> and the system performs normally.

ICD utilties include a program called bootfix, which "programs Seagate and Quantum hard disks to reliably boot the first time". It is apparently a configuration that the hard disk stores in non-volatile memory. This may be related to your problem. Anyway, there are versions of the ICD software available via ftp (ftp.uni-kl.de might have it). The program is only run once, to initially program the drive. Give it a try, it couldn't hurt.

Also, the ICD formatter can be told to do multiple passes, which will usually root out any transient sector problems (which a single pass can miss).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2860. Re: Setscreen question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 01:11:16 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <1tc1fk$ljh@binkley.cs.mcgill.ca>
Source record: 38558

In article <memo.235663@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>According to my docs it does NOT wait for a VBL. Hope this helps.
>
>Ofir ogal@cix.compulink.co.uk
>
>The best defense against logic is ignorance.

hmmm, From the disassembled listing of the XBIOS, I have Setscreen() change the pointers, and then wait for _frclock (Address $466, it gets incremented by one at every VBL) to change (Saves it to D0, and then compares $466 with D0 until thy are different). I sure hope Atari hasn't changed this in the new TOS'es, because most (if not all) of my programs that do animations rely on this.

Patrick.

2861. Re: Setscreen question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 09:43:14 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993May19.094314.9018@fwi.uva.nl>
Source record: 38561

klassa@aurs01.UUCP (John M. Klassa) writes:

>>******* is this needed ?
>>>
>>> Vsync();
>>>
>>Nope. Setscreen will set things up to be changed at the next VBL only (So
>>doing the equivalent of a Vsync for you)

>I thought that Setscreen only changed the pointers, but didn't actually
>wait for the VBL... As a result, if you do the Setscreen but don't also
>do a Vsync, you might be writing over some memory that you don't want to
>be writing over (like the current screen memory) until the next VBL.

>Maybe I've got this backwards... I think you need the Vsync, though.

I thought Setscreen changed some vector in the lower regions (system variables)
and that the VBL code sees to it that it actually gets set in the video chip.
The videochip in early ST's didn't allow you to change the screen address on
the flow and they themselves only took the base address during a VBL so I
don't know how this doulbe buffering will work out.
Anyway, I don't think you need Vsync().

Ta! Vince
--
"Q: What's the difference between Vincent Partington
ignorance and apathy? Usenet : partingt@fwi.uva.nl
A: We don't know and we don't care." FidoNet : 2:281/202.15
-- Apple's Develop March 1993 NeST : 90:500/202.15

2862. Re: getmode() register

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 09:45:38 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993May19.094538.9151@fwi.uva.nl>
Source record: 38562

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> - how or where does the function get this number from?

From the videochip, forgot the address, sorry.

> - is there a particular hardware address that this number is
> placed in (this I would doubt, considering all the different types
> of ST hardware, etc)

See above. the register is R/W.

> - is there a global variable pointing to this value?
> (in particular, is there a way to PUT a value into that
> register/memory location?). Any help or sample code would
> be appreciated. Thanks...

Your safest bet would be Setscreen() discussed in another thread.

Ta! Vince

--
"Q: What's the difference between Vincent Partington
ignorance and apathy? Usenet : partingt@fwi.uva.nl
A: We don't know and we don't care." FidoNet : 2:281/202.15
-- Apple's Develop March 1993 NeST : 90:500/202.15

2863. Re: Calamus Outline

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 14:39:29 UTC
From: mike@medsun.unige.ch
Message-ID: <1993May19.143929.29282@news.unige.ch>
Source record: 38565
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1tac7dINNdpf@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> CALAMUS OUTLINE
>
>
> Please Help...!!
>
>
>
> Is Calamus Outline Art a stand alone program, or must it be used
> in conjunction with Calamus..??
>

>

It is indeed a stand-alone. It is quite powerful (and I gather there
is now a new, fancier version); but look also at Didot Lineart, which
I much prefer.

--

Mike Morris
Geneva
Switzerland

2864. Re: Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 16:45:39 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <C7A985.82w@cbnewse.cb.att.com>
Source record: 38567

In article <1993May18.171308.7716@nosc.mil> healy@nosc.mil (Mike Healy) writes:
>I think I got an upgrade to Laser C after TOS 1.4. At any rate,
>my version runs under TOS 1.4. Let me check the version number.
>When I got the upgrade and debugger, it took several phone calls
>leaving messages with some graphics company (no mention of Megamax
>in the answering machine message). REST DELETED

The Company is Graphic Simulations at 1200 E Collins #214,
Richardson, TX 75081 (phone 214-699-7400). Have your registration
number ready. Wayne Booth

2865. Re: Changing text/background colors?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 19:36:31 UTC
From: paul@leda.arizona.edu
Message-ID: <1993May19.123633.4598@arizona.edu>
Source record: 38568

In article LJM@liverpool.ac.uk, mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
> In article <C784D7.MHu@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
> > In article <1993May14.105215.4591@arizona.edu> paul@jupiter.ame.arizona.edu writes:
> > >Is there some way to change the default text/background colors from 1/0?
> > >--without the vt52 commands--ie., the menu bar and all else. I'd like to
> > >get rid of the white frame around the screen, but still have black text
> > >on white background.
> > >

>
> As far as I know, it can't be done - the border screen is hard wired to
> color 0. The only thing you can do is have an entirely black screen
> with white text.
>
> ---
> Kevin O'Donovan kebab@cix.compulink.co.uk
> mebeb@uxb.liverpool.ac.uk

But can't I switch color 0 to black, then have the OS make the backgound color to something other than color 0, and the text color to something other than color 1? (BTW, it's TT-MED resolution that I'm really interested in--in ST high this can all be done easily using 'INVERT' on the control panel). (And I haven't got the previous suggestion to work yet....)

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

2866. Re: High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 20:09:42 UTC
From: dja_gow@chilli.uwe.ac.uk
Message-ID: <1993May19.200942.17411@pat.uwe.ac.uk>
Source record: 38570

In article <1993May17.151327.706@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
|> In article <csak4B2w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca
|> (John Perry) writes:
|> >
|> > Does anyone know where I can get a copy of High Speed Pascal? How much
|> > does it cost?
|>
|> High Speed Pascal lists for $170. Off the top of my head, Toad has
|> it for $119, and Joppa for $114. If you have any other HiSoft or
|> Oregon Research products, you should be getting a mailing from them
|> (ORA) with a HSP special offer for $99.
|>
|> It's an excellent package, and well worth the money for us die-hard
|> Pascal programmers. I've been using it for over a year with good
|> results.
|> sig deleted

Mmm, yes I would be inclined to say that myself, but don`t rule out everything. I have been using HSP for the past two years and it is good. But I had a project to code in pascal which eventually ran on the IBM PC. Now HSP is compatible with Borland Turbo Pas version 5. No higher than that. There was incredible amount of trouble recompiling in Turbo Pas. A large amount of code had to be changed. And before you say "Ah, but", there was no ST specific code.

About six months ago I found about Pure C. A Borland C package for the ST. Then I found at about PurePascal. Not written by Borland but by Application Systems Heidelberg. PurePascal has an environment similar to Turbo Pascal. It has trace and debugging facilities to a just mention a few features, plus watch and breakpoints. I was most impressed by the demo I found on ftp.uni-paderborn.de in something like atari/lang/pascal/purepasc.lzh I think.
But to come back to compatiblity, PurePascal is much more inline with Units and support code to Borland Turbo Pas 5.

So try out PurePascal first. I am not putting down HSP, I mean I still use it. But just only recently I wrote a Critical Path Modelling program for one of my math assignments. I had some trouble with pointers. PurePascal gave a lot of help in tracking most of the problems. A decent set of debugging facilities is imperative when you having problems with pointers.

Price and address

Application Systems Heidelberg
Software GmbH
Postfach 102646
6900 Heidelberg

The actual price is 398,- DM
(* Thanks to Andreas Niemeyer for the info *)
and according to Andreas there is apparently a special student price.

I haven't contacted Application Systems Heidelberg myself because I am
having to code in Modula-2 at the moment. (* Tons of work *)

Jonathan
--
University of the West of England. UWE Bristol.

dja_gow@uk.ac.uwe-bristol.pat (JANET)
dja_gow@pat.uwe-bristol.ac.uk (INTERNET)

Q: How many surrealists does it take to change a light bulb?
A: Two. One to hold the girrafe and the other to fill the bathtub with
brightly colored machine tools.

2867. Re: Calamus Outline

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 20:21:21 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993May19.202121.101408@zeus.calpoly.edu>
Source record: 38569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
sheppard_r@kosmos.wcc.govt.nz stated:
>CALAMUS OUTLINE
>
>
>Please Help...!!
>
>
>
>Is Calamus Outline Art a stand alone program, or must it be used
>in conjunction with Calamus..??
>
>
>
>Thanks....
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

In the sense that you _can_ import CVG format files into Pagestream,
Invision Elite etc. or change the CVG into an Illustrator EPS it is stand
alone... however you cannot print from Outline Art. I have Outline Art 3.0
with color and it is wonderful!!!

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | \_\ 'I am a PhD in superficial knowledge!' :^P
```

2868. Re: Calamus Outline

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 21:54:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1teaaolNNmbv@golem.wcc.govt.nz>
Source record: 38571
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May19.143929.29282@news.unige.ch>, mike@medsun.unige.ch (Mike Morris) writes:
>In article <1tac7dINNdpf@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>> CALAMUS OUTLINE

>It is indeed a stand-alone. It is quite powerful (and I gather there
>is now a new, fancier version); but look also at Didot Lineart, which
>I much prefer.
>
> Mike Morris
> Geneva
> Switzerland

Sory Mike but from what I have seen of the Price for Didot, its not for the home user, its a real Professional program, and from the feed back that has come back to me Outline Art is not a stand alone program, plus you do realy need a TT and lots of Ram to run it, again still not a Home user program..

What I am after is a Program to replace the Bug ridden Pagestream 2.2, but I only need it for flyers etc...

Is there nothing out there for the Home user..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

2869. Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 22:13:23 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1993May19.221323.2319@cc.umontreal.ca>
Source record: 38572

Hi,

Today I called Atari Corp. and asked them how much the developper's
package costs, for non-commercial version, and Bill Rehbock himself
told me:

$150 for the developpers package + $20 shipping
$ 80 for the Falcon addendum + $ 5 shipping

I am a student with limited amounts of money and was wondering if
this thing is worth getting: (I.e. does it have all the information
one would ever need for programming the Falcon, including such things
as specific programming information for the various chips (registers,
pinouts), the ports of the machine, internal IDE port desc., etc)

It does not entitle me to ANY discount on the hardware, BTW.

Comments?

Should I simply wait until 3rd party english documentation comes out?

2870. Adding SCSI drive to existing setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 22:21:45 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993May19.161842.23007@e2big.mko.dec.com>
Source record: 38566

Hi People,

I have a TCT 106Mb drive comprising an ICD host adaptor and a SCSI
drive. The box has external DMA thruports, but no SCSI connectors.
I presume there would be SCSI connectors inside. Apparently the PSU
is man enough to handle an extra drive, so I'd like to do this. What's
the procedure? Is it possible?

Cheers,

[M][a][r][c]

** -------------------------- ** ---------------------------- **
** Marc CR Bouron ** DESISCo Ltd. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, UB10 8AQ **
** -------------------------- ** ---------------------------- **

2871. Re: Adding SCSI drive to existing setup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 23:23:57 UTC
From: boyd@gauss
Message-ID: <C7Arny.EBD@mailer.cc.fsu.edu>
Source record: 38574

Marc Bouron (bouronm@uproar.enet.dec.com) wrote:
> I have a TCT 106Mb drive comprising an ICD host adaptor and a SCSI
> drive. The box has external DMA thruports, but no SCSI connectors.
> I presume there would be SCSI connectors inside. Apparently the PSU
> is man enough to handle an extra drive, so I'd like to do this. What's
> the procedure? Is it possible?

Should be, if you have enough room in your case. If your internal SCSI ribbon cable only has one drive connector, you will need to get one with two drive connectors (three connectors in all). If you only have the one power connector, you will need to get a splitter. Then, plug everything together. Typically, the host adaptor will be on one end of the cable, one drive on the other end, and one drive in the middle. The middle drive should have its terminating resistor packs removed. Also, the two drives must be set to different SCSI IDs (usually via a bank of 3 jumpers). The drive you wish to boot from should have the lower SCSI ID.

The ICD manual covers the details of this process fairly well.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2872. .NEW FONTS PROGRAM..?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 23:27:46 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <1tefpilNNko7@dns1.NMSU.Edu>
Source record: 38573

[Article crossposted from comp.sys.atari.st]
[Author was KAKAVELAKIS]
[Posted on 18 May 1993 16:35:03 GMT]

Please:

I'm looking for a program--
Program Name:TYPE ART
Company: D.M.C.
Country of Origin: GERMANY
Computer: ATARI-JIL
Function: It constructs letters(fonts) and Vector-Graphics
^^^^^^^^^^
destined for the DTP program named "CALAMUS" of the
company mentioned above.

If anyone knows a representative of this company in U.S. (phone no.,etc)
or even better a source where someone could "fish" the program....
let me know...e-mail:akakavel@dante.nmsu.edu
HIGLY APPRECIATIVE IN ADVANCE----->ANDRE THE LOGICAL---->THANK YOU

2873. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-19 23:41:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tegk4INNmuk@golem.wcc.govt.nz>
Source record: 38575

] $150 for the developpers package + $20 shipping
] $ 80 for the Falcon addendum + $ 5 shipping

$80 for an addendum? That's one helluva lot of money for an addendum!

2874. Re: .NEW FONTS PROGRAM..?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 00:15:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1teijbINNn2p@golem.wcc.govt.nz>
Source record: 38576

I've seen this message about 5 times now.... (Getting cross-posted
all over the place...) what's going on?

2875. Re: Making this HD work

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 01:02:34 UTC
From: steveg@cseic.saic.com
Message-ID: <12813360@MVB.SAIC.COM>
Source record: 38577

In article <C71o0v.B8E@mach1.wlu.ca> bili6745@mach1.wlu.ca (bilinsky keith) writes:
>
>Well i have a SUPRA 20 MEG DRIVE (Including box, and scsi adaptor) and i
>have taken out the 20 and put in a TOSHIBA MK 234 FB - I BUT the supra hd
>utilities though it recognizes the drive and controller it wont format it..
>The drive utilities are v4.03
>
>The problem seems to be that it tries to format larger then the drive is,
>The drive is 105meg and it says it can format it to 109.02 megs. It formats
>fine and then during the check there are 212,000 (well actually 212,xxx
>where i can't recall xxx) sectors and it formats fine until 207,000 then
>EVERY ONE is bad until it aborts.....
>
b>Can someone please help me as i really want to get this drive working (the
>drive was formated today by the guy who sold it and he said there were no
>bad sectors but he used an icd HA and software. The case i bought seperatly
>(and the Segate HA was in it.)
>
>If would be grateful to any responces.....
>
>Keith
>a
>

Someone please correct me if I'm wrong, but don't SCSI drives essentially
format themselves? The controller sends out a format command and the on-drive
controller does the rest.

If the errors are occurring when trying to partition the drive after low level
formatting, then try setting up partitions that don't go past 207,000 sectors.

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

2876. Re: Setscreen question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 01:03:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13472@uqcspe.cs.uq.oz.au>
Source record: 38581

partingt@fwi.uva.nl (Vincent Partington) writes:

>Anyway, I don't think you need Vsync().

Of COURSE you need a Vsync()! Look at it this way:

```
VBLANK# | Frame visible | Action
| A | Setscreen(...B...)
1 | A | Draw on screen A
| A | Setscreen(...A...)
| A | Draw on screen B
| A | Setscreen(...B...)
| A | Draw on screen A
2 | B | Setscreen(...A...)
| B | Draw on screen B
| B | Setscreen(...B...)
| B | Draw on screen A
| B | Setscreen(...A...)
3 | A | ...
```

Without the Vsync(), you'll be drawing all over the currently visible
screen - causing flicker, and completely defeating the double-buffering.

You don't HAVE to call Vsync() after Setscreen() - but if you don't
you aren't garaunteed that the screen you have asked to be displayed
IS being displayed immediately after the call to Setscreen() - OBVIOUSLY,
since the actual monitor display may be half-way through drawing some
old screen as you call Setscreen(), and Setscreen() does NOT wait for
vertical syncronization.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2877. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 03:20:47 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1993May20.032047.5925@cc.umontreal.ca>
Source record: 38578

In article <1tegk4INNmuk@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] $150 for the developpers package + $20 shipping
>] $ 80 for the Falcon addendum + $ 5 shipping
>
>$80 for an addendum? That's one helluva lot of money for an addendum!

My thoughts exactly.

(It's supposed to includes documentation for the DSP and a debugger for it,
stuff like that.)

P.S. The falcon's not available in Quebec yet.

2878. Problem with my SM124 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 04:32:25 UTC
From: allan@cs.UAlberta.CA
Message-ID: <allan.737872345@swanlake>
Source record: 38579

Hi there.

I have an Atari SM124 monochrome monitor, manufactured in 1985. (I have had the monitor since I bought the system new, about 5 years ago.)

Lately, I've noticed that the far right edge of the screen sometimes seems to be brighter than normal, and any characters at the edge are narrower. (Its almost like the scanline trace doesn't complete normally.)

It also seems that the entire screen becomes off centered to the right.

I usually use my ST for running Uniterm. (Thus, there are a lot of white, bright pixels.) I tend to notice this problem when its warm outside, although this could be coincidence. (It doesn't happen all the time.)

Does anyone know what the problem is, and how it might be corrected? (Or is more information needed.)

2879. Atari ST <=> Magnavox (Commodore) Monitor - part II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 04:41:11 UTC
From: mgm@world.std.com
Message-ID: <C7B6Co.AnA@world.std.com>
Source record: 38580
Cross-posted to: comp.sys.atari.st.tech,sci.electronics

My friend is still trying to connect this monitor (Magnavox Professional, sold as a monitor for the Amiga) to his 520ST. Thanks to the help of some folks on the internet, we've been able to build the proper cable to hook it up.

The problem: We do get a picture, but there's a vertical roll - as if someone had tweaked the vert hold control. The picture is definitely there, but it moves...

The monitor exhibits no such problems when hooked to an Amiga or a Commodore 128 via their respective cables, and the ST works when hooked to an ST monitor.

Any idea what causes this? A slight timing variation? A loose/cold connection in the cable? Something hooked up wrong?

Thanks for any info. Mail replies preferred.
--
~`~` michael moncur, BC, OEADM - mgm@world.std.com - moncur@delphi.com ~`~`
"All movements go too far." -- Bertrand Russell

2880. Re: Calamus Outline

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 09:23:19 UTC
From: erikjan@icce.rug.nl
Message-ID: <12746@obelix.icce.rug.nl>
Source record: 38582
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1teaaoINNmbv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>In article <1993May19.143929.29282@news.unige.ch>, mike@medsun.unige.ch (Mike
Morris) writes:

>>It is indeed a stand-alone. It is quite powerful (and I gather there
>>is now a new, fancier version); but look also at Didot Lineart, which
>>I much prefer.

>Sory Mike but from what I have seen of the Price for Didot, its not for the
>home user, its a real Professional program, and from the feed back that
>has come back to me Outline Art is not a stand alone program, plus you do realy
>need a TT and lots of Ram to run it, again still not a Home user program..

I don't know the price for Didot LineArt, because my copy, sort of, erm, fell
off eh... the back of a truck, but it definitely runs on an ST. I have an
1040ST with 3Mb RAM and I have never encountered memory problems. It can
render PostScript output, which OutlineArt can not. It does have a (very bad)
tracer and a very good fonteditor/converter. Now you can read PostScript Type1
fonts and convert them to Calamus CFN format.

EJee
--

Erik-Jan Vens. E.J.Vens@icce.rug.nl
--
The ICCE usenet account
providing access to usenet news
for the ICCE Experience
_WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

2881. Online games wanted!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 10:45:35 UTC
From: storm@NETSYS.COM
Message-ID: <storm.737894735@netsys.com>
Source record: 38583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, the subject pretty much says it all. I would like to get some online games for my friend's BBS. He is running Turbo Board. He can run Forum compatable games. He currently have DDST, Galatic empire, SEE, Assassin, Air Raid. He is also interested in getting utilities for it and would like info on Fnet.

Email info or games to me and I will give them to him. Seems that the support BBS for Turbo Board is going down/out of business. This is why I beg to the net.
Anyways. email replies to storm@netsys.com

P.S. If anyone is interested in calling... number is 503-753-3023 24 hours a day. You get full access first call.

--
='''
c oo storm@netsys.com -Digital Vanguard
| \ Stormfront technologies
-

2882. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 11:00:53 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May20.120053@cs.bham.ac.uk>
Source record: 38584

In article <1svu38Ea89@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
|> dxo@cs.bham.ac.uk (David Oakley) writes:
|>
|> >Can someone please give a quick overview of how drag'n'drop is implemented? I
|> >think most of us are ingenious enough that if you said it was a combination of
|> >adding a new bit to the window attribute and then getting new GEM messages, we
|> >could work it out!
|>
|> >Is that what it is?
|>
|> No, it's far more complicated. There is a lot of code neccessary to do
|> this. Try to get the AES doc's from ATARI.
|> --
|> Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
|> mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

It's not far more complicated! Read my later posting about pipes... Surely I can't be that far away from gettiong results? I just get the feeling that I should be sending DeskTop a message saying 'I'm ready for the info!'

Anyway, what's this talk of the Gemini protocol.. Don't we want to use the Atari one for MTOS?

David.
.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Mastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

2883. Hard Disk Adapters & Memory Boards

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 11:40:47 UTC
From: "Gerry O'Rourke"
Message-ID: <1993May20.114047.7412@bmers95.bnr.ca>
Source record: 38585

Someone recently posted some information regarding a memory board that would allow up to 12 Mbytes in an ST/E. This memory was supposed to be available for DMA/Video usage. When I tried to send mail for more info,it bounced. Could the original poster please post info or another address.

Also, has anyone ever built their own DMA to SCSI adapter?

Regards
Gerry

2884. wanted Modem/fax and Internet software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 11:48:41 UTC
From: Sysoeff@tezey.munic.msk.su
Message-ID: <ABP0t-hec9@tezey.munic.msk.su>
Source record: 38468

[No readable article body recovered]

2885. Re: Calamus Outline

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 13:22:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tg0n2INNq8q@golem.wcc.govt.nz>
Source record: 38586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <12746@obelix.icce.rug.nl>, erikjan@icce.rug.nl (Erik-Jan Vens) writes:
>In <1teaaoINNmbv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>I don't know the price for Didot LineArt, because my copy, sort of, erm, fell
>off eh... the back of a truck, but it definitely runs on an ST. I have an
>1040ST with 3Mb RAM and I have never encountered memory problems. It can
>
>EJee

Hi Erik,

yes I do have a copy of Didot Line Art, but I think its a Demo version,
there is no printer option from what I can see of it, can yours print..??

Another good German program is LavaDraw Plus, can do a lot of thing with Text,
no big fonts from what I can find out, 3D mode and Stars with any number of
pionts, shadow text and yoy rtell it were the show will be, etc..

German software I find is good, but can't read German much..

Is there any other good programs that you know off..??

Bye for now...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

2886. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 13:47:35 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C7BvnC.Kup@newcastle.ac.uk>
Source record: 38588
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <7245@falcon.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>Which basically means the Falcon VIDEL video controller is VERY flexible.
>
>Griff.

Yes, Markus Gutschkes excellent Falcon HiRes driver (900*768*4bit) uses these registers to full effect, giving a competitive HiRes mode to a Falcon without extra hardware, which works fine for all falcon software....WHY did Atari not include this GFX mode as standard from the desktop??? The hardware can do it...
...bugger, I forgot, Atari Corp. hates us all don't they ;{

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2887. Re: High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 14:31:57 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C7BxpA.1qs@newcastle.ac.uk>
Source record: 38589

Pure Pascal is good as a substitute (better than Turbo Pascal 6).

Get the PD demo - no compile to disc, but otherwise well cool.....

Craig.

2888. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 14:32:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May20.143253.14917@newshost.lanl.gov>
Source record: 38587

In article 2319@cc.umontreal.ca, kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>Hi,
>
>Today I called Atari Corp. and asked them how much the developper's
>package costs, for non-commercial version, and Bill Rehbock himself
>told me:
>
> $150 for the developpers package + $20 shipping
> $ 80 for the Falcon addendum + $ 5 shipping
>
>I am a student with limited amounts of money and was wondering if
>this thing is worth getting: (I.e. does it have all the information
>one would ever need for programming the Falcon, including such things
>as specific programming information for the various chips (registers,
>pinouts), the ports of the machine, internal IDE port desc., etc)

Unless Atari has changed, the dev package consists of a box full of photocopied docs (some apparently photocopied too many times) with no binders and in a fairly disorganized manner. It's all at the system level and most calls are described in assembly or sometimes C. It's very comprehensive, no doubt, but finding what you are looking for isn't easy. It's not very pretty, especially compared to the class act developer support docs you get from Apple, but it doesn't cost as much either.

The Falcon addendum is pretty skimpy, IMHO. Most of what you need will be in there, however. I'm surprised Atari is asking $80 for it, though!

>Should I simply wait until 3rd party english documentation comes out?

Like God asked Noah, "How long can you tread water?" :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2889. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 16:28:56 UTC
From: neurom@u.washington.edu
Message-ID: <1tgbk8INNobo@news.u.washington.edu>
Source record: 38590

In article <1993May19.221323.2319@cc.umontreal.ca> kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
> Hi,
>
> Today I called Atari Corp. and asked them how much the developper's
> package costs, for non-commercial version, and Bill Rehbock himself
> told me:
>
> $150 for the developpers package + $20 shipping
> $ 80 for the Falcon addendum + $ 5 shipping
>
> I am a student with limited amounts of money and was wondering if
> this thing is worth getting: (I.e. does it have all the information
> one would ever need for programming the Falcon, including such things
> as specific programming information for the various chips (registers,
> pinouts), the ports of the machine, internal IDE port desc., etc)
>

On a related question, what does it take to qualify as a commercial developer?

--Neuromancer

2890. ICD Utils..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 17:59:59 UTC
From: pauld@umbc.edu
Message-ID: <1tgguvINN15o@rpco25.acslab.umbc.edu>
Source record: 38441

Where could I find the latest version of ICD Utils? I just got a new hard drive (Hitachi 210 Meg SCSI) and want to use the latest version to format it. Also, whats the state of using IDE drives on the ST? Thanks..

Paul

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------

2891. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 19:30:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May20.193055.1069@newshost.lanl.gov>
Source record: 38442

In article 1tgbk8INNobo@news.u.washington.edu, neurom@u.washington.edu (Neuromancer) writes:
>
>On a related question, what does it take to qualify as a commercial developer?
>
>--Neuromancer

There are still three tiers, I believe, of Atari developer status. The first tier is for hobbyists, the second is for commercial developers who are _not_ currently shipping a product, and the third is for commercial developers who _are_ currently shipping a product. First tier folks just buy the dev docs. Second and third tiers require a business plan and details of current and planned products. Third tier requires 3 copies of each product you ship for Atari's "library."

Used to be you had to buy the developer's documentation package as well but I'm not sure that rule still applies. Unlike most other manufacturers, Atari does not charge an annual developer license fee. But then again, the degree of physical support you actually get from Atari is minimalistic. While Bill Rehbock, Mike Fulton and John Townes (late of Atari) have frequently helped in the question and answer department, I've gotten much more actual usable support from the IAAD (Independent Association of Atari Developers). BTW, you must be a registered Atari developer to join the IAAD.Atari is simply no longer geared or funded (if they ever were) to provide massive developer support. It _is_ possible to get help, but you have to work at it. ;-)

Anyone interested in becoming a US commercial Atari developer should contact Bill Rehbock at Atari.

Hope this helps.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2892. Hooking up a Multiscan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-20 23:12:06 UTC
From: ehood@uci.edu
Message-ID: <2BFC1046.7755@news.service.uci.edu>
Source record: 38443

I know this subject has been discussed before, so please bear
with me.

Questions:

What is involved in connecting a multiscan (aka mulitsync) monitor to
a Mega ST?
What kind of adapter is needed?
Do only certain multiscan monitors work with the ST?
How is the change from monochrome to color resolutions handled?

Any help would be appreciated.

--ewh
--

Earl Hood | Advanced Scientific Computing: OAC
ehood@uci.edu | University of California: Irvine
ehood@UCI.BITNET | Irvine, CA 92717

2893. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 00:24:25 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <1th7fp$a35@binkley.cs.mcgill.ca>
Source record: 38444

I must confess this really puzzles me. If Atari is doing as bad as is being said, how come they charge people who want to help them out ? I would feel that giving away photocopies of the doc along with all machines would hardly cost much (They can always get it done at any print shop for $0.03 a page, so 6 bucks for a 200-pages manual), and it would help people to get programs working. And those programs would be assured to be compatible with future computers/TOS versions, as all developpers would have full knowledge of how things are to be done. Also, the added software thus produced would entice more people to buy the machine, and so on ...

This may be real simplistic, but I'm quite sure it can't bring Atari to any worse position then it is now. They don't even have to be preciously bounded documents with glossy white paper. Just plain photocopies on recycled paper would be quite enough. Better that than nothing I'd say. Letting third parties make up affordable docs isn't so good, as they tend to forget or make mistakes (Take the GEM prog ref. from abacus. Nowwhere do they mention that to draw on the screen with the vrocpyform() function, you can pass 0 as address in the MFDB instead of getting it from Physbase(). Found out when looking at disassembled programs once)

I'm not speaking for myself here. I'm not going to buy a new computer, so even if Atari did follow such a plan, I couldn't take advantage of it. But isn't it kinda strange that you guys at Atari "Cannot reveal the drag/drop protocol" ?? What purpose could it serve not to make the information public ?

I'm sure (Or at least, I hope) that these decision were not made out of the blues by dice rolling or coin tossing, so maybe someone could enlighten me on the obscure motives behind this.

Patrick.

2894. Re: High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 04:46:36 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May21.044636.11726@gumby.cc.wmich.edu>
Source record: 38445

In article <1993May19.200942.17411@pat.uwe.ac.uk> dja_gow@csd.uwe.ac.uk writes:
>
> I have been using HSP for the past two years and it is good.
> But I had a project to code in pascal which eventually ran on the IBM PC.
> Now HSP is compatible with Borland Turbo Pas version 5. No higher
> than that. There was incredible amount of trouble recompiling in
> Turbo Pas. A large amount of code had to be changed.

Hmmm, a large amount of code? I'm aware of a number of deviations from Turbo (no procedure parameters or constant expressions come to mind). But HSP never claimed to be anything more than v5.0 compatible. I'd say it reaches about 95% compatibility. What types of deviations did you encounter, and could you say a bit more about your troubles in recompiling for Turbo? I'd find it useful.

> Then I found at about PurePascal. Not written by Borland but by
> Application Systems Heidelberg. PurePascal has an environment similar to
> Turbo Pascal. It has trace and debugging facilities to a just mention
> a few features, plus watch and breakpoints.

Pure Pascal is available in the U.S. from Gribnif, at $275. It didn't occur to me to mention it, because John simply asked where he could get HighSpeed.

Pure Pascal does indeed look very good, with a number of powerful features. The source-level debugging/tracing facilities are especially nice. The environment did feel a little "odd" in comparison with others I've used (e.g. instead of a File menu with Open/Close/Save, etc. it has a desktop with drive icons you click to open windows of files). In some ways though, I'd say it's a bit *better* than Borland's.

> But to come back to compatibility, PurePascal is much more inline
> with Units and support code to Borland Turbo Pas 5.

Actually, I'd go farther than that. You left out its OOP extensions, and I'd say it's 98-99% compatible with Turbo *5.5*. But what do you mean when you say "more inline with Units"? HSP has exactly the same Unit capabilities.

> So try out PurePascal first. I am not putting down HSP, I mean I
> still use it.

Well, I don't know about trying it first. I'd say, after paying $275 for it I doubt you'll drop it for something else. On the other hand, if you meant to check out the demo (which I believe is on the Ann Arbor Atari archive), I would encourage that as well. HighSpeed can

be had for $120 or less, and is a smaller, fast package with very good documentation and online help system. The manuals for Pure Pascal and its help system, however, are all in German, which may be a minor impediment :-(for some U.S. programmers.

> PurePascal gave a lot of help in tracking most of the problems. A decent
> set of debugging facilities is imperative when you having problems with
> pointers.

I agree. And HighSpeed is weak in this area. There are advantages and disadvantages to both systems, so it's a bit of a toss up.

Unfortunately, there's no demo of HighSpeed available, so a direct comparison isn't possible. Once again, I'd refer people interested in HighSpeed to check out Andrzej Wrotniak's reviews in Current Notes magazine.

In any event, I fear I'm wasting my time here, since you, me, and John are about the only people in this group with any interest in Pascal. Too bad.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2895. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 05:19:05 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May21.051905.12079@gumby.cc.wmich.edu>
Source record: 38446

In article <1993May20.143253.14917@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
> Unless Atari has changed, the dev package consists of a box full of photocopied
> docs (some apparently photocopied too many times) with no binders and in a
> fairly disorganized manner. It's all at the system level and most calls are
> described in assembly or sometimes C. It's very comprehensive, no doubt, but
> finding what you are looking for isn't easy. It's not very pretty, especially
> compared to the class act developer support docs you get from Apple, but it
> doesn't cost as much either.

I'd agree with what John said, but would add that the docs Atari has
done more recently (say the last year or two) are *much* better in
both content and quality. Unfortunately, there's more of the old
stuff than the new stuff.

> The Falcon addendum is pretty skimpy, IMHO. Most of what you need will
> be in there, however. I'm surprised Atari is asking $80 for it, though!

Yeah, me too. Unless there's lots more than what I've got, $80 is
pretty extreme. Certainly *not* what Atari needs to be doing to
encourage software development on the new platform. The volume of
material I've seen could be circulated on the online services for
free. Maybe Atari is throwing in Motorola DSP manuals, or something.

> >Should I simply wait until 3rd party english documentation comes out?
>
> Like God asked Noah, "How long can you tread water?" :)

Good luck.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2896. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 05:33:01 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May21.053301.12305@gumby.cc.wmich.edu>
Source record: 38447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C7BvnC.Kup@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
> Yes, Markus Gutschkes excellent Falcon HiRes driver (900*768*4bit) uses these
> registers to full effect, giving a competitive HiRes mode to a Falcon without
> extra hardware, which works fine for all falcon software....WHY did Atari not
> include this GFX mode as standard from the desktop??? The hardware can do it.

At this resolution, what's the refresh rate? Also, would higher resolutions be possible in a monochrome (1-bit) mode? I'm thinking 19" monitor here (1024 x 768, or 1280 x 960).

I take it this is just software? No extra hardware involved?

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2897. 520ST hard disk port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 05:56:33 UTC
From: raetz@alnz.esd.sgi.com
Message-ID: <C7D4I9.Gv8@odin.corp.sgi.com>
Source record: 38448

It seems really strange that one can go out and buy an IDE controller
and a 100+ mb disk for under $300 for PC clones and yet Atari disks
are so expensive.

I know the drive itself is the same, so why is the controller so
expensive? Is there a propietary interface, or does it require special
features to be recognized correctly by the software? Does TOS interface
directly with the HD controller IC, or is there an intermediate interface?

Does someone sell just a drive controller board so I can just go out
and buy and IDE or SCSI drive? If not, why not?

Thanks!

-alan

2898. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 06:12:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <81796@cup.portal.com>
Source record: 38449

Re: Atari charging for developer information...

Allen Pratt used to put it quite simply... Atari makes a profit on every developers' kit they sell, so why should they just give the info away..?

Companies like IBM, who sell OS/2 and its development kit for $15 on a CD-ROM are just missing the boat..

Sure they'll get a ton of OS/2 compatible software written by third party developers, but just think of all the nickles and dimes they'll be missing out on..

Atari charges "big bucks" for their documentation to weed out all you amateur computer weenies who just *think* you can write the world's next PONG... too bad IBM isn't as astute as Atari is. They'll never amount to anything...

(By the way.. why is this in the .tech group..? And remember.. *I* didn't start this here...)

BobR

2899. BAD PROGRAMING

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 07:42:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ti156INNpe@golem.wcc.govt.nz>
Source record: 38450

!! 16 bit CRC routines !!

We some time back I was looking at some CRC routines, and was sent
some for a Intel chip, I had a go at converting the Assembly code
to the 68000, from memory it came out well, some 14 lines of code and
Note, with out look up tables...

Note: I am not a programer..!!!

I have just had a look at the CRC routine thats in the TOS 2.06, gee
it uses about the same number of lines, But uses a 512 byte look up table..

No wonder Atari is going down the tubes with Programers like that..

Next, I will find out how they compare for speed..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2900. '881 and '882 emulation sources

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 08:11:27 UTC
From: sevigny@babbage
Message-ID: <1993May21.081127.15191@vlsi.polymtl.ca>
Source record: 38456

I would like to know if the sources of a 68881/68882 coprocessor
exists and, if not, does such a thing have been done?

please answer by e-mail.

Thanks.

--
Benoit Sevigny, Sipro Lab Inc., Software and System engineering
sevigny@info.polymtl.ca

2901. Re: ESS UDcoder

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 08:21:18 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.00EMm7F8J5s@elfhaven.ersys.edmonton.ab.ca>
Source record: 38479

In <1timlqINN2eu@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

[> PLease Michel have a look at Steves Yelvingtons Ucoder program, I think what
[> you have done has put me off Ataries for life..

I sure hope so. That would really make me happy. In fact, I would be
ecstatic. First, since you are speaking directly to me, you should have
used electronic mail, instead of adding band-width to the entire network.

[> Your Decoder has NO FILE SECLECTOR, and why do we need 2 separate programs..

You really should try reading the documentation. It says, quite clearly,
that if you HOLD DOWN THE LEFT SHIFT KEY, you will be presented with a
file selector which allows you to choose an output filename instead of the
one contained in the UUEncoded file. Is this too hard for you or something?

You should never have to select an input file with UUDecode, since it is
meant to be installed as an application.

[> NOTE: TOS 1.0 and 1.2 don't have a real working install application,
[> you have to patch the desktop.inf file, also you don't have thought
[> for Disk only users...

TOS 1.0 & 1.2 & 1.4 will work fine with ESS UUDecode. That is why I did
not use a resource file. Even if they did not, though, you would have to
blame Atari, and not me.

[> If you intend to produce a GEM program, produce it, not a half baked
[> GEM TTP...

Precisely what have you written for the ST? Have you *ever* contributed
anything? ESS UUDecode does EXACTLY what I claimed it would. It provides
the user with INFORMATION while a file is being decoded. It does this
using a dialog box with a pleasent format, instead of text all over the
screen.

[>
[> Lets have some decent programing standards, this would be the worst
[> I have seen yet..

If you want decent programming standards, write your own programs and then
share them with us. Otherwise, go purchase an IBM or something so that we
do not have to listen to your ranting. If you dislike ESS UUDecode, do not
use it. What could be simpler? Even you should be able to manage it.

[> May be you need a trip to Germany...???

What? Perhaps I do, but what does that have anything to with programming?
That would be like my pointing out that you have almost no grasp of the
english language, or that your thoughts are only mildly coherent at best.

[> Roger..... sheppard_r@kosmos.wcc.govt.nz
--
Regards,

() - () - - - - - - - - - - - - ()
() Michel Forget () My cat recently ()
() ~ () stole my opinions ()
() mforget@elfhaven.ersys.edmonton.ab.ca () (along with all of ()
() ~ () my other worldly ()
() The story so far; in the beginning the () possessions). If ()
() Universe was created. This has made a lot () you discover them, ()
() of people very angry and has been widely () please contact me ()
() regarded as a bad move. -Douglas Adams () immediately. ()
() - () - - - - - - - - - - - - ()

2902. Re: Calamus Outline

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 09:16:23 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.222.737975783@dhhalden.no>
Source record: 38451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1teaaoINNmbv@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
Rog writes:
>Sory Mike but from what I have seen of the Price for Didot, its not for the
>home user, its a real Professional program, and from the feed back that
>has come back to me Outline Art is not a stand alone program, plus you do realy
>need a TT and lots of Ram to run it, again still not a Home user program..
>
>What I am after is a Program to replace the Bug ridden Pagestream 2.2, but I
>only need it for flyers etc...
>
>Is there nothing out there for the Home user..??

At CeBIT, 3K dumped the prices on the Didot package - it is now DM595 for the b/w version and DM995 for the colour version. This is a bundle that consists of Didot Lineart and Retouche Pro. The colour package of course includes the "CD" versions of the two packages. As I see it, they are lowering their prices since the developers left and formed H3 or Digital Arts or something. The new company are offering DA's Vector (and soon DA's Picture). Great app, cheap as well (DM 295 SRP, DM250 street - coming to the US soon) but not yet 100% MTOS friendly as far as I know.

For the home user - well you *could* still use EasyDraw with Speedo or some of the other GEM orientated drawing progs out there. X-Act Draw from germany for instance. That one will probably work just fine for flyers. More apps that tap into the power of the new GDOS will surely appear soon.

But pleeeeeease, dump that Pagestream shit *NOW* :-)

>Roger..... sheppard_r@kosmos.wcc.govt.nz

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2903. BAD PROGRAMMING PRACTISE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 09:33:38 UTC
From: gutschk@asterix.uni-muenster.de
Message-ID: <1ti7li$sn9@asterix.uni-muenster.de>
Source record: 38452

Newsgroups: comp.sys.atari.st.tech
Subject: Re: BAD PROGRAMING
References: <1ti156INNpe@golem.wcc.govt.nz>

sheppard_r@kosmos.wcc.govt.nz writes:

>I have just had a look at the CRC routine thats in the TOS 2.06, gee
>it uses about the same number of lines, But uses a 512 byte look up table..

>No wonder Atari is going down the tubes with Programers like that..

>Next, I will find out how they compare for speed..

I did not check this specific case, but generally speaking look up
tables are a lot faster than calculating the CRC every time you need
it. Of course, you can blunder and write a program with look up tables
that is as slow as a program without them, but this will rarely
happen. On the other hand, wasting 512 bytes of memory does not do
very much harm. Just check out, how much memory is wasted by constant
strings and GEM resource data; in comparision to that, a 512 byte
table is tiny. But you would probably not ask Atari to optimize the
size of their ROMs by removing the resource files :-)

>Roger.............. sheppard_r@kosmos.wcc.govt.nz

So long

2904. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 10:54:34 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.737981488@rw8.urc.tue.nl>
Source record: 38453
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Yes, Markus Gutschkes excellent Falcon HiRes driver (900*768*4bit) uses these
>registers to full effect, giving a competitive HiRes mode to a Falcon without
>extra hardware, which works fine for all falcon software....WHY did Atari not
>include this GFX mode as standard from the desktop??? The hardware can do it...

Oh, the reason is very likely that Atari doesn't want complete newbies
come to the store saying "All I did was choosing 900*768*16colors mode
and now my monitor is broken". Some monitors can't handle this and will
be damaged. One of the monitors that could be damaged is Atari's own
PTC 14something VGA monitor. At least according to specifications. So
it was just some appropriate measure to prevent damage.

Erlend.

2905. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 11:30:54 UTC
From: Benedikt_Heinen@p1.firemark.fido.de
Message-ID: <2bfccbab%fidonet.org@p1.f44.n242.z2.fidonet.org>
Source record: 38473

>> Where is the sense in running MiNT under Unix?
>> Well I guess somewhere close to the sense in running MiNT on a Mac !?
> That one makes sense to me... the only way to get pre-emptive
> multitasking on the Mac!
Nope. There's also A/UX for the Mac, even though it cost quite a bit more than
MiNT...

yours,
Benedikt

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Benedikt_Heinen@firemark.fido.de
sigrorn@icemark.fido.de
Fido: 2:242/44.1 / AtariNet: 51:601/101.1 / VNet: 46:9611/1181.1
Network.ST: 90:400/401.1

2906. HEAT & S 'C' Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 11:35:05 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C7DK6J.1CE@brunel.ac.uk>
Source record: 38455

Is there any H&S text files out there describing some of the
commands that are available in H&S 'C'...?
--

Brendan McEnroe (Brond)	Pure SINE wave in my head
Applied Computer Systems Yr4	
Brunel University	/\ /\ /\ /\
Middlesex	/ \ / \ / \ / \
England	\ / \ / \ / \ /

2907. New features in GDB 3.6

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 13:23:06 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93May21132306@sun.ph-cip.uni-koeln.de>
Source record: 38454

```
Hi all!

This is good news for all you C++ hackers out there:

- INPUT NAME MANGLING IN GDB36 -

It was built in the originals, they had just left in an annoying bug,
which led to an 'syntax error in expression' whenever one tried to
enter a demangled name. This problem is solved by the patch below.
I've also built in a few lines for convenience, so that one can see
where to put the breakpoint. These patches apply to the GDB36 sources
distrib on ftp.germany.eu.net, either version (pl1 and pl2) should
do.

P.s.: This bug fix was tested with G++ 2.3.3, I can't promise it works
with the 1.X.X versions. Try out and let me know...
I've mailed these to Andreas Schwab, too, so they should be
incorporated in later patchlevels. (If any...)

Have fun, Joe

<Hessdorf@sun.ph-cip.uni-koeln.de>
former <Joerg.Hessdoerfer@EUROPA.rs.kp.dlr.de>
PLEASE don't use old address any more!

*** values.c Tue Jul 3 18:39:14 1990
--- gdb36/values.c Thu May 20 15:33:12 1993
***************
*** 923,929 ****
--- 923,934 ----
else if (*p == ')')
depth -= 1;

+ /* Joe: _REALLY_ dunno _HOW_ this could happen!
+ (This bug was really obvious: why check arg list
+ if we have no args?!?)
if (depth <= 0 && (*p == ',' || *p == ')'))
+ */
+ if (depth >= 0 && (*p == ',' || *p == ')'))
{
char *tmp = (char *)alloca (p - argname + 4);
value val;

*** symtab.c Fri Apr 9 01:42:18 1993
--- gdb36/symtab.c Fri May 21 11:52:56 1993
***************
*** 1914,1919 ****
```

```
--- 1914,1921 ----
int funfirstline;
{
char *getenv();
+ char *cplus_demangle(char *s,int i);
+ char *demangled;
struct symtabs_and_lines values, return_values;
register CORE_ADDR pc;
char *args, *arg1, *command_line_input ();
***************
*** 1937,1942 ****
--- 1939,1952 ----
values.sals[i] = find_pc_line (pc, 0);
printf("[%d] file:%s; line number:%d\n",
(i+2), values.sals[i].symtab->filename, values.sals[i].line);
+ /* Joe: adding this seems a good idea, now we know on _WHICH_ override we will set
+ a breakpoint... */
+ if((demangled=cplus_demangle(physnames[i],1))!=NULL)
+ {
+ printf(" %s\n",demangled);
+ free(demangled);
+ }
+ /* That's it! */
}
else printf ("?HERE\n");
i++;
```

2908. Re: Making this HD work

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 13:40:24 UTC
From: coutu@zk3.dec.com
Message-ID: <coutu.737991624@zk3.dec.com>
Source record: 38470

>In article <C71o0v.B8E@mach1.wlu.ca> bili6745@mach1.wlu.ca (bilinsky keith) writes:
>>
>>Well i have a SUPRA 20 MEG DRIVE (Including box, and scsi adaptor) and i
>>have taken out the 20 and put in a TOSHIBA MK 234 FB - I BUT the supra hd
>>utilities though it recognizes the drive and controller it wont format it..
>>The drive utilities are v4.03
>>
>>The problem seems to be that it tries to format larger then the drive is,
>>The drive is 105meg and it says it can format it to 109.02 megs. It formats
>>fine and then during the check there are 212,000 (well actually 212,xxx
>>where i can't recall xxx) sectors and it formats fine until 207,000 then
>>EVERY ONE is bad until it aborts.....
>>
>b>Can someone please help me as i really want to get this drive working (the
>>drive was formated today by the guy who sold it and he said there were no
>>bad sectors but he used an icd HA and software. The case i bought seperatly
>>(and the Segate HA was in it.)
>>
>>If would be grateful to any responces.....
>>
>>Keith
>>a
>>

When I ran into a similar problem I called Supra Tech support and they
told me that since my 20 Meg drive was an older model I was encountering
timing problems. It seem the adapter card in the drive box was not able
to respond fast enough to the newer SCSI disk I tried, a Conner CP3100.

You can send in your adapter card, not the whole drive, to Supra and get
it replaced with a newer faster card for a reasonable fee. At the time
(last year) it was about $50 and may be different now. You'll need to
call their Tech support line to get a Return Authorization number before
you send them your card.

Dan
--
Dan Coutu coutu@decvax.dec.com
Open Systems Group (ULTRIX) "'...he who will not risk, cannot win.'
This is, of course, my own opinion. - John Paul Jones"

2909. ESS UDcoder

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 13:49:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1timlqINN2eu@golem.wcc.govt.nz>
Source record: 38457

GEE I did not think that a programer could make a mess of a program than
Michel Forget did..

This is his ESS ucoder decoder program..

PLease Michel have a look at Steves Yelvingtons Ucoder program, I think what
you have done has put me off Ataries for life..

Your Decoder has NO FILE SECLECTOR, and why do we need 2 separate programs..

NOTE: TOS 1.0 and 1.2 don't have a real working install application,
you have to patch the desktop.inf file, also you don't have thought
for Disk only users...

If you intend to produce a GEM program, produce it, not a half baked
GEM TTP...

Lets have some decent programing standards, this would be the worst
I have seen yet..

May be you need a trip to Germany...???

Long lives Steves Yelvingtons Decoder...Gee that does at least have a File
Selector..!!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2910. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 15:03:09 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993May21.160309@cs.bham.ac.uk>
Source record: 38458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May21.053301.12305@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
|> In article <C7BvnC.Kup@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|> >
|> > Yes, Markus Gutschkes excellent Falcon HiRes driver (900*768*4bit) uses these
|> > registers to full effect, giving a competitive HiRes mode to a Falcon without
|> > extra hardware, which works fine for all falcon software....WHY did Atari not
|> > include this GFX mode as standard from the desktop??? The hardware can do it.
|>
|> At this resolution, what's the refresh rate? Also, would higher
|> resolutions be possible in a monochrome (1-bit) mode? I'm
|> thinking 19" monitor here (1024 x 768, or 1280 x 960).
|>
|> I take it this is just software? No extra hardware involved?
|>
|> --
|> Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
|> Western Michigan University
|> Kalamazoo, MI 49008

If the Falcon can do 768x480x16 bit interlced this works out at a bandwidth of 2949120 bits for each full refresh... If I've worked this out right then you could easily have 1280x960x2 bits (4 colours). That would be lurvly on a 17 inch monitor but a bit of a mess on a 14inch VGA :).

Ian

2911. Re: 520ST hard disk port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 16:39:15 UTC
From: neurom@u.washington.edu
Message-ID: <1tj0jjINNh21@news.u.washington.edu>
Source record: 38459

In article <C7D4I9.Gv8@odin.corp.sgi.com> raetz@alnz.esd.sgi.com (Alan Raetz) writes:
> It seems really strange that one can go out and buy an IDE controller
> and a 100+ mb disk for under $300 for PC clones and yet Atari disks
> are so expensive.
>
> I know the drive itself is the same, so why is the controller so
> expensive? Is there a propietary interface, or does it require special
> features to be recognized correctly by the software? Does TOS interface
> directly with the HD controller IC, or is there an intermediate interface?
>
> Does someone sell just a drive controller board so I can just go out
> and buy and IDE or SCSI drive? If not, why not?

Hmm. Okay, one of the things you must remember is that you must use a SCSI HD, which is more expensive than IDE anyway. Also, you have to make it external, meaning you have to get a case and power supply. Finally, you need a host adapter that turns the ACSI/DMA signal on the Atari to SCSI.

There are two major flavors of this concept now:
1) The older idea, make an interface card with an in and out DMA port, SCSI controller, and internal adapter. These you can get for about $75 new for the cheap ones. This allows you to hook up to seven SCSI devices together, and the thru port allows you to hook up another DMA device (BTW, possible to hook up more than one host adapter?).

2) The new idea, ICD's Link. It's an adapter that goes on the DMA port and comes out an external SCSI port. Done. Now all you have to do is buy a standalone SCSI unit, and you can chain any up together. Although, they're more expensive than taking 1), but Mac, Sun, HP, Unix et al users have been paying that for years.

The cheapest long run way to do it would be to:
1) Purchase a [used?] ICD Host Adapter from 1) above.
2) Get an old AT/XT case w/ power supply.
3) Run a cable from ST to host.
4) Get a SCSI cable w/ as many plugs on it as you want.
5) Start filling the case w/ drives.

You should be able, if you shop around, to finish steps 1-4 for less than $125. After that, all you need are the drive mechs.

Hope this helps.

--Neuromancer

2912. Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 16:52:56 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1tj1d8INNoip@uwm.edu>
Source record: 38460

I am using a BMS 100 and Adaptec 4000 to run my hard drives. I noticed in the book for the BMS 100 that it said only 64 Meg of a single drive would be supported, no matter how big the drive is. Is this a software or hardware limitation? If I use Supra Utilities instead of the software that came from BMS, could I use larger drives? Or do I need to upgrade to a BMS 200 (or possibily a different Adaptec) to use larger drives?

Also, when checking the partitions of my current drive, I noticed the software said that GEM only supports 16 Meg partitions adequately. Is this still true?
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2913. Re: 520ST hard disk port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 17:19:39 UTC
From: bjgrier@bnr.ca
Message-ID: <C7E04r.FMx@news.rich.bnr.ca>
Source record: 38462

In article <C7D4I9.Gv8@odin.corp.sgi.com>, raetz@alnz.esd.sgi.com (Alan Raetz) writes:
|> It seems really strange that one can go out and buy an IDE controller
|> and a 100+ mb disk for under $300 for PC clones and yet Atari disks
|> are so expensive.

They are expensive because you have to get the cabinet, and power supply
in addition to the drive. SCSI drives are normally priced at $10-$20 higher
than their IDE counter-parts.

|>
|> I know the drive itself is the same, so why is the controller so
|> expensive? Is there a propietary interface, or does it require special
|> features to be recognized correctly by the software? Does TOS interface
|> directly with the HD controller IC, or is there an intermediate interface?
|>

You have a proprietary interface, that does not have a large enough
demand to warrant a large production run to get the cost down.

|> Does someone sell just a drive controller board so I can just go out
|> and buy and IDE or SCSI drive? If not, why not?

You can buy an AdSCSI board and create your own HD setup but I would recommend
getting a SCSI drive, that can be set to disable parity, in a case, typically
a MAC hd will do, and get the ICD Link host adapter.

|>
|> Thanks!
|>
|> -alan

Not a problem
Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

2914. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 18:10:13 UTC
From: kreymer@fnalo.fnal.gov
Message-ID: <1993May21.121013.1@fnalo.fnal.gov>
Source record: 38461

In article <1993May21.051905.12079@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> In article <1993May20.143253.14917@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>
...
> Yeah, me too. Unless there's lots more than what I've got, $80 is
> pretty extreme. Certainly *not* what Atari needs to be doing to
> encourage software development on the new platform. The volume of
> material I've seen could be circulated on the online services for
> free. Maybe Atari is throwing in Motorola DSP manuals, or something.
...

Just a little reality check here on prices. Yesterday, in one of the other news groups, people were drooling over Next's giveaway prices for their Intel developer's kit for Educational users, under $ 300 . The normal price is $ 2800 . And on the PC and MAC, just a single copy of WP or WORD costs as much as the entire ST developer support package !

Note also that any decent computer programming consultant charges at least $100/hour, and often more than twice that. A commercial developer could recover the cost of an $ 80 Falcon update by just not spending a half hour worrying about it ! Note that for continued full support from Atari you will actually produce a product. The cost of producing even one product dwarfs the very minimal cost of the Atari developer support. And indeed, as you suggest, there is a lot of free support on the networks, with working examples of almost every technique you might need to use. You should only purchase support from Atari if you need advanced information (advanced in time or depth) or marketing support.

Atari charges only a reasonable cost-of-production for their kits, and they certainly are not making a profit from the developer's fees. True, it does not cost much to Xerox some paper. But someone has to run the Xerox machine, copy the disks, pack and ship the boxes, prepare and ship the newsletters, etc.

2915. Re: BAD PROGRAMING

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 18:16:52 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480017@hpfcso.FC.HP.COM>
Source record: 38475

Some CRC routines have better fault coverage than others. Not all CRCs are the same.

Ted

2916. Re: 520ST hard disk port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 18:26:05 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480018@hpfcso.FC.HP.COM>
Source record: 38474

Hey,
The Reality Engine is bitchen. Too bad we don't get to make high end boxes like that anymore. Anyway, to hook up a SCSI disk that you have at work to your ST you just need to buy an adapter board from ICD for about $100. I beleive they also have a cheaper verision without a clock for $80. Basically you supply +5V to the board and connect the DMA port to the input and out of the board comes the SCSI bus that you hook directly to your disk drive.

Keep in mind that the $80 or $100 bucks you spend for the board also goes toward the software drivers and formater that comes with the board. Most people will tell you that the code is really good (deals with any SCSI drive). Also, ICD includes a manual that explains how to build your own drive (not alot of detail but the basics are there). You also get a DMA cable.

Ted

(Happy ICD customer and nearly happy graphics hardware accelerator designer)

2917. MIDI hardware addresses/vectors/etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 19:48:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <1tjbm7$2m0@cville-srv.wam.umd.edu>
Source record: 38463

I was wondering if anyone could email me the hardware addresses and registers on the ST's MIDI ACIA. I'm trying to see if I'm losing bytes by using the standard BIOS functions in a program I'm writing and I would like to hit the hardware directly so I can make sure it's the OS. :)

2918. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 21:12:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tjgkeINN42s@golem.wcc.govt.nz>
Source record: 38466

] Companies like IBM, who sell OS/2 and its development kit for $15 on a
] CD-ROM are just missing the boat..

The more software written for a machine, as far as people are concerned,
the better the machine is, the more machines sell....

Atari would make more money selling computers than photocopied bits
of paper!

If no-one writes software, the machine dies, they lose lots of money....

2919. Re: Hooking up a Multiscan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 21:15:40 UTC
From: boyd@gauss
Message-ID: <C7EB25.5xF@mailer.cc.fsu.edu>
Source record: 38465

Earl Hood (ehood@uci.edu) wrote:

> I know this subject has been discussed before, so please bear
> with me.

> Questions:

> What is involved in connecting a multiscan (aka mulitsync) monitor to
> a Mega ST?
> What kind of adapter is needed?
> Do only certain multiscan monitors work with the ST?
> How is the change from monochrome to color resolutions handled?

Toad computers (1-800-448-TOAD) sells multisync stuff for the ST, and they would know the specific answers to your questions. Also, I think there was an info text file on this subject on atari.archive (let me know if you can't find it, I may have it at home).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2920. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 21:19:45 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C7EB8x.64r@mailer.cc.fsu.edu>
Source record: 38464

Andrew H Krieg (ultron@csd4.csd.uwm.edu) wrote:
> I am using a BMS 100 and Adaptec 4000 to run my hard drives. I noticed in
> the book for the BMS 100 that it said only 64 Meg of a single drive would be
> supported, no matter how big the drive is. Is this a software or hardware
> limitation? If I use Supra Utilities instead of the software that came from
> BMS, could I use larger drives? Or do I need to upgrade to a BMS 200 (or
> possibily a different Adaptec) to use larger drives?

I am not sure about the BMS host adaptor, but ICD does not have this
limitation, and they claim that their software will run on other host adaptors
now (with caching disabled, unless you pay for it). You may want to check
on this (i.e. it may be a software thing).

> Also, when checking the partitions of my current drive, I noticed the
> software said that GEM only supports 16 Meg partitions adequately. Is this
> still true?

TOS 1.0 and 1.2 had this limitation. For TOS 1.4 and above, it is 32mb per
partition. I am not sure about the Falcon/TT.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2921. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 22:55:28 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <98615@hydra.gatech.EDU>
Source record: 38467

In article <1th7fp$a35@binkley.cs.mcgill.ca> bpat@binkley.cs.mcgill.ca
(Patrick BETREMIEUX) writes:
>said, how come they charge people who want to help them out ? I would feel
>that giving away photocopies of the doc along with all machines would hardly
>cost much (They can always get it done at any print shop for $0.03 a page, so
>6 bucks for a 200-pages manual)

FYI, the order form I received from Atari concerning developer docs
stated that there were over 1500 pages - that's $45.00 at your $0.03
per copy rate. Plus it includes 5 disks of development software. I
doubt that developer docs are a high profit product for Atari.

Regardless of what it costs, I'm tired of attitudes like "I bought
your computer, so now you should supply me developers docs for free".
If you want more, PAY FOR IT. Someone has to do the work, whether it
be developing the protocol, typing the rough through final drafts of
the documentation for that protocol, running the photocopier or
responding to requests for developer doc info. I don't work for free,
you don't work for free, so why do you expect someone else to?
--
Opinions expressed are my own.

2922. Re: High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-21 23:30:45 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <XD9w4B1w165w@sys6626.bison.mb.ca>
Source record: 38469

obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:

> Actually, I'd go farther than that. You left out its OOP extensions,
> and I'd say it's 98-99% compatible with Turbo *5.5*. But what do
> you mean when you say "more inline with Units"? HSP has exactly
> the same Unit capabilities.

Thanks for the comments, Mark. What is this about the OOP extensions in PurePascal? Are these the Turbo-compatible OOP extensions? If so, that would be great as I would like a Pascal package with that level of compatibility.

You also mentioned the documentation. That is one of the reasons I was wanting HSP at first, as opposed to PurePascal. Maybe there is a book someone could recommend that I could get as a companion to PurePascal?

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

2923. Re: Calamus Outline

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-22 01:07:04 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993May22.010704.185489@zeus.calpoly.edu>
Source record: 38480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

E.J.Vens@icce.rug.nl (Erik-Jan Vens) stated:
>off eh... the back of a truck, but it definitely runs on an ST. I have an
>1040ST with 3Mb RAM and I have never encountered memory problems. It can
>render PostScript output, which OutlineArt can not. It does have a (very bad)
>tracer and a very good fonteditor/converter. Now you can read PostScript Type1
>fonts and convert them to Calamus CFN format.
>
>EJee
>--
>
>Erik-Jan Vens. E.J.Vens@icce.rug.nl
>--
> The ICCE usenet account
> providing access to usenet news
> for the ICCE Experience
> _WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

Sorry man, OA 1.o could creat a eps file and the new OA 3.0 can not only
create EPS files but they are in color too!! It can also load Illustrator
1.1? format EPS files...

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

2924. Re: ICD Utils..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-22 02:18:19 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <1tk2hb$2q4@msuinfo.cl.msu.edu>
Source record: 38471

pauld@umbc.edu (Mr. Paul Danckaert) writes:

>Where could I find the latest version of ICD Utils? I just got a new hard
>drive (Hitachi 210 Meg SCSI) and want to use the latest version to format
>it. Also, whats the state of using IDE drives on the ST? Thanks..

I really think this question ought to start appearing in the FAQ.

The latest version of ICD's host utilities can be found on GEnie or
CompuServe, or on their own BBS (815/968-2229) These are proprietary
files and are not allowed to be posted at ftp sites or on BBSs.
--
=-=
When the Clintonistas take guns ||| First week of March
away from the people, only the ||| came and went. So
Clintonistas will have guns... / | \ where's my Falcon?

2925. Re: HEAT & S 'C' Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-22 03:08:18 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May22.030818.16669@mnemosyne.cs.du.edu>
Source record: 38472

> Is there any H&S text files out there describing some of the
> commands that are available in H&S 'C'...?

All the HSC documentation comes with the single distribution file. The
INSTALL program creates a \SOZOBON\DOCS file containing all the docs. If
this is not the case with the distribution you got, then you don't have
The Genuine Thing. You can find the official release at a.a as
HSC140.LZH, but you might want to wait a week or so before getting it, as
version 2.0 will be ready by then.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2926. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-22 04:03:20 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.y7K2MFsnB0I@semprini.tdkcs.waterloo.on.ca>
Source record: 38476

In <1993May19.221323.2319@cc.umontreal.ca>, Kosmatos Odisseas writes:
> Hi,
>
> Today I called Atari Corp. and asked them how much the developper's
> package costs, for non-commercial version, and Bill Rehbock himself
> told me:
>
> $150 for the developpers package + $20 shipping
> $ 80 for the Falcon addendum + $ 5 shipping

I'm sorry, this really belongs in .advocacy:

IBM is selling the OS/2 2.1 Professional Developer's Kit CD-ROM (full of
online documentation, C/C++, PL/1, etc, etc, etc for 650M worth of data,
including OS/2 2.1(March) beta) for:

$20 US + shipping (USA)
$30 Cdn + shipping (Canada)

Oh, and you'll actually get support from the company.

Atari should charge less for their development kit; it's not like people
will be able to make back the investment real quick. IBM's PDK CD-ROM
deal is _fantastic_ for students and people on a budget.
--
------------------==------------------
Chris Herborth
cherborth@semprini.tdkcs.waterloo.on.ca

2927. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-22 10:46:40 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.223.738067600@dhhalden.no>
Source record: 38477

In article <1993May21.121013.1@fnalo.fnal.gov> kreymer@fnalo.fnal.gov writes:
>
>Atari charges only a reasonable cost-of-production for their kits, and they
>certainly are not making a profit from the developer's fees. True, it does
>not cost much to Xerox some paper. But someone has to run the Xerox machine,
>copy the disks, pack and ship the boxes, prepare and ship the newsletters,
>etc.

Put it all on a CD-ROM (I assume that their stuff is available in digital
form - it wouldn't make any sense if it didn't) and the cost would dimish!

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

2928. Could a faulty DMA affect RAM-disks too?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-22 18:41:03 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993May22.184103.17230@prime.mdata.fi>
Source record: 38478

I have a STe with a faulty, HD-wrecking DMA chip. I however have no HD, but I use a large RAM disk instead, and I'd like to know whether or not the DMA chip could wreck my RAM disk too, if the RAM disk program uses the HD vectors to control reading/writing from/to the RAM disk? I ask this because every once in a while I find that my RAM disk appears (from the directory window) to be empty. When I try to use the Show Information option on it, the machine crashes with 2 bombs. Sometimes a folder in the RAM disk contains nothing but garbage filenames that consume a random number of bytes (usually very much), and sometimes a file contains a part of another file, eg. a textfile could contain at the beginning a part of some other file too. The length of the textfile in this case is not altered however.

Another question related to the file-contains-some-other-file's-data problem, could something like that be caused if some program that manipulates files forgets to close the file handle? I have a program that I use to add LF's to textfiles I download from the UNIX environment, because they only have carriage return. I have checked it and I don't think it should leave any handles unclosed..

--

| Rasmus Paetau (paetau@mits.mdata.fi) | I still believe in Falcon030 |

2929. Archivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-23 00:06:14 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C7GDMF.3o6@sdf.lonestar.org>
Source record: 38485

Alright folks, I'm not saying this to start another achiver war, but I thought you should know this. I zip files all the time on this Un*x site (in fact I think it's real AT&T UNIX) and then uncompress them to a MINIX partition running under MiNT on my ST. If using the command line, I can ZIP files on my ST with STZIP and preserve the long filenames, and the GEM version will uncompress files using the long filenames (and preserve the long length) just fine. I found STZIP to compress better than ZOO and is much friendlier especially when using the GEM interface, which allows me to read over my C code without uncompressing it.

STZIP is also ALOT faster than ZOO, and is a bit faster than LZH. I've had alot of problems with ZOO archives either not uncompressing properly from bad headers or not creating or using sub-directories properly. I think perhaps we should stop using ZOO for the internet archives. Most files on a.a are ZOOed which uses more space, takes more time to de-compress and makes it harder for users to get at the information than if they were ZIPed. If your worried about long filenames or case sensitivity, most of those files do NOT need nor use either, since they are set up to extract on a stock ST, and as I've already said, STZIP handles it just fine.

As for not having the source code, well, ZIP is pretty popular, more so than ZOO on home computers, and the ATARI is a HOME computer, not a UNIX workstation I think too many people on this Net want UNIX workstations. Well, the ATARI isn't one.

2930. Re: MiNT - under Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-23 13:33:18 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02w4@tndb.UUCP>
Source record: 38355
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ea.3wtiRSqBntM@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <1993May13.104607.19610@cs.ruu.nl>, Annius Groenink writes:
>> In <1993May12.085253.12443@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>>
>> >moffatd@dcs.glasgow.ac.uk (Darren J Moffat) writes:
>> >>Has anyone ported MiNT so that it runs unde unix ?
>> >
>> >Where is the sense in running MiNT under Unix?
>>
>> Well I guess somewhere close to the sense in running MiNT on a Mac !?
>
>That one makes sense to me... the only way to get pre-emptive multitasking
>on the Mac!

Well, no. In fact OS-9 was available for the Mac years ago.
Call Microware if you're interested in pre-emptive multitasking on
the Mac.

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

2931. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-23 19:50:53 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1tokitE35o@uni-erlangen.de>
Source record: 38481

Bob_BobR_Retelle@cup.portal.com writes:

>Re: Atari charging for developer information...

>Allen Pratt used to put it quite simply... Atari makes a profit on every
>developers' kit they sell, so why should they just give the info away..?

You'll get the hardware cheaper if you are a developer. That's not too
bad...

>Companies like IBM, who sell OS/2 and its development kit for $15 on a
>CD-ROM are just missing the boat..

>Sure they'll get a ton of OS/2 compatible software written by third
>party developers, but just think of all the nickles and dimes they'll
>be missing out on..

Although OS2 is really cheap there are less OS2 products than Falcon
products. Hardly anything is available for OS2 2.0. So being
cheap is not the only thing that counts.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

2932. Re: ESS UDcoder

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-23 19:56:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tokttINNd01@golem.wcc.govt.nz>
Source record: 38482

Michael, your decoder, whilst looking pretty, is not exactly great for someone working on a floppy based system with TOS 1.2

If Steve Yelvingtons version was just updated with a better input & output routine (complete with redirection), and perhaps a progress bar, it'd be great!

I tried yours, it didn't seem to filter garbage terribly well (at all), so I'll stick with Steve Y.s for the moment! Good try though! 8-)

2933. Upgrading 520 memory...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-23 21:08:36 UTC
From: jamesh@netcom.com
Message-ID: <jameshC7I02C.7KC@netcom.com>
Source record: 38483

Thus may be a FAQ, but...

I have an ANCIENT 520st, one of the ones without the internal FD. I've heard of memory upgrade boards, but they seem expensive (and I'm very unimployed at the moment!) Is there a way to piggyback the ram chips and run haywires to the chip select pins? I met a fellow who had done this (Joe Sengere? Singere? Pronounced sen-jeer, ex- Jesuit monk, was once part of the TOS development team I think...) But I havn't been able to track him down (It's been five or six years.)

Any info or pointers would be appreciated!

JJH

2934. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-23 22:09:51 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <1993May23.220951.28197@cc.umontreal.ca>
Source record: 38484

In article <1tokitE35o@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>You'll get the hardware cheaper if you are a developer. That's not too
>bad...

That's not true, at least for non-commercial developpers. So basically, they want about $250 U.S. for some docs. No hand-holding, no discount on hardware, no announcement of new products.

Ok, anyways, thanks to everyone who answered, I have decided that it is not worth getting the Developper's docs until some falcons show up in this country (Canada). :-)
--
"When the cat's away, the mice will play Nethack" kosmatoo@jsp.umontreal.ca
/--- /---/ /___ /---/ --/-- /--- `/--- / / /----
/ /___/ /___/ /___/ / ___/ / __/ ___/ We R the robots
Odisseas Kosmatos G-Code: GCS/M d-- p--- c+++ l- (PC ---) m+ s g+ w++ t+ r

2935. MUSIC EDITOR

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-23 23:14:13 UTC
From: Dconroy@outb.wimsey.bc.ca
Message-ID: <Dconroy.0erp@outb.wimsey.bc.ca>
Source record: 38486

Hi All, I'm looking for a Music Editor or something that will make Chip Music Files, like Mad Max Format, and Digidrum, if anyone has one, leave me some private EMAIL (I dont really have time to read these groups, since they are so huge) and Leave your respsonse there..

See yA.

Dave Conroy
Dconroy@outb.wimsey.bc.ca

2936. Re: Archivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 03:00:58 UTC
From: rosenkra@convex.com
Message-ID: <1993May24.030058.14189@convex.com>
Source record: 38488

In article <C7GDMF.3o6@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>STZIP is also ALOT faster than ZOO, and is a bit faster than LZH.
>[...]
>Most files
>on a.a are ZOOed which uses more space, takes more time to de-compress and
>makes it harder for users to get at the information than if they were ZIPed.
>If your worried about long filenames or case sensitivity, most of those files
>do NOT need nor use either, since they are set up to extract on a stock ST,
>and as I've already said, STZIP handles it just fine.

i have repacked litereally hundreds of .lzh files as .zoo and scores of .zip files as .zoo. i have NEVER seen a difference in size by more than a couple of hundred bytes, regardless of archive size (the difference is in the file headers). i have also noted that all archivers i have used on the ST unpack with similar speed (within about 25-30%) so unless you spend hours a day unpacking files, saving 2 minutes a day is hardly worth what you loose (ie portability). packing is a somewhat different story. zoo 2.1 with "h" option is slower than (say) lharc. but not by more than 50-100%. again, if all you do is pack, then this is significant. if not, it is not worth the typing of this article to press your case.

so: compression size is NOT an issue since all these programs do about the same (in my experience with hundreds of archived files), and speed is a minor issue except to people that do nothing but pack and unpack archives. the major issue with archives is (long term) preservation of data across many systems (which includes your problems with long file names). since the native ST file system only supports 8+3, i suggest you use an archiver designed for long file names (ie tar and GNU zip). Minix is a relatively small special case (which even i, someone whom many would wrongly convict of being a "unix bigot", do not use). in this case, you'd want a version of zip (or unzip) or zoo or lharc that works on your unix host, then repack with tar and gzip it. zoo 2.1 on my unix system has preserved file names (length, case, and directories) without any problems. the entire GNU C distribution and updates come in .zoo archives, always in directories, and often with long and mixed case file names. again, i have never had a problem unpacking them on a unix system.

>As for not having the source code, well, ZIP is pretty popular, more so than
>ZOO on home computers, and the ATARI is a HOME computer, not a UNIX workstation
>I think too many people on this Net want UNIX workstations. Well, the ATARI
>isn't one.

first, comp.binaries.ibm.pc uses zoo 2.1 mostly. i read it daily so i think i know what gets posted there. and ibm pc is generally regarded as a "home computer" like the ST. it is no more a unix workstation than an ST, tho unix

does happen to run on them reasonably well. however, c.b.i.p contains programs which run under MS-DOS, not necessarily unix. i'll let u argue which "community" (PC or ST) carries more "weight". personnally, i don't run unix on my ST. nor do i use a Minix file system. plain old TOS (and MiNT, mostly so i can run a decent CLI). note that about 1 in 20 files posted to c.b.i.p are zip. the rest are zoo. there are generally few if any .lzh files posted. the amiga groups seem to be using lharc files now (they used to post shar files with uuencoded binaries to the net). i have no idea how they are archived, however. i do know that SIMTEL and other PC archives have mostly zoo files, though .zip files are also showing up (but then again, that's not necessarily usenet). i won't comment on the mac groups.

second, this has nothing to do with unix workstations. the fact is that usenet access for many if not most people is not via direct connections of ataris on the internet. it is by some other system, be it unix, VMS, or whatever. that said, accessing archived files generally means FTP or mail. once the file is gotten on some intermediate system, i for one usually unpack it to see if it is something i really want. without an extremely detailed (and updated) index on the archive server, you generally have only 2 choices to see if the file is what u want: unpack on the intermediate host (unix, or whatever) and read the docs, or download it blind to the ST and see what is in the file. at 2400 or even 9600 baud, this could take long periods of time, so i would imagine many people would want to forego this drastic alternative, no matter how good or fast the archivers are. you can always repack the archive in whatever format you desire on the intermediate system. however, you can only do this if you have good source code. and i have never had a single problem with the unix version of zoo 2.1 with dealing with either directories of file names. and virtually all zoo 2.1 archives are compatible with all versions of zoo 2.1 i know of. this is NOT the case with both zip and lharc (tho unzip 5.0 seems to handle the current crop ok while unzip 4.0 does not, and unix lha seems to be able to read all .lzh files i have gotten, though this was not always the case). i can't talk about how these programs work with Minix fs since i don't have one (i use 8+3).

finally, i have no intrinsic interest what archiver is used as long as i can unpack files on my particular intermediate host (currently a unix system). unfortunately, with lharc, the ST version is written in assembler (tho again, the C lha seems to work on all files i have found) and with zip, i am not sure of the general availability of source code (tho unix unzip 5.0 seems to work fine). of course, both of these programs have gone thru many stages of generating incompatible archives between versions. zoo is far more stable. i define "stable" as not changing file formats every other version. some may call this "not keeping up with technology". to me, being able to unpack something in a couple of years is far more important that how much space it takes up or how much time it takes to pack it.

no archiver that does not have more or less portable source code available that can run on intermediate systems should be considered as a "standard" archiver, regardless of how slick it's GEM interface is. if you can't unpack the file on something besides an ST, it is no good, IMHO.

if you really want a true standard, go with tar (defined by POSIX, the world's only portable operating system standard) and perhaps compress or GNU zip (the former a long-time de facto standard, and the former gaining as a replacement for compress). note that GNU zip is NOT zip in that it does not archive many files. it just compresses a single file (so far). otherwise, lharc, zoo, and zip are all about equally bad, tho at least zoo has source available universally. lharc and zip only have kludges and hackarounds (which so far work, but there is no guarantee that they will continue to do so). zoo is controlled by a single person. lharc definitely is not, and i'm not sure about how zip is managed.

i suspect that this debate has no universal solution, tho i would think that making a GEM front end for tar/gzip would be ideal for many reasons, at least the ones that are important to me...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2937. Re: Archivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 03:25:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1tpf6eINNe5g@golem.wcc.govt.nz>
Source record: 38489

Just have every archiver available that you can run on the machine, that way, you'll have no problems! (Much less anyway).

Just use whatever archiver suits you the best, and if the person at the other end complains because they aren't up to date, then it's hardly your fault!

2938. Re: Atari Developpers Pac

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 03:25:11 UTC
From: sysop@sterbbs.nl
Message-ID: <gate.ogm24B1w164w@sterbbs.nl>
Source record: 38487

```
Harald Schoenfeld wrote
++++++++++++++++++++++++++++++++
|||Although OS2 is really cheap there are less OS2 products than Falcon
|||products. Hardly anything is available for OS2 2.0. So being
|||cheap is not the only thing that counts.
++++++++++++++++++++++++++++++++

I don't think you're right. You can count the number of Falcon specific
products on one hand (wel, maybe two). I think there are some more OS2
2.0 applications.

---
* TLX v1.55 * "We had better develop an ADA awareness."

--------------------------------------------------------------------
| STER BBS, The Netherlands | 10 V.32bis lines on rotary |
| Internet Mail and 200 newsgroups | Major BBS v6.11 * 18 CD-ROM's |
| Call +31 1880 40035 | * QWK * CHAT * GAMES * MORE * |
--------------------------------------------------------------------
```

2939. What is covered by NDA?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 07:29:05 UTC
From: dhollis@zero.cypher.com
Message-ID: <1993May24.072905.22113@nuchat.sccsi.com>
Source record: 38344
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was wondering, what exactly is covered by NDA in the developer's docs?
I seem to remember Bill Rehbock saying something to the effect that
any pages stamped wiht the red "confidential" stamp was covered by NDA<
but that anything not stamped was freely available information.

Can someone clarify this? Bill, are you still out there!? .-)

-Dan

2940. Re: MIDI hardware addresses/vectors/etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 08:05:27 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13597@hardy.rl.ac.uk>
Source record: 38343

In article 2m0@cville-srv.wam.umd.edu, cmedley@wam.umd.edu (FLiP) writes:
>I was wondering if anyone could email me the hardware addresses and
>registers on the ST's MIDI ACIA. I'm trying to see if I'm losing bytes
>by using the standard BIOS functions in a program I'm writing and I would
>like to hit the hardware directly so I can make sure it's the OS. :)

The info you want is

```
*
* Motorola MC6850 ACIA chip
*
MIDI_CTRL equ $FFFFFC04 ; midi ACIA control reister
MIDI_DATA equ $FFFFFC06 ; midi ACIA data register
midi_on equ $95 ; midi IRQ on code
midi_off equ $15 ; midi IRQ off code
```

BTW the MIDI lossage occurs because TOS routines (IKBD handler & 200Hz clock)
hog the processor at IPL6 for longer than the ~320us between MIDI bytes
causing an overrun on the MIDI ACIA.

The fixes are:
(1) Make the offending TOS routines interuptable and code your own MIDI
handler; This is non-trivial because the are mutually non-renterant. Also
the IKBD & MIDI ACIAs share the same interupt vector and even worse they
are level triggering devices ORed together fed into an edge triggered
device (the MFP) so they can lock each other out if you're not careful.

(2) Replace the MIDI, IKBD and TimerC routines completely. This is
non-trivial in itself. There is also the little matter of interfacing your
IKBD hander to GEM.

(3) Replace TOS/GEM (except for floppy/hard disk drivers). Non-trivial.

(4) Disable mouse & clock while recording. Messy.

I have seen all 4 approaches used in various commercial sequencers.
I used (1) in my PD effort but it has a weird problem with early STs.
I am gradually working on (3) for a pro sequencer.

Steven

2941. Re: BAD PROGRAMING

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 09:10:48 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C7IxI1.Hyr@hpbbrd.bbn.hp.com>
Source record: 38351

sheppard_r@kosmos.wcc.govt.nz wrote:
> We some time back I was looking at some CRC routines, and was sent
> some for a Intel chip, I had a go at converting the Assembly code
> to the 68000, from memory it came out well, some 14 lines of code and
> Note, with out look up tables...
>
> Note: I am not a programer..!!!
>
> I have just had a look at the CRC routine thats in the TOS 2.06, gee
> it uses about the same number of lines, But uses a 512 byte look up table..
>
> No wonder Atari is going down the tubes with Programers like that..

The look-up table method is much faster than the method that you're
probably using (you have to loop through the bits, right?), and remember,
TOS 2.06 ROMs offer a whopping 512 KB of space for tables, so that's
no problem at all. Case dismissed 8-)

What does TOS 2.06 use the CRC routine for?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

2942. Re: ESS UDcoder

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 10:26:05 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C7J0zH.7xw@liverpool.ac.uk>
Source record: 38345

In article <1tokttINNd01@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> Michael, your decoder, whilst looking pretty, is not exactly great for
> someone working on a floppy based system with TOS 1.2
>

Whether or not that is true (and I'm not saying it isn't), its still no excuse for the kind of message Roger posted. If you don't like a free program then don't use it. If you have constructive criticism, then make it constructively.

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2943. PC CLONE PRICES IN NZ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 11:09:57 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tqae5INNfmk@golem.wcc.govt.nz>
Source record: 38348
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** NEW ZEALAND PRICES OF PC CLONES.... ***

Some one was after the prices of PC Clones here in New Zealand,
but Please note, are Dollar is about 54c US..

These are current prices from PC General...

Some of the features are..

1. Local Bus Windows Accelerator with 1 meg Ram..
2. 16 Million True Colours, Muti-Mode RAM DAC..
3. 2 VESA Local Bus 32 Bit Slots..
4. 4 megs of Ram..
5. 14" Mutisync Monitor 1024*768, Non-Interlaced, 30-60k 72hz..
6. Upgradable CPU to Pentium on 486 machines..
7. 1.4 meg Floppy..
8. 129 Key Keyboard..
9. Calculator..
10. DOS 6.0 and Windows 3.1 Installed..

Prices are in NZ Dollars..

	120m	210m	340m
I.D.E. HD..			
386DX-40	$2349	$2549	$2799
486DLC-33	$2499	$2699	$2949
486DX-33	$2899	$3099	$3349
486DX2-50	$3199	$3399	$3649
486DX2-66	$3499	$3699	$3949
EISA-66	$3849	$4049	$4299

So to get USA prices from these, please divide by 1.852

You have to add 12.5% Sales or Vat Tax..we call it G.S.T...

The estimated Flacon 4/65 price will be about $3000nz, with out Monitor,
including the 12.5% Tax..

So how do these prices stack up with the USA John..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

2944. Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 11:35:04 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <1tqbt8$133@alpha.qmw.ac.uk>
Source record: 38346
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is anyone out there willing to sell- or give ;-) - me a cheap copy of Minix for the STe?
Are there any other similar **ix programs available for the ST?

Please mail all correspondences to

D.Bhabuta@alpha.qmw.ac.uk
or
vctec@westminster.ac.uk

--

2945. Virtual Reality

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 11:44:42 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <1tqcfa$1f5@alpha.qmw.ac.uk>
Source record: 38347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there any ST owner who is interested in VR, especially on the ST and X-Windows? If yes, I'd like to hear from you.

I have developed an interest in VR and would like to write some programs in the field using my humble ST. I am new to programming, my first language being Prolog due to a course in AI. However, I'd like to learn C/C++/Smalltalk. Are these suitable languages to learn for VR?

Any graphics examples would be highly appreciated.

Please send all correspondences to

D.Bhabuta@alpha.qmw.ac.uk
or
vctec@westminster.ac.uk

Cheers,
-Danny.

--

2946. Monitors with a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 12:38:15 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1tqfjnINN63r@lily.csv.warwick.ac.uk>
Source record: 38349
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

If all goes well I will be buying a Falcon in the next few months, and
I would like a decent monitor to use with it. I know this has been discussed
before, but I have a few questions:

1) Can the ST compatible modes ie ST Low,Med,High be used with an SVGA
monitor, or do I need an sc1224 or multisync that will scan at 15khz
(I would like to run my old ST software)?

2) If I buy a multisync, is it worth getting one that does 15-40khz, or
should I not bother with 15khz and get one that does 30-60khz (bearing
in mind add-ons such as ScreenBlaster, graphics cards etc which will
provide greater resolutions)?

3) What is the chance that after buying an SVGA monitor, most programs
are written with TVs in mind and not VGA monitors. How dependent will
games and other software be on the screen mode and monitor being used?

4) Will programs like FalconScreen and super78 work on an SVGA monitor?

Thanks in advance for any answers,

Paul Donovan

cstadbs@csv.warwick.ac.uk
pmd@dcs.warwick.ac.uk

2947. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 13:39:41 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1993May24.133941.1403@Informatik.TU-Muenchen.DE>
Source record: 38350
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May21.160309@cs.bham.ac.uk>, imr@cs.bham.ac.uk (Ian M Rae) writes:

|> If the Falcon can do 768x480x16 bit interlced this works out at a bandwidth of
|> 2949120 bits for each full refresh... If I've worked this out right then you
|> could easily have 1280x960x2 bits (4 colours). That would be lurvly on a 17 inch
|> monitor but a bit of a mess on a 14inch VGA :).
|>
|> Ian

The Falcon CAN do 1280x960x2bits with about 68Hz interlaced, but only with
additional hardware. Without hardware you'll get 44Hz interlaced :-<>
(flicker...). This is only possible in 4 colours and nowhere else ...
The better way is to use 1024x768x2bits with 103Hz interlaced (needs hardware).
I am working with 960x720x4 (16 colours, 93Hz interlaced) all the time (needs
hardware (BlowUP030), too). To say it simple, without extra hardware the best
you can get is not enough for your eyes (this has NOTHING to do with the number
of colour planes!)
Bye
Georg Acher

+---+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+---+

2948. Re: ESS UDcoder

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 16:01:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.253856@cix.compulink.co.uk>
Source record: 38354

In article <C7J0zH.7xw@liverpool.ac.uk>, mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:
>
>Whether or not that is true (and I'm not saying it isn't), its still no
>excuse for the kind of message Roger posted. If you don't like a free program
>then don't use it. If you have constructive criticism, then make it
>constructively.
>
>---
>Kevin O'Donovan kebab@cix.compulink.co.uk
> mebeb@uxb.liverpool.ac.uk
>
>
Yes, Roger has been posting a few silly messages lately.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

2949. Re: What is covered by NDA?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 16:36:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC7JI41.3wH@netcom.com>
Source record: 38352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May24.072905.22113@nuchat.sccsi.com> dhollis@zero.cypher.com (Dan Hollis) writes:
>I was wondering, what exactly is covered by NDA in the developer's docs?
>I seem to remember Bill Rehbock saying something to the effect that
>any pages stamped wiht the red "confidential" stamp was covered by NDA<
>but that anything not stamped was freely available information.

Basically, everything is covered by NDA. If you see the information available elsewhere, you can repeat it. If you get information by some means other than one of the documents covered by NDA, then you can repeat it. Otherwise, you can't.

(This is the standard way that NDAs work in the computer industry.)

I've never seen a red "confidential" stamp on any developer docs. If they are starting to put one on, perhaps it's to serve as a reminder.
--
As usual, I'm giving my opinion, not Atari's.

Eric Smith ersmith@netcom.com ersmith@atari.uucp

2950. Graphics Upgrade for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 17:25:56 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993May24.122557.9804@desire.wright.edu>
Source record: 38353

If I have a Mega ST (tos 1.2) and want better graphics resolution, will
just adding a graphics card do the trick? Or will I have to make other hardware
modifications as well?

Todd
cse0947@desire.wright.edu

2951. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 18:15:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May24.181558.11790@newshost.lanl.gov>
Source record: 38356

>Bob_BobR_Retelle@cup.portal.com writes:

>You'll get the hardware cheaper if you are a developer. That's not too
>bad...

Developer discounts on hardware are OK when a new machine is first introduced
but after a couple of months most dealers can easily beat Atari's developer
pricing schedule. That's certainly the way it was when I bought my MSTE
through Atari. Atari's NDA prevents us from disclosing what their hardware
discounts are but believe me, it's not that much. Anything helps, though. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2952. Re: What is covered by NDA?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 18:24:33 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993May24.182433.13312@newshost.lanl.gov>
Source record: 38357

In article 22113@nuchat.sccsi.com, dhollis@zero.cypher.com (Dan Hollis) writes:
>I was wondering, what exactly is covered by NDA in the developer's docs?
>I seem to remember Bill Rehbock saying something to the effect that
>any pages stamped wiht the red "confidential" stamp was covered by NDA<
>but that anything not stamped was freely available information.
>
>Can someone clarify this? Bill, are you still out there!? .-)

I don't know what the current ruling is, but I do know that Atari has always been very strict about non-disclosure. When I bought my dev pack ages ago, I seem to recall the NDA covered _everything_ in there that was published by Atari Corp (but obviously not the Motorola, etc, docs). Best to call Bill Rehbock directly and ask him. I don't believe Bill monitors the Internet although he _does_ respond to questions and email on GEnie.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

2953. Re: High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 19:23:09 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May24.192309.21845@gumby.cc.wmich.edu>
Source record: 38358

In article <XD9w4B1w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:
>
> Thanks for the comments, Mark. What is this about the OOP extensions in
> PurePascal? Are these the Turbo-compatible OOP extensions? If so, that
> would be great as I would like a Pascal package with that level of
> compatibility.

Yes, as I recall (it's been almost 6 months since I played with it) it had full support for v5.5/6.0 OOP capabilities (object, constructor, destructor, virtual...). But I didn't actually try anything out, other than one simple example that came with the demo.

[I just checked Gribnif's last flyer, and confirmed that it does indeed have full OOP support.]

> You also mentioned the documentation. That is one of the reasons I was
> wanting HSP at first, as opposed to PurePascal. Maybe there is a book
> someone could recommend that I could get as a companion to PurePascal?

I can think of 2 options: buy an old Borland manual set for 5.5 or 6.0 from somebody who's upgraded, or get one of the 3rd party books on either version (usually around 2 inches thick!) floating around the bookstores. I remember several from McGraw-Hill/Borland. If you can still find a 5.5, they'll probably be blowing them out for $5.

One other nice thing about Pure Pascal that I failed to mention last time is that the environment supports an unlimited number of windows, on any version of TOS. It does this by completely replacing the GEM screen, i.e., you have to flip back to a GEM screen to be able to access any desk accessories.

I suspect that Pure Pascal is actually *slower* compiling than High-Speed. Nobody at Gribnif has ever been able to tell me how fast it is, except to say "even faster than Pure C", which runs 9,000 lpm. HighSpeed compiles 20,000 lpm.

One final comment for now is a personal (and subjective) observation. I don't think anybody at Gribnif really cares much about Pascal, which may affect the level of support offered. On the other hand, I've gotten very good responsiveness from Dave Nutkins at HiSoft on the HighSpeed system (on GEnie). I believe he can also be reached via an internet address as well. If you go direct to the German developers of Pure Pascal, they may do well too.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu

Western Michigan University
Kalamazoo, MI 49008

2954. Ethernet ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 19:48:15 UTC
From: ppxamp@unicorn.nott.ac.uk
Message-ID: <1993May24.194815.16672@cs.nott.ac.uk>
Source record: 38362

We have a bunch of sun's, pc's etc connected via ethernet. Is it possible to connect my STE to the ethernet to use it as a terminal?

2955. Re: MTOS availability in UK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 20:38:19 UTC
From: alex@falcon.demon.co.uk
Message-ID: <738275899snz@falcon.demon.co.uk>
Source record: 38360

In article <3_800_8422bf8ad76@Kralizec.fido.zeta.org.au>
michael.smith@f842.n800.z3.fido.zeta.org.au writes:

>Original to: ilaskey@cix.compulink.co.uk
>In a message of <11 May 1993 23:25:>, ilaskey@cix.compulink.co.uk
>(3:713/602) writes:
>
> >> Where's Works ?
> i> rejected by Atari UK as too buggy at the moment.
>
>Ha! Obviously they seem to have found something ... anyone know what it is?

So much tosh AFAIK... I've no idea who makes up all these things Atari UK
are alleged to have said, I know that 99% of them are plain not true
(including this one BTW).

--
Alex Kiernan
akiernan@falcon.demon.co.uk

2956. Re: High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 20:40:07 UTC
From: alex@falcon.demon.co.uk
Message-ID: <738276007snz@falcon.demon.co.uk>
Source record: 38361

In article <1993May24.192309.21845@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu writes:

>...
>I've gotten very good responsiveness from Dave Nutkins at HiSoft
>on the HighSpeed system (on GEnie). I believe he can also be
>reached via an internet address as well. If you go direct to the
>German developers of Pure Pascal, they may do well too.
>
>--
>Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
>Western Michigan University
>Kalamazoo, MI 49008
>

hisoft@cix.compulink.co.uk will reach us (I work for HiSoft), Dave N.
reads the hisoft account regularly.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

2957. Re: AT-Bus Card on 1040 STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 21:03:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A52222@K.maus.de>
Source record: 38439

>Can you (or anyone else) tell me which machines the IDE card(s) will fit in?

Any ST and NO STE.

I've done it in a 520ST+, now it's got an internal 20 meg 2.5" hard drive...

>And if one purchases the card without the 2.06 roms does one still get the
>software? (Obviously german 2.06 is not very useful here). There are quite
>a number (>10) of people here that want the cards, as well as at least one
>dealer who reckons he could sell quite a few of them.

You actually NEED TOS 2.06, since earlier versions don't support IDE drives.
(That's why ST Book machines have TOS 2.06...)
You'll have to get a TOS 2.06 from a local dealer to get the right language.

Formatting software is included, you'll need an AHDI 5.00 driver for operation.
Note that AHDI 6.03 does not work.

bye, Peter

2958. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-24 21:10:26 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C7JutE.E3r@ecf.toronto.edu>
Source record: 38359

The reason why there isn't much OS/2 specifics stuff is that it runs W
Windows stuff. Why bother writing for OS/2 when you can write for
a much larger market and still run under OS/2. I also dout you assertion
that there is less stuff for OS/2 than for the Falcon.

2959. Re: Hooking up a Multiscan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 00:26:48 UTC
From: ken@isgtec.com
Message-ID: <4799@isgtec.isgtec.com>
Source record: 38368

In article <C7EB25.5xF@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
> Earl Hood (ehood@uci.edu) wrote:

> > What is involved in connecting a multiscan (aka mulitsync) monitor to

Multiscan and multisync ARE NOT the same. They are quite different.
Multiscan is the cheaper of the two, commonly found with crap PC monitors;
they are hardware-limited to a small number of fixed scan rates/resolutions.
Multisync is a trademark of NEC, and refers to a system that dynamically
adjusts to a wide range of different input scan rates/resolutions.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2960. JRI SIMM memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 01:09:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <C7K5w8.EI7@mailer.cc.fsu.edu>
Source record: 38363

Anybody have any comments about the JRI memory expansion board (the one that takes SIMMS)? I am considering bumping my Mega2ST up to 4mb. I am a bit hesitant to modify my Mega, as I have never had any kind of problem with it (which prompts me to leave it alone). I am primarily interested in hearing if folks began to experience a higher incidence of weird lockups or crashes after installing the JRI upgrade.

Funny, I never felt cramped with 2mb until I began to play with Mac emulation . . .

Thanks in advance for any comments.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2961. Re: ESS UDcoder

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 04:31:14 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ts7eilNNjt5@golem.wcc.govt.nz>
Source record: 38365

] Whether or not that is true (and I'm not saying it isn't), its still no
] excuse for the kind of message Roger posted. If you don't like a free pro
] then don't use it. If you have constructive criticism, then make it
] constructively.

Funny, I thought I had! (I'm not complaining about free software, and
indeed, if I do not like software, I will not use, or pay for it!)

It looks good, but it's no good on my system! (If I had a hard-drive
it'd be great!)

2962. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 04:53:27 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993May25.045327.27727@mnemosyne.cs.du.edu>
Source record: 38364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>1)Can the ST compatible modes ie ST Low,Med,High be used with an SVGA
>monitor, or do I need an sc1224 or multisync that will scan at 15khz
>(I would like to run my old ST software)?

Yes. I use all 3 ST-compatible video modes on my Falcon and an SVGA monitor. That includes programs like Tempus and Cyber Paint which want to see 100%-compatible video modes because they touch screen memory and hardware in extrememly mode-specific ways. Never had a problem. (Of course, these same programs fail to run in the new Falcon modes. Well, Cyber Paint doesn't, it knows how to switch a Falcon to ST Low mode on the fly, but it works equally well on SVGA or TV type monitors.)

I've yet to find software that refuses to run in an ST-compatible mode on a Falcon with an SVGA monitor. (But I haven't tried boot-up-into games like Flight Simulator and stuff.) My SVGA monitor is a NEC 3D clone.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

2963. Re: AT-Bus Card on 1040 STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 05:29:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A63284@MS.maus.de>
Source record: 38440

In article <3_800_8422bf8b09a@Kralizec.fido.zeta.org.au>, michael smith (michael.smith@f842.n800.z3.fido.zeta.org.au) wrote:
>Can you (or anyone else) tell me which machines the IDE card(s) will fit in?
>And if one purchases the card without the 2.06 roms does one still get the
>software? (Obviously german 2.06 is not very useful here). There are quite
>a number (>10) of people here that want the cards, as well as at least one
>dealer who reckons he could sell quite a few of them.

It fits into all ST machines (even the 260/520 ST if you remove the shielding).
Yes, getting the driver software has nothing to do with TOS 2.06 (which you will need if you want to autoboot from the IDE drive).

2964. Re: Ethernet ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 06:25:42 UTC
From: mg@xsoft.uucp
Message-ID: <1094@xsoft.uucp>
Source record: 38380

In article <1993May24.194815.16672@cs.nott.ac.uk> ppxamp@unicorn.nott.ac.uk writes:
>
> We have a bunch of sun's, pc's etc connected via ethernet. Is it possible to connect my STE to the ethernet to use it as a terminal?

Yes. And even run X Window applications. Please look in XServers-NonUNIX.txt in X11/contrib for more details about our X/TOS/window. You may also give me your fax number and I'll fax you some information.

Michael Gehret
X/software

2965. Re: Ethernet ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 06:30:11 UTC
From: pm@fortec.tuwien.ac.at
Message-ID: <pm.738311411@fortec.tuwien.ac.at>
Source record: 38366

ppxamp@unicorn.nott.ac.uk () writes:

> We have a bunch of sun's, pc's etc connected via ethernet.
>Is it possible to connect my STE to the ethernet to use it as a terminal?

In Europe (no idea about US) there exist several solutions for connecting
an ST/STE/MEGA/MEGAST/TT/FALCON to ethernet. The hardware uses either the
ACSI(DMA) or the internal VME/MEGA slot. Pricing is from DM 1300 to DM 2000
(calculated from prices in Austria). :-(
You can choose from boards of the german companies RIEBL/WACKER, PAMs or
BIODATA. Software usually includes some sort of VT100 telnet.

We here at the University of Technology in Vienna developed our own
solution using a parallel-port to ethernet adaptor from D-Link (DE600 for
$ 300.- (sort of XIRCOM type if you know)) which works on all types of
ATARIs, connected to the cartridge(ROM)-port via some self-made adapter
(there are some lines missing in the parallel port of the ST compared to PCs).
We also wrote our own software compatible with the ANS TCP/IP calls
from ATARI including telnet, lpr, ftp, popmail ...

Peter.

--
Dipl.-Ing. Peter Mayer fortec - Rehabilitation Engineering Group
Institute for Electronics University of Technology - Vienna, Austria
Email: pm@sun5.iaee.tuwien.ac.at phone: +43 1 58801 3967

2966. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 08:24:58 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C7Kq1n.Hut@hpbbrd.bbn.hp.com>
Source record: 38373

Mickey Boyd (boyd@tait.math.fsu.edu) wrote:
> Andrew H Krieg (ultron@csd4.csd.uwm.edu) wrote:
> > I am using a BMS 100 and Adaptec 4000 to run my hard drives. I noticed in
> > the book for the BMS 100 that it said only 64 Meg of a single drive would be
> > supported, no matter how big the drive is. Is this a software or hardware
> > limitation?

It is a software (hard disk driver) limitation.

> > Also, when checking the partitions of my current drive, I noticed the
> > software said that GEM only supports 16 Meg partitions adequately. Is this
> > still true?
>
> TOS 1.0 and 1.2 had this limitation.

The truth is that GEMDOS can handle 32768 logical sectors per partition
at max. At 512 bytes/sector, this adds up to 16 MB. With bigger logical
sectors, you can have partitions up to 256 MB.

>For TOS 1.4 and above, it is 32mb per
> partition.

With 512 bytes/sector, no. There are still bugs in TOS 1.04 and
above that might bite you if you have partitions with more than
32768 sectors, so the limit is still 16 MB (with 512 bytes/sector).

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

2967. Re: PC CLONE PRICES IN NZ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 08:30:11 UTC
From: wb@arb-phys.uni-dortmund.de
Message-ID: <1993May25.083011.24639@arb-phys.uni-dortmund.de>
Source record: 38367
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1tqae5INNfmk@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>*** NEW ZEALAND PRICES OF PC CLONES.... ***
>...
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>
Why do you post such noise in *these* groups?
--
Dipl.-Math. Wilhelm Bernhard Kloke,
Institut fuer Arbeitsphysiologie an der Universitaet Dortmund
Ardeystrasse 67, D-44139 Dortmund, Tel. 0231-1084-257

2968. Atari STE system for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 12:52:29 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993May25.135230@cs.bham.ac.uk>
Source record: 38369
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

To enable the purchase of a Falcon030 I am selling my Atari STE system, everything must go! Prices below are rough guestimates only as I have no Atari magazine to hand to see what current prices are... make me an offer!

Hardware:

Atari 520STE With 2Mb memory and TOS 2.06 switchable upgrade - 200 quid
40 Mb Power computing hard drive - ICD adaptor and software - 200 quid
Atari SM124 Mono monitor - 50 quid
Philips CM8833 clone - colour monitor - 100 quid

Software - no prices, just make an offer

NeoDesk 3
Lattice C v3
Hisoft C Interpreter
Degas Elite
Warp 9
GFA Basic 3
GFA Compiler
First word plus
STOS
STOS compiler

Midwinter II
Kick Off II
All 20 odd games that came with it...
Microprose F1GP

Books

Atari ST internals - Abacus
Atari Assembly programming - ZZ Soft - with disk

Miscellaneous

TOS 2.06 chips - suitable for upgrading an STE - these are entirely separate from the above switchable upgrade
Monitor switch box
Nice mouse :)

Well I think thats it at the moment, if anyone wants to make an offer for any of that stuff then just email me.

Ian Rae
Software Engineer
University of Birmingham

2969. Re: ESS UDcoder

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 12:55:08 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C7L2Jx.HA8@liverpool.ac.uk>
Source record: 38371

In article <1ts7eiINNjt5@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] Whether or not that is true (and I'm not saying it isn't), its still no
>] excuse for the kind of message Roger posted. If you don't like a free pro
>] then don't use it. If you have constructive criticism, then make it
>] constructively.
>
> Funny, I thought I had! (I'm not complaining about free software, and
> indeed, if I do not like software, I will not use, or pay for it!)
>

Yep, I was talking about Roger's post, not yours. Hence the rather ambiguous use of the words "message Roger posted" 8-)

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

2970. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 13:20:51 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <738336050.7194@minster.york.ac.uk>
Source record: 38379

In article <1tokitE35o@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>
>>Re: Atari charging for developer information...
>
>>Allen Pratt used to put it quite simply... Atari makes a profit on every
>>developers' kit they sell, so why should they just give the info away..?
>
>You'll get the hardware cheaper if you are a developer. That's not too
>bad...

A friend in the department of computer science here has been trying to become a Falcon developer for some time (he can identify himself if he wishes). He has phoned and written to Alastair Bodin, Atari UK's developer contact, several times -- the Falcon would be an ideal platform for his reasearch on computer-aided learning.

Alastair Bodin continues to ignore him. Meanwhile, across campus in the Music Technology group, they have a number of Falcons and developer information. They're working on upgrading MIDIGRID for the Falcon. It seems that, in the UK at least, you have to be an Atari developer already in order to become a Falcon developer.

And Atari wonders why it can't attract developers...

> Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
> mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

2971. Re: Problem with my SM124 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 14:08:42 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993May25.140842.1209@gumby.cc.wmich.edu>
Source record: 38370

In article <allan.737872345@swanlake> allan@cs.UAlberta.CA (Allan Sullivan) writes:
>
> Lately, I've noticed that the far right edge of the screen sometimes seems to
> be brighter than normal, and any characters at the edge are narrower.
> (Its almost like the scanline trace doesn't complete normally.)
>
> It also seems that the entire screen becomes off centered to the right.

The first problem is a side-effect of the second problem. Solve the
2nd and the 1st will go away too. You'll need to take off the case
and adjust the horizontal centering. Be careful you don't electro-
cute yourself (have a tech do it for you if you're not confident of
your abilities).

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2972. color monitor is dark

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 14:50:38 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993May25.145038.4119@porthos.cc.bellcore.com>
Source record: 38372

I have a color monitor I bought with the ST back in 1986 (or 1987?).
It seems to be working fine, but compared to the newer stereo color
monitor it seems very dark. Do the older monitors become more dark
with age, or are they just naturally a little darker? Knightmare,
in particular, is a little more difficult to play because of the
darker colors. Can anything be done to brighten the picture (other
than changing the Knightmare palette)?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

2973. Re: Problem with my SM124 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 16:41:33 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C7LD1A.J0A@mailer.cc.fsu.edu>
Source record: 38375

Mark O'Bryan (obryan@gumby.cc.wmich.edu) wrote:
> In article <allan.737872345@swanlake> allan@cs.UAlberta.CA (Allan Sullivan) writes:
> >
> > Lately, I've noticed that the far right edge of the screen sometimes seems to
> > be brighter than normal, and any characters at the edge are narrower.
> > (Its almost like the scanline trace doesn't complete normally.)
> >
> > It also seems that the entire screen becomes off centered to the right.

> The first problem is a side-effect of the second problem. Solve the
> 2nd and the 1st will go away too. You'll need to take off the case
> and adjust the horizontal centering. Be careful you don't electro-
> cute yourself (have a tech do it for you if you're not confident of
> your abilities).

Please note that monitors can hold a lethal charge for some time even when
unplugged!!!!!! If you feel comfortable with draining the flyback transformer
on a monitor, go for it. If that was jibberish, you should NOT open up the
case. You could get very dead.

If you feel that you absolutely must do it yourself, at least invest in some
plastic screwdrivers (designed just for this). They are very cheap, and
available at Radio Shack.

--

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

2974. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 16:55:34 UTC
From: "Gerry O'Rourke"
Message-ID: <1993May25.165534.13749@bmers95.bnr.ca>
Source record: 38374

In article <C7Kq1n.Hut@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod)
writes:
>Mickey Boyd (boyd@tait.math.fsu.edu) wrote:
>> Andrew H Krieg (ultron@csd4.csd.uwm.edu) wrote:

****Stuff Seleted*****

>The truth is that GEMDOS can handle 32768 logical sectors per partition
>at max. At 512 bytes/sector, this adds up to 16 MB. With bigger logical
>sectors, you can have partitions up to 256 MB.
>
>>For TOS 1.4 and above, it is 32mb per
>> partition.
>
>With 512 bytes/sector, no. There are still bugs in TOS 1.04 and
>above that might bite you if you have partitions with more than
>32768 sectors, so the limit is still 16 MB (with 512 bytes/sector).
>
>
>--
>--clausb@hpbeo79.bbn.hp.com---
>Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
>--#include <std_disclaimer>---
>
What are these bugs?. I have been using TOS 1.04 for over one year,with four 32
Mbyte partitions (512 Bytes/Sector).I have never had any problems apart from
using disk editors/de-fraggers that could not handle >16Meg.

I use folder100 in the auto.

I thought that TOS 1.04 was supposed to sort these disk bugs out.
The only strange part is the negative sector numbers (Supra Utils).

Gerry O'Rourke

2975. SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 17:07:05 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93145.36425.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 38377

Does anyone have any experience using Macintosh system/finder 6.0.8 on an STe using Spectre GCR? Any bugs? I need it because I'm using Aldus Pagemaker (sorry Calamus fans, but Pagemaker and Quark are industry standards).
Also, can Microsoft word 5.0 be installed on an ST with Spectre GCR? I'm having problems with it. -- Mark van Wyk (408) 739-0541

2976. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 17:30:50 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C7LFBE.LCq@mailer.cc.fsu.edu>
Source record: 38376

Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
> The truth is that GEMDOS can handle 32768 logical sectors per partition
> at max. At 512 bytes/sector, this adds up to 16 MB. With bigger logical
> sectors, you can have partitions up to 256 MB.

True, but the default block size (bytes per sector) is 512k, and many programs
have problems with any other value. BGM partitions (those with blocks
of larger than 512k) can be used for mass storage and such, but I have not
had much success with anything but the desktop.

BTW, BGM partitions are a feature of the ICD host adaptor software. To my
knowledge, they were the first folks to do it. My understanding it that is
has become a semi-standard.

> >For TOS 1.4 and above, it is 32mb per
> > partition.

> With 512 bytes/sector, no. There are still bugs in TOS 1.04 and
> above that might bite you if you have partitions with more than
> 32768 sectors, so the limit is still 16 MB (with 512 bytes/sector).

Eh? I personally do not have TOS 1.4, but I have several friends that have
been using it (and 32mb partitions) for years without problems. There was
a time when some disk utility programs assumed a 16mb limit (which caused
some problems), but most of these have been upgraded or superceeded. For
example, early defraggers stopped at the first 16mb (which was not particularly
healthy for the disk). Newer utilites support the 32mb standard, as well
as BGM partitions.

So, what are these bugs you are referring to? Are you sure they are not
fixed by one of the myriad auto folder tos patches out there?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2977. Re: color monitor is dark

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 17:35:11 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C7LFIn.LMn@mailer.cc.fsu.edu>
Source record: 38378

kutz,randolph r (rrk@vixen.cc.bellcore.com) wrote:
> I have a color monitor I bought with the ST back in 1986 (or 1987?).
> It seems to be working fine, but compared to the newer stereo color
> monitor it seems very dark. Do the older monitors become more dark
> with age, or are they just naturally a little darker? Knightmare,
> in particular, is a little more difficult to play because of the
> darker colors. Can anything be done to brighten the picture (other
> than changing the Knightmare palette)?

Internal adjustments in monitors do tend to drift over long periods of time.
You could probably get the monitor professionally adjusted and end up with a
brighter display (although, in some sense, brightness and focus are related,
with brighter being fuzzier). This kind of work needs to be done with an
ocsilloscope and a spec sheet. There is a related thread about monochrome
monitors in this group.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2978. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-25 22:37:44 UTC
From: kohlj@carson.u.washington.edu
Message-ID: <1tu73oINN70e@news.u.washington.edu>
Source record: 38381

Spectre GCR is known to have problems with 6.0.8. I think Small recommends 6.0.3. That's what I use anyway. Check your manual and README's for the recommended system.

2979. Re: BAD PROGRAMING

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 00:45:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13585@uqcspe.cs.uq.oz.au>
Source record: 38385

sheppard_r@kosmos.wcc.govt.nz wrote:
>
> Note: I am not a programer..!!!

No kidding.

> I have just had a look at the CRC routine thats in the TOS 2.06, gee
> it uses about the same number of lines, But uses a 512 byte look up table..

The speed of a routine is not determined by the number of lines, chum.

512 bytes is a SMALL lookup table! Post the two pieces of code and
all the people who ARE programmers might be able to explain things
to you, so you won't have to make uninformed statements like:

> No wonder Atari is going down the tubes with Programers like that..

Atari have excellent programmers, it seems to me. You'd better check with
your fellow Atari-bashers (Bob Mauritz?) - you guys are supposed to be
bashing upper management, not the workers.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

2980. Re: Atari Developpers Package + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 02:00:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.260064@cix.compulink.co.uk>
Source record: 38382

In article <738336050.7194@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>
>Alastair Bodin continues to ignore him. Meanwhile, across campus in the
>Music Technology group, they have a number of Falcons and developer
>information. They're working on upgrading MIDIGRID for the Falcon. It seems
>that, in the UK at least, you have to be an Atari developer already in order
>to become a Falcon developer.
>
>And Atari wonders why it can't attract developers...
>

This is simply not true. You do not have to be an Atari developer to
become a Falcon developer. You do have to show what you intend to
develop.

Alistair can be emailed:
abodin@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

2981. Re: MIDI hardware addresses/vectors/etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 02:24:07 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1tukc7$9ma@sousa.tay.dec.com>
Source record: 38383

In article <1tjbm7$2m0@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (FLiP) writes...
>I was wondering if anyone could email me the hardware addresses and
>registers on the ST's MIDI ACIA. I'm trying to see if I'm losing bytes
>by using the standard BIOS functions in a program I'm writing and I would
>like to hit the hardware directly so I can make sure it's the OS. :)

I've been quite inactive in this group for the last year or so, but
I happened to catch your post.

Before I get into it, is it your goal to use GEM and also have 100.00000%
data accuracy? (If so, I can't help you)

I wrote a reliable level 6 interrupt handler, but bypassed GEM by grabbing
mouse and keyboard events myself and queueing them up to be processed
in the background. I had to write a small windowing system to have "windows"
in my programs.

John

2982. Stacey Keyboard Template

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 05:36:44 UTC
From: ketcham@carson.u.washington.edu
Message-ID: <1tuvlcINNd2l@news.u.washington.edu>
Source record: 38384

My keyboard template on the Stacey has bit the dust, and I am having trouble getting a new one through my local Atari dealer. If anyone would know of a source for these critters, I would greatly appreciate it.

Thanks in advance,

Jerrold

2983. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 09:25:45 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993May26.092545.8@Informatik.TU-Muenchen.DE>
Source record: 38386
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1tqfjnINN63r@lily.csv.warwick.ac.uk>, cstadbs@csv.warwick.ac.uk (Mr P M Donovan) writes:
|> 1) Can the ST compatible modes ie ST Low,Med,High be used with an SVGA
|> monitor, or do I need an sc1224 or multisync that will scan at 15khz
|> (I would like to run my old ST software)?

It's possible to display the COMPATIBLE-Modes on VGA/SVGA/ms-monitors (with 60Hz)
|> 2) If I buy a multisync, is it worth getting one that does 15-40khz, or
|> should I not bother with 15khz and get one that does 30-60khz (bearing
|> in mind add-ons such as ScreenBlaster, graphics cards etc which will
|> provide greater resolutions)?

You'd better get one without 15 kHz. Only one programm (CEBIT93.PRG) isn't able to run on a TV (silly thing as ATARI hasn't any RGB-adaptors yet) - all the others only need the compatible screen-memory.
I bought a 17" NoName (AOC735) three weeks ago (30-64kHz .. 50-90Hz but works with 27.5kHz and even with 245Hz too.
And since my default-resolution for CALAMUS is 1024*768 now, or even 1280*960 (with BlowUP030) I really like working with this machine now.

|> 3) What is the chance that after buying an SVGA monitor, most programs
|> are written with TVs in mind and not VGA monitors. How dependent will
|> games and other software be on the screen mode and monitor being used?

If the games are either stupid or very time-critical there might be problem ... but ATARI asked the developers to write flexible enough for both TV and VGA.

|> 4) Will programs like FalconScreen and super78 work on an SVGA monitor?

Super_78 NEEDS a SVGA cause it's the forerunner of BlowUP030

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS
==

2984. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 09:56:08 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C7MoxL.FLB@hpbbrd.bbn.hp.com>
Source record: 38398
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
>
> >1)Can the ST compatible modes ie ST Low,Med,High be used with an SVGA
> >monitor, or do I need an sc1224 or multisync that will scan at 15khz
> >(I would like to run my old ST software)?
>
> Yes. I use all 3 ST-compatible video modes on my Falcon and an SVGA
> monitor.

What about overscan modes on such a monitor?

--
--clausb@hpbeo79.bbn.hp.com----------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>----------

2985. Re: Falcon monitors - thanks

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 10:27:34 UTC
From: cstadbs@csv.warwick.ac.uk
Message-ID: <1tvgmmlNNset@clover.csv.warwick.ac.uk>
Source record: 38387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Thanks to everyone who replied to my question about which monitor to buy
for a Falcon. I've decided to get a nice SVGA (possibly an AOC 337).

On a related topic, what is BlowUP030?

Paul
cstadbs@csv.warwick.ac.uk

2986. Re: 520ST hard disk port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 11:13:59 UTC
From: gmwg@uk
Message-ID: <1993May26.111359.9430@st-andrews.ac.uk>
Source record: 38388

Try "The Link" from ICD - its a SCSI device controller. You should be able to plug any SCSI device into it.

Giles.

2987. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 11:20:02 UTC
From: gmwg@uk
Message-ID: <1993May26.112002.9553@st-andrews.ac.uk>
Source record: 38389

] GEM only supports 16 Meg partitions adequately. Is this
] still true?

Nah. TOS 1.4 and higher supports partitions of up to 32Mb, but decent HD software can use logical sectors - sectors w/ >512 bytes each to increase the size. Try ICD's HD utils.

Giles Guthrie
gmwg@st-andrews.ac.uk

2988. PAGESTREAM UPDATE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 11:52:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1tvlmqINNqbu@golem.wcc.govt.nz>
Source record: 38390
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help...

Some one mentioned a few weeks back about the latest version of Pagestream, I think it was now 2.21, and some thing to do with new Fonts, and there was a mention of Febuary..?? and a special offer..??

Could you please send me that info, its for a friend of mine, he is avid Pagestream user.

Thanks...........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2989. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 12:29:54 UTC
From: julian@math.uni-muenster.de
Message-ID: <1tvns2$13rn@obelix.uni-muenster.de>
Source record: 38391

In article LCq@mailer.cc.fsu.edu, boyd@tait.math.fsu.edu (Mickey Boyd) writes:
> Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
> > The truth is that GEMDOS can handle 32768 logical sectors per partition
> > at max. At 512 bytes/sector, this adds up to 16 MB. With bigger logical
> > sectors, you can have partitions up to 256 MB.
>
> True, but the default block size (bytes per sector) is 512k, and many programs
> have problems with any other value. BGM partitions (those with blocks
> of larger than 512k) can be used for mass storage and such, but I have not
> had much success with anything but the desktop.

Only programs that directly access the disk come in touch with this: disk
monitors, re-organizers and such. If they don't work with more than 512 bytes/sec,
they are probably older than 3..4 years.

>
> BTW, BGM partitions are a feature of the ICD host adaptor software. To my
> knowledge, they were the first folks to do it. My understanding it that is
> has become a semi-standard.
>
Wrong. They were introduced with AHDI 3.0.

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

2990. Monitor Speakers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 12:57:31 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C7MxBw.Es@brunel.ac.uk>
Source record: 38392

I have a CUB monitor for my ST, but the CUB has no sound.
There is plenty of room inside the monitor to put a speaker and amplifier.

Has anybody have any information as to how I can fit a *cheap* speaker and amp with volume control to the
monitor.

Thanks
--

Brendan McEnroe (Brond)	Pure SINE wave in my head
Applied Computer Systems Yr4	
Brunel University	/\ /\ /\ /\
Middlesex	/ \ / \ / \ / \
England	\ / \ / \ / \ /

2991. Re: Falcon Video Registers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 14:20:48 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C7n16p.71F@newcastle.ac.uk>
Source record: 38393
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993May24.133941.1403@Informatik.TU-Muenchen.DE>,
acher@Informatik.TU-Muenchen.DE (Georg Acher) writes:

>hardware (BlowUP030), too). To say it simple, without extra hardware the best
>you can get is not enough for your eyes (this has NOTHING to do with the number
>of colour planes!)

Well, 800*600*4bit is perfectly nice to use on my F030.....

>+---+
>| Georg Acher, acher@informatik.tu-muenchen.de |
>| "Oh no, not again !" The bowl of petunias |
>+---+

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\---
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2992. Window scrollbar widths...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 15:47:26 UTC
From: dud@stein.u.washington.edu
Message-ID: <1u03eeINNk2g@news.u.washington.edu>
Source record: 38394

A friend of mine is writing a GEM program and he wants it to be as compatable as possible. After developing on the Falcon for a while, he's noticed that the new 3D scroll bars are a bit thicker. What he needs is an easy way for his program to check the GEM scrollbar width for the system, so he doesn't write anything on top of the scrollbars. Is there a location in memory that tells the current width of the scrollbars for the current resolution and version of TOS? He's using GCC.

Thanks,

Dan Aylward
dud@u.washington.edu

2993. Re: PC CLONE PRICES IN NZ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 16:28:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A23914@KR.maus.de>
Source record: 38254

>*** NEW ZEALAND PRICES OF PC CLONES.... ***

Exactly the type of info I for one am craving for in an _ST_ conference!!!
Would you kindly take this to "porno" or "pc" or some such where it
belongs...! Yes, _porno_ ! These are PCs (spit, wash mouth with soap, etc)
we're talking about...

Either way, any "tech" conf is surely not a place for comparing prices
of a pc (lower case intentional!) to a Falcon!

Don

PS As a matter of course (and NOT aimed at you personally):
All flames will be gleefully ignored 'cause there's nothing more
irritating to an infantile flame thrower than being ignored! ;-)

Don_Maple@kr.maus.de

2994. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 16:50:05 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C7n83H.InJ@mailer.cc.fsu.edu>
Source record: 38396

Jereme Kohl (kohlj@carson.u.washington.edu) wrote:
> Spectre GCR is known to have problems with 6.0.8. I think Small recommends
> 6.0.3. That's what I use anyway. Check your manual and README's for the
> recommended system.

I use 6.0.5 with Spectre 128, and have no problems.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2995. Re: Monitor Speakers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 16:54:19 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <C7n8AK.Iu5@mailer.cc.fsu.edu>
Source record: 38395

Brond (cs89bsm@brunel.ac.uk) wrote:
> I have a CUB monitor for my ST, but the CUB has no sound.
> There is plenty of room inside the monitor to put a speaker and amplifier.

> Has anybody have any information as to how I can fit a *cheap* speaker and amp with volume control to the
> monitor.

I personally use a Monitor Master switchbox (switches between color and mono monitors), which has an audio jack on the back. Given that you can find the connectors needed, it should not be too difficult to rig up a cable that had an RCA plug on the side for sound (that could plug between the ST and the monitor plug). As for amp/speaker, I use a boom box. However, amplified computer speakers can be had for as little as $30 a pair (at least over here) due to the recent popularity of sound boards on PC's.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2996. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 17:12:09 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1341@usdtsg.DaytonOH.NCR.COM>
Source record: 38401

In article <1tu73oINN70e@news.u.washington.edu> kohlj@carson.u.washington.edu (Jereme Kohl) writes:
>Spectre GCR is known to have problems with 6.0.8. I think Small recommends
>6.0.3. That's what I use anyway. Check your manual and README's for the
>recommended system.

I use 6.0.4 with mine (I'm still using Spectre v2.65 BTW). With 3.0
(or soon 3.1) I would probably dare to go up to at least 6.07
(as alot of newer software seems to want that)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

2997. Re: Window scrollbar widths...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 17:50:14 UTC
From: randyh@sad.hp.com
Message-ID: <C7nAvs.MIs@srgenprp.sr.hp.com>
Source record: 38397

There is an AES function that returns the dimensions of the window interior
as well as the exterior (whole window with whatever gadgets you've attached.)
If he uses this function he should have no problem.

Don't know what is's called of the top of my head, though.

Randy

2998. Re: Window scrollbar widths...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 19:26:46 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.262978@cix.compulink.co.uk>
Source record: 38400

In article <1u03eeINNk2g@news.u.washington.edu>, dud@stein.u.washington.edu (Dan Aylward) writes:
>A friend of mine is writing a GEM program and he wants it to be as
>compatable as possible. After developing on the Falcon for a while, he's
>noticed that the new 3D scroll bars are a bit thicker. What he needs is
>an easy way for his program to check the GEM scrollbar width for the
>system, so he doesn't write anything on top of the scrollbars. Is there a
>location in memory that tells the current width of the scrollbars for the
>current resolution and version of TOS? He's using GCC.
>
>Thanks,
>
>Dan Aylward
>dud@u.washington.edu
>
The AES handles this for you. Your friend should use wind_calc() and
wind_get() to obtain all the values he needs.

wind_calc(handle,1,kind,x1,y1,w1,h1,x2,y2,w2,h2)

Kind is the window components
x1,y1,w1,h1 should contain the full size of the window including borders

The AES will place the work area exluding borders in x2,y2,w2,h2.

Hope this helps.

Ofir ogal@cix.compulink.co.uk

The best defense against logic is ignorance.

2999. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-26 20:37:17 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93146.49037.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 38399

I tried installing 6.0.5 several times, and couldn't get the bloody thing to load. System 6.0.8 loaded on perfectly. (I used to have 6.0.4 with relatively few problems, but Pagemaker 4.2 requires 6.0.5 or higher, hence the fact that I installed 6.0.8. I think my problems is my disk drive not being able to read Mac disks very well, and this has always been a bug with my set up, no matter what system I use. Somebody mentioned that there's a potentiometer on the Spectre cartridge that I can adjust to fix drive reading problems, but I have not been able to get any documentation. Can anyone help? My main problem right now is that the system crashes or I get "bad disk" readouts when I try to load large Pagemaker files. Tonight I'm going to try to load the files from my floppy onto my hard disk, and then open the files, and see if that helps. The wierd thing is that sometimes the files will open OK, and sometimes I have the problems. I understand I'm not the only one who is experiencing this kind of thing. My E-mail is full of people who experience similar bugs.
Mark van Wyk (408) 739-0541
------------------------- Original Article -------------------------

Newsgroups: comp.sys.atari.st.tech
Path: butch!netcomsv!decwrl!concert!gatech!mailer.cc.fsu.edu!tait!boyd
From: boyd@tait.math.fsu.edu (Mickey Boyd)
Subject: Re: SPECTRE GCR QUESTION
References: <1tu73oINN70e@news.u.washington.edu>
Sender: usenet@mailer.cc.fsu.edu
Organization: Florida State University Department of Mathematics
Date: Wed, 26 May 1993 16:50:05 GMT
X-Newsreader: TIN [version 1.1 PL9]
Message-ID: <C7n83H.InJ@mailer.cc.fsu.edu>
Reply-To: boyd@math.fsu.edu
Lines: 14

Jereme Kohl (kohlj@carson.u.washington.edu) wrote:
> Spectre GCR is known to have problems with 6.0.8. I think Small recommends
> 6.0.3. That's what I use anyway. Check your manual and README's for the
> recommended system.

I use 6.0.5 with Spectre 128, and have no problems.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3000. uEmacs 3.12

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 03:19:06 UTC
From: cburke@nexus.yorku.ca
Message-ID: <cburke.738472746@yorku.ca>
Source record: 38413
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MicroEmacs 3.12 has been out for about a month now (you can get the source all over the net as ue312dev.zip, for example from von-neum.uni-muenster.de in the directory /pub/Micros/Micro-Emacs), but I can't find a compiled version for the ST. Has somebody got one? If so, can you upload it someplace?

This is a bit urgent, because the version of 3.11 available on atari.archive and elsewhere has a very bad bug: if you try to save a file onto a full disk, it bombs.

Thanks,

--
//
// Carolyn L Burke // cburke@nexus.yorku.ca // 416) 604 2235 //
// Philosophy // YORK University // TORONTO, CANADA //
//

3001. Re: Atari Developpers Pac

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 04:09:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.OLkTwwOU8Q2@semprini.tdkcs.waterloo.on.ca>
Source record: 38427

In <gate.ogm24B1w164w@sterbbs.nl>, Bert Rozenberg writes:
> Harald Schoenfeld wrote
> +++++++++++++++++++++++++++++++++
> |||Although OS2 is really cheap there are less OS2 products than Falcon
> |||products. Hardly anything is available for OS2 2.0. So being
> |||cheap is not the only thing that counts.
> +++++++++++++++++++++++++++++++++
>
> I don't think you're right. You can count the number of Falcon specific
> products on one hand (wel, maybe two). I think there are some more OS2
> 2.0 applications.

IBM has a list of 1,100 OS/2 applications; add to that the zillion DOS
apps and the thousands of Windows apps...

Oh, like the Falcon list of applications, the 1,100 app OS/2 list
includes applications that haven't been released yet (but are planned
for '93).

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

3002. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 05:15:37 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <May27.051537.12126@yuma.ACNS.ColoState.EDU>
Source record: 38402

In article <93146.49037.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I tried installing 6.0.5 several times, and couldn't get the bloody thing to
>load. System 6.0.8 loaded on perfectly. (I used to have 6.0.4 with relatively
>

I have been using 6.0.5 for quit awhile now, the system needs to be installed
as for all Mac or Mac Plus other wise won't work. (Use custom installation
options from the installation menu not the automatic installation it defaults to
).

Tang
sytang@lamar.colostate.edu

3003. Which ZOO Do I Want?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 09:10:13 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <1993May27.130826.4163@ryn.mro4.dec.com>
Source record: 38411

Most of the downloads I get are ARC or LHARC compressed, but yesterday I pulled some .ZOO archives from Umich which I couldn't unpack at home.

I have ZOO on the VAX at work, and *that* ZOO was able to unpack the archive, but the one I have at home couldn't...no error messages, nothing, it wouldn;t even list the archive contents. I got around the problem by unpacking on the VAX and repacking wih LHARC, but I'd rather not have to do this in the future.

Does anyone know what version of ZOO I should be using to be current?

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

3004. Hooking a CD-ROM to my Mega 4 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 09:22:34 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93May27092234@hal.cerfacs.fr>
Source record: 38417
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have recently gotten a SCSI CD-ROM at the Computer Shopper in
London, UK. I vaguely remember that there were problems between Atari
software and modern CD-ROMs. And I seem to have a problem with mine]
My Mega 4 does not see the CD-ROM. Nevertheless, ICD's IDCHECK does
successfully communicate with it:

TOSHIBA CD-ROM XM-3401TA

So, I believe that it is correctly hooked up. I am using ICD Pro BOOT
6.0.8 together with MetaDOS 2. For these tests it is my *only* SCSI
device.

Any suggestions, anyone? I am currently at a loss.

Thanks,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06] Do I *really* want a Falcon/Next/Sun?

3005. OMTI + TOS2.06 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 09:32:14 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <1u21quINNkot@rs2.hrz.th-darmstadt.de>
Source record: 38403

Hatari!

A friend of mine uses the GE-Softs adapter with the OMTI-Boot-PRG. It works fine with an Mega ST, but on an old 260ST with 2.5 Meg and TOS2.06 the HD does not work. Many write-/readerror are shown, so that you can't work with it.

Maybe it is the cable, there is now a 10cm longer one in it...

Can't I use longer cables? Or is the TOS2.06 not able to cooperate with the OMTI-driver?

ThanX, Roland

3006. Re: window element size

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 09:39:53 UTC
From: gutschk@asterix.uni-muenster.de
Message-ID: <1u2299$o44@asterix.uni-muenster.de>
Source record: 38404

dud@stein.u.washington.edu (Dan Aylward) writes:

>A friend of mine is writing a GEM program and he wants it to be as
>compatable as possible. After developing on the Falcon for a while, he's
>noticed that the new 3D scroll bars are a bit thicker. What he needs is
>an easy way for his program to check the GEM scrollbar width for the
>system, so he doesn't write anything on top of the scrollbars. Is there a
>location in memory that tells the current width of the scrollbars for the
>current resolution and version of TOS? He's using GCC.

I wonder, why anybody would want to know the dimensions of window
gadgets. Usually the size and placement of these gadgets is entirely
up to the window manager. Currently a networkable version of GEM is
being worked on (Prax) and (theoretically) some day, you might be able
to remotely run your GEM programs on (e.g.) a UNIX box with an X
window manager (e.g. olwm). You would run in serious trouble, if you
relied on the size of those gadgets!

Whenever you want to output to your window, you should determine the
current size of its workarea by calling
wind_get(handle,WF_WORKXYWH,...) and match this value against the
rectangle list *and* the workarea of the desktop
(wind_get(0,WF_WORKXYWH,...)). If you need to calculate the outer
dimensions of your window, you can do this by calling wind_calc(); but
never ever rely on these outer dimensions having a fixed size or the
window gadgets being located at a fixed place!

>Thanks,

>Dan Aylward
>dud@u.washington.edu

You are welcome,

Markus

Markus Gutschke | Internet: Markus.Gutschke@uni-muenster.de
Papenbusch 31 | or: srb242@math.uni-muenster.de
4400 M"unster | `Death --- no excuse for not working'
W-Germany | (`Supreme Being' in `Time Bandits')

3007. Re: Window scrollbar widths...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 10:01:46 UTC
From: haebler@uni-muenster.de
Message-ID: <1u23ia$10cv@obelix.uni-muenster.de>
Source record: 38405

In article <memo.262978@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
|>
|>
|> In article <1u03eeINNk2g@news.u.washington.edu>, dud@stein.u.washington.edu (Dan Aylward) writes:
|> >A friend of mine is writing a GEM program and he wants it to be as
|> >compatable as possible. After developing on the Falcon for a while, he's
|> >noticed that the new 3D scroll bars are a bit thicker. What he needs is
|> >an easy way for his program to check the GEM scrollbar width for the
|> >system, so he doesn't write anything on top of the scrollbars. Is there a
|> >location in memory that tells the current width of the scrollbars for the
|> >current resolution and version of TOS? He's using GCC.
|> >
|> >Thanks,
|> >
|> >Dan Aylward
|> >dud@u.washington.edu
|> >
|> The AES handles this for you. Your friend should use wind_calc() and
|> wind_get() to obtain all the values he needs.
|>
|> wind_calc(handle,1,kind,x1,y1,w1,h1,x2,y2,w2,h2)
|>
|> Kind is the window components
|> x1,y1,w1,h1 should contain the full size of the window including borders
|>
|> The AES will place the work area exluding borders in x2,y2,w2,h2.
|>
|> Hope this helps.
|>
|> Ofir ogal@cix.compulink.co.uk
|>
|> The best defense against logic is ignorance.
I would not do this. Writing something in the window bar is a very bad idea.
You cannot handle this bar correctly because you normally don't get redraw
messages for the bar. This is handled by the screen manager.

Marcus
--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 4400 Muenster **

```
* * IRC: D_Gently *
**********************************************************************
```

3008. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 11:19:23 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C7onGC.DL6@hpbbrd.bbn.hp.com>
Source record: 38428

usenet@bmers95 wrote:
> >With 512 bytes/sector, no. There are still bugs in TOS 1.04 and
> >above that might bite you if you have partitions with more than
> >32768 sectors, so the limit is still 16 MB (with 512 bytes/sector).
> >
> What are these bugs?. I have been using TOS 1.04 for over one year,with four 32
> Mbyte partitions (512 Bytes/Sector).I have never had any problems apart from
> using disk editors/de-fraggers that could not handle >16Meg.

Many people have used oversized partitions, and in most cases they didn't
have problems. A fellow netter (Juergen Lock) has disassembled quite
a few parts of GEMDOS (both in TOS 1.04 and TOS 2.06) and found problems
in internal functions that are called by Fread/Fwrite when you are
writing large chunks of data. Juergen, are you listening?

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

3009. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 11:24:33 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C7onoy.Dp7@hpbbrd.bbn.hp.com>
Source record: 38429

Mickey Boyd (boyd@tait.math.fsu.edu) wrote:
> BTW, BGM partitions are a feature of the ICD host adaptor software. To my
> knowledge, they were the first folks to do it. My understanding it that is
> has become a semi-standard.

Not true. BGM partitions were introduced with AHDI 3.00 and are documented
in the AHDI 3.00 specs. This is an ATARI standard.

> So, what are these bugs you are referring to? Are you sure they are not
> fixed by one of the myriad auto folder tos patches out there?

They are definitely not handled by any auto folder patch that I know
of. I think I have a description on my HD at home; I'll have a look.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

3010. Re: Atari Developpers Package

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 12:00:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A23967@KR.maus.de>
Source record: 38264

MB>Alastair Bodin continues to ignore him. Meanwhile, across campus in the
MB>Music Technology group, they have a number of Falcons and developer
MB>information. They're working on upgrading MIDIGRID for the Falcon. It
MB>seems that, in the UK at least, you have to be an Atari developer already
MB>in order to become a Falcon developer.

Ha! I see that Alistair strikes again... Take my word for it from bitter
experience, even a registered developer in the UK (or as in my case
as well as in Canada and Germany!!!) does not get very far with
Alistair... And that includes 3 (three) NDAs, one of which was signed
by Alistair himself!

My advice: tell your friend to move to Germany and then you'll get
everything under the sun... (and more!) ;-)
(But I suspect you know that already... :-))

Don

P.S. Long live Normen!

3011. A.A INDEX HELP..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 12:05:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1u2ar3INN2q3@golem.wcc.govt.nz>
Source record: 38408
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP....

Atari Archive...

I have the INDEX from A.A. but I am unable to work out
the Directory Paths of this File...

Applications Dtp Fonts pagestream: chancery.arc

Is it possible to have a better INDEX on A.A. one that lists/shows the Directory
paths correctly..

The way I read this INDEX, that the files is in

Applications/Dtp/Fonts/pagestream/chancery.arc..

But that is incorrect....???

Thanks...........

Roger.................. sheppard_r@kosmos.wcc.govt.nz

3012. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 12:12:33 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1342@usdtsg.DaytonOH.NCR.COM>
Source record: 38412

In article <93146.49037.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I think my problems is my disk drive not being able to read
>Mac disks very well, and this has always been a bug with my set up, no matter
>what system I use.

I don't know if it's this, but I've noticed that if I boot Spectre
from my hard drive, and do *not* have a double-density disk inserted
while booting, then it seems to have problems reading *Mac* disks sometimes
(Spectre-format disks seem ok). However, if I *do* have a double-density
(mac/spectre) disk inserted when I boot, and then mount the floppy and
eject it, then it seems to work fine. Strange, but it seems to work for me...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3013. BCONFIX -1.0 BETA

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 12:23:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A23968@KR.maus.de>
Source record: 38263
Body handling: Inline uuencoded payload not displayed: BCONFIX.PRG

Howdy pardners!

Here's a little fix for the Bconmap problem on the Falcon.

The problem: Bconmap on the Falcon has 3 channels MFP (6), SCC B (7) and SCC A (8). However, the size of Bconmap table is inadvertently initialized to 1 while the default channel is set to 7 (index 2)! Since the Bconmap table starts with 6 (index 1), this is... ehm... an oxymoron...

In other words, as long as Bconmap is not changed everything runs fine.However, an attempt to change Bconmap effectivelly shuts the serial port down. Trying to reset Bconmap back to 7 also fails! Namely, the OS considers channel 7 (or anything above 6!) out of bounds and always forces Bconmap to 6, MFP, which on the Falcon is NOT connected to the serial port.

The solution: Increase the size of the Bconmap table to 3 so that all three channels are available. It is up to the communication program to realise that on the Falcon channel 6 is connected to... ehm... another dimension... If the Bconmap table size is already GE 3 the program does not do anything.

NOTE: FPATCH1 does not seem to cure this problem as all it does is watch for channel 7 (doesn't help channel 8 any...) for Conin/out and Co(n)stat. It then forces it to channel 1. If it did this for channel 6, then it might have been a semi-solution. But as it stands it seems of very little help since channel 7 is just fine! In any case the approach taken in FPATCH1 only seems to deal with the symptom and not the cause i.e., the inability to change Bconmap!

Shake before use: BCONFIX can be run either from the AUTO folder or the Desktop. Running it repeatedly does not do any damage as once the Bconmap table size is fixed the program just exits gracefully...

Please test this on your setup and report should you encounter any problems. If everything is hunky-dory over the next couple of weeks I'll then provide a release version in the PD. In the meantime consider this _P_rivate _D_omain... ;-)

I'll also welcome any suggestions/criticism/praise/money/beer... etc

!!!
===> NOTE: This is a BETA version for testing purposes only!!!! <===
===> Please do _NOT_ distribute or upload anywhere!!! <===
===> That's why this is a _minus_ version number... :-) <===

!!!

Knock yourselves out...

Don

Don_Maple@kr.maus.de

------- Nurse! Scalpel! ---------

table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: BCONFIX.PRG]

------- Okey-dokey! Let's close! ---------

3014. Re: Window scrollbar widths...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 12:38:37 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993May27.123837.12622@fwi.uva.nl>
Source record: 38406

dud@stein.u.washington.edu (Dan Aylward) writes:

>A friend of mine is writing a GEM program and he wants it to be as
>compatable as possible. After developing on the Falcon for a while, he's
>noticed that the new 3D scroll bars are a bit thicker. What he needs is
>an easy way for his program to check the GEM scrollbar width for the
>system, so he doesn't write anything on top of the scrollbars. Is there a
>location in memory that tells the current width of the scrollbars for the
>current resolution and version of TOS? He's using GCC.

When you open a window in GEM you can just get the dimensions of the
work rectangle which is the space a program has to itself. You only
need that data not to overwrite the scrollbars. Just do a
wind_get(window_handle, WF_WORKXYWH, &x, &y, &w, &h);
and x, y, w & h will contain the work rectangle.

Ta! Vince
--
"Q: What's the difference between Vincent Partington
ignorance and apathy? Usenet : partingt@fwi.uva.nl
A: We don't know and we don't care." FidoNet : 2:281/202.15
-- Apple's Develop March 1993 NeST : 90:500/202.15

3015. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 12:59:55 UTC
From: prissi@lise.physik.tu-berlin.de
Message-ID: <1u2e0b$lmd@mailgzrz.TU-Berlin.DE>
Source record: 38407

>1. User drops icon onto window.

>2. Window recieves GEM Message 63 (0x3F). msg[7]'s high byte-low byte combination
>will be ASCII 'AB' or something similar.

>3. By now there is a pipe called 'U:\PIPE\DRAGDROP.AB' (note A B!).

>4. Pipe exists for .5 seconds when alert appears on screen and operation gets
>aborted.

Now, I've found two possibilitys: Write a nonzero byte; the desktop answers: "You cannot drop ..."

Second: Write a zero. Then write some other stuff or not and try to read. Both programms (Newdesk and your own) are blocked by io...

Anyone knows how to proceed?

Ciao, Markus
--
+---+
| Markus Pristovsek Dunkel, Genossen, ist der Weltraum |
| prissi@marie.physik.tu-berlin.de (A. Einstein) |
+---+

3016. SCSI bus & TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 15:01:12 UTC
From: porret@elde1.epfl.ch
Message-ID: <1993May27.150112.1@elde1.epfl.ch>
Source record: 38409

Does anybody know about the internal connector for SCSI drive in the TT ?
I'd like to buy a new HD for my TT but want to keep the old one as a backup
drive. Is the internal connector similar to the external one ? If so, who now
the exact layout of this connector ?

Thank you.

Alain-Serge Porret | E-mail : PORRET@ELDE1.EPFL.CH
Department of Electricity | DecNet : 56451::PORRET
Swiss Institute of Technology |

3017. Pure C & TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 15:01:55 UTC
From: porret@elde1.epfl.ch
Message-ID: <1993May27.150155.1@elde1.epfl.ch>
Source record: 38410

I tried to use a PureC compiler on my TT. The result wasn't famous as most programs I compiled had bombs as a result. Moreover, the version I used doesn't allow to produce 68030/68882 code. Does anybody use this software on a TT ? If so, does it work well and does it allow you to produce TT-specific code ? (The version I tried is a bit old, maybe all these problems are resolved in a newer version. As I'm thinking about buying this product, I'd like to know how it works before !!!)

Thank you in advance for answering.

Alain-Serge Porret | E-mail : PORRET@ELDE1.EPFL.CH
Department of Electricity | DecNet : 56451::PORRET
Swiss Institute of Technology |

3018. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 15:52:20 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93147.31940.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 38414

```
------------------------ Original Article ------------------------
Path: butch!netcomsv!decwrl!elroy.jpl.nasa.gov!usc!howland.reston.ans.net!gatech
From: anisko@usdtsg.DaytonOH.NCR.COM (anisko)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: SPECTRE GCR QUESTION
Message-ID: <1342@usdtsg.DaytonOH.NCR.COM>
Date: 27 May 93 12:12:33 GMT
References: <93146.49037.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Reply-To: anisko@usdtsg.UUCP ()
Organization: NCR Corporation, Dayton
Lines: 16

In article <93146.49037.L676791@LMSC5.IS.LMSC.LOCKHEED.COM> L676791@LMSC5.IS.LMS

I don't know if it's this, but I've noticed that if I boot Spectre
from my hard drive, and do *not* have a double-density disk inserted
while booting, then it seems to have problems reading *Mac* disks sometimes
(Spectre-format disks seem ok). However, if I *do* have a double-density
(mac/spectre) disk inserted when I boot, and then mount the floppy and
eject it, then it seems to work fine. Strange, but it seems to work for me...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

Interesting! I have found that if I format a disk in Atari Spectre mode in
Macintosh format first (single sided works and is quicker), and then go into
Macintosh mode, my machine seems to have a lot less problems reading Mac disks.
--Mark van Wyk (408) 739-0541
```

3019. Re: Pure C & TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 16:07:41 UTC
From: bjgrier@bnr.ca
Message-ID: <C7p0su.F8t@news.rich.bnr.ca>
Source record: 38415

In article <1993May27.150155.1@elde1.epfl.ch>, porret@elde1.epfl.ch writes:
|> I tried to use a PureC compiler on my TT. The result wasn't famous as most
|> programs I compiled had bombs as a result. Moreover, the version I used doesn't
|> allow to produce 68030/68882 code. Does anybody use this software on a TT ?
|> If so, does it work well and does it allow you to produce TT-specific code ?
|> (The version I tried is a bit old, maybe all these problems are resolved in a
|> newer version. As I'm thinking about buying this product, I'd like to know
|> how it works before !!!)
|>
|> Thank you in advance for answering.
|>
|> --
|> Alain-Serge Porret | E-mail : PORRET@ELDE1.EPFL.CH
|> Department of Electricity | DecNet : 56451::PORRET
|> Swiss Institute of Technology |
|> --

I've been using Pure C for a couple years now on a TT. There is no
explicit setting for a 68030, use the 68020 instead. Also use the
68881 setting, since the 68882 is insturction compatable with the 68881.
I'll have to check, but when you use 68020/68881 you need other libraries.
But this is just a small change to the project file. I'll try and remember
to send you Pure C sources for my implementation of the Mandelbrot algorithm.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3020. Re: SCSI bus & TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 16:12:21 UTC
From: bjgrier@bnr.ca
Message-ID: <C7p10L.FCv@news.rich.bnr.ca>
Source record: 38416

```
In article <1993May27.150112.1@elde1.epfl.ch>, porret@elde1.epfl.ch writes:
|> Does anybody know about the internal connector for SCSI drive in the TT ?
|> I'd like to buy a new HD for my TT but want to keep the old one as a backup
|> drive. Is the internal connector similar to the external one ? If so, who now
|> the exact layout of this connector ?
|>
|> Thank you.
|>
|> ------------------------------------------------------------------------------
|> Alain-Serge Porret | E-mail : PORRET@ELDE1.EPFL.CH
|> Department of Electricity | DecNet : 56451::PORRET
|> Swiss Institute of Technology |
|> ------------------------------------------------------------------------------

The internal connector is a 50pin ribbon cable that follows the SCSI
specification. To make your life simple, when you buy your new drive
get it in an external SCSI drive case with power supply, and a MAC 25
to 50 pin SCSI cable. When you get the drive switch the new drive and
the one currently in your TT, or just use the new drive in it's external
case and have two drive connected to your TT.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

3021. Re: A.A INDEX HELP..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 17:42:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1343@usdtsg.DaytonOH.NCR.COM>
Source record: 38418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1u2ar3INN2q3@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

re: Atari Archive...

>The way I read this INDEX, that the files is in
>
> Applications/Dtp/Fonts/pagestream/chancery.arc..
>
>But that is incorrect....???

Try capitalizing Pagestream. If I remember correctly, all
directories at atari.archive.umich.edu (under atari/) are capitalized.
The rest of your path looks right...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3022. Re: Which ZOO Do I Want?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 17:47:09 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1344@usdtsg.DaytonOH.NCR.COM>
Source record: 38420

In article <1993May27.130826.4163@ryn.mro4.dec.com> rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
>Most of the downloads I get are ARC or LHARC compressed, but yesterday I pulled
>some .ZOO archives from Umich which I couldn't unpack at home.
>
>Does anyone know what version of ZOO I should be using to be current?

Zoo 2.1 should be the latest version (at least the latest unix source, I think). I think I have seen a 2.14 for the Atari, but that may just be Atari-specific enhancements or something (?).

To play it safe, I'd just get ZOO 2.1 (zoo21.ttp) from atari.archive.umich.edu. To extract, use a command line line this:

zoo21.ttp -extract filename.zoo

Obviously, if you double-click on ZOO21.TTP, then just enter the "-extract filename.zoo" when prompted (or find a shell)...

Hope this helps...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

3023. Re: Hooking up a Multiscan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 18:12:14 UTC
From: holger@ira.uka.de
Message-ID: <1993May27.181214.11835@ira.uka.de>
Source record: 38242

ken@isgtec.com (Ken Newman) writes:

>In article <C7EB25.5xF@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>> Earl Hood (ehood@uci.edu) wrote:

>> > What is involved in connecting a multiscan (aka mulitsync) monitor to

>Multiscan and multisync ARE NOT the same. They are quite different.
>Multiscan is the cheaper of the two, commonly found with crap PC monitors;
>they are hardware-limited to a small number of fixed scan rates/resolutions.
>Multisync is a trademark of NEC, and refers to a system that dynamically
>adjusts to a wide range of different input scan rates/resolutions.

Wrong. Because NEC has a trademark on the name Multisync, other companies had
to invent names that sounded like Multisync, so that everyone knew what was
meant. So names like Multiscan or Flexscan came up.

>--

>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman
--

Holger Hellmuth at Uni Karlsruhe
<hellmuth@ira.uka.de>

3024. Intermittent ST Malfunctions (Was: JRI SIMM memory upgrade)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 18:42:59 UTC
From: hoser@dainbramaged.EBay.Sun.COM
Message-ID: <1u323j$a20@male.EBay.Sun.COM>
Source record: 38425

Does anyone have any insights as to what may be the problem?

First, I've had the JRI upgrade in my system for about two years, and have not had any difficulties with it. I found it very easy to install -- just a few solder connections. I easily added the second video shifter recently. I've found the JRI board well designed and easy to add.

Recently, however, my system has had some rather unusual problems (and the reason for this post).

I had not had any problems with the system since I'd purchased it and added the memory, but within the last few months the system will occasionally reboot itself for no apparent reason. Sometimes it won't even complete the auto programs and accessories before it reboots. Sometimes it doesn't reboot, but instead produces bombs. And sometimes it will just lock-up completely, with no messages at all.

Due to the random nature of the problem, I doubt software is involved; it has even happened when booting from a floppy disk without any auto programs or accessories. It ran Lemmings just fine the other night. It then ran fine for about an hour before I voluntarily powered down. One time through the boot process, though, the auto program to set the keyboard clock said it couldn't find the clock module and then proceeded to freeze when the acc tried to display the clock. I disabled the auto program and the system re-started fine. I later re-enabled the clock auto prog, and the system booted without a problem.

This is really getting weird.

I believe the problem is in one of 3 locations:

1) The memory upgrade: This is actually the least likely problem. I recently re-soldered (after de-soldering) a couple of the more questionable spots. Also, the only memory test I have shows no problems, although even it froze the first time a ran it!

2) The keyboard: I have had a couple of wires between the cpu board and the keyboard break at the keyboard, but I thought I was successful at re-attaching them. At least the continuity tester said they were connected afterwards. I could be wrong. However, the system still froze after I swapped the keyboard with a DEKA adapter and a Zenith (XT) keyboard.

3) The power supply: This, I think, is the most likely suspect. I think I've pushed it to it limits and it is occasionally

overloading. I've been planning to purchase a new (BEST) power
supply, anyway -- I may get one just to see if the problem goes
away.

My setup is a 1040ST upgraded to 4 Mbyte with the JRI upgrade (with
second video shifter added (though I should note that the problem has
occurred both before and after I added the second shifter). I believe
the clock is a Z/Time clock (the system was purchased with the clock
installed), and I have both mono and color (actually a Commodore 1804)
monitors connected via a do-it-yourself switch I purchased at B&C
Computervisions.

The problem had occurred with a variety of software, though seems to
happen more frequently with the mono monitor.

I'd appreciate any assistance anyone may have about what may be causing
this problem.

Thanks in advance.

Mark Houser
Software Instructor
Sun Microsystems, Inc.
mark.houser@EBay.Sun.COM

In article <C7K5w8.EI7@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>Anybody have any comments about the JRI memory expansion board (the one
>that takes SIMMS)?
[details deleted for brevity]
>
>Thanks in advance for any comments.
>
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

3025. Which HD can I put in my Mega ST2 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 19:23:53 UTC
From: bacha@taloa.unice.fr
Message-ID: <1u34g9lNNc3c@taloa.unice.fr>
Source record: 38419

Hello everybody,

I just want to know if I could put any Hard Disk, including pluging cards,
in my Mega ST2, like DMA, SCSI, IDE, other.

What I need is a big HD (like 200-300 Meg), not a Megafile-30 ...

Thank you in advance,

Laurent

--
BACHA Laurent, University of Nice-Sophia Antipolis, FRANCE
E-mail address : bacha@taloa.unice.fr or bacha@aurora.unice.fr
Local Phone : +33 93 84 19 81 (Room : 434 Bat. A)
********** Remember that life's what you make it **********
--
BACHA Laurent, University of Nice-Sophia Antipolis, FRANCE
E-mail address : bacha@taloa.unice.fr or bacha@aurora.unice.fr
Local Phone : +33 93 84 19 81 (Room : 434 Bat. A)
********** Remember that life's what you make it **********

3026. Re: Which ZOO Do I Want?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 19:45:05 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993May27.204505.1@gst-soft.demon.co.uk>
Source record: 38424

> TITLE: Which ZOO Do I Want?

> Does anyone know what version of ZOO I should be using to be current?

Yup, you should be using zoo v2.1, available at a.a.

CW

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

3027. Re: A.A INDEX HELP..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 19:49:41 UTC
From: bhawker@ham.almanac.bc.ca
Message-ID: <iX584B1w164w@ham.almanac.bc.ca>
Source record: 38423
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz writes:

> HELP....
>
> Atari Archive...
>
> I have the INDEX from A.A. but I am unable to work out
> the Directory Paths of this File...

[stuff deleted]

> The way I read this INDEX, that the files is in
>
> Applications/Dtp/Fonts/pagestream/chancery.arc..
>
>
> But that is incorrect....???
>
>
> Thanks...........
>
>
> Roger.................. sheppard_r@kosmos.wcc.govt.nz
>
>

Try Applications/Dtp/Fonts/Pagestream/chancery.arc
^
I requested (and received) this file last week. What I have found out
about the index, is that you must capitalize all directories and
subdirectories, while leaving files lower case.

Fun, huh ?? :-)

<< Bruce >>

bhawker@ham.almanac.bc.ca Ladysmith B.C. 604-245-5531

Putting smokers and non-smokers in the same room is like having a
urinating and a non-urinating section in a swimming pool - Ross Parker

3028. RDE Version_4 (sent to a.a.) can remove ramdisks in ANY order.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 19:58:52 UTC
From: wabe@ukc.ac.uk
Message-ID: <4510@eagle.ukc.ac.uk>
Source record: 38422
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
RDE ( Version_4 ) - Significant upgrade on RDE_Version_3.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

(Distribution to the Public Domain

by kind permission of

Mark Williams Company)

Hot on the heels of my last submission of RDE (Version_3), comes Version_4 with the very significant upgrade that loaded RDE/RDY ramdisks can now be removed (dropped) IN ANY ORDER WHATSOEVER. The restriction of "Last in First Out" that ALL previous versions of RDE/RDY have had is now lifted. Otherwise this has ALL the features of Version_3 and is FULLY compatible with all previous RDE/RDY ramdisks and saved ramdisk files. Unlike Version_3, I've packed RDE Version_4 with the ICE (v_2.4) packer which is MINT-compatible. You can unpack it with Marinos Yannikos' NAUGHTY unpacker if you like.

Why did I submit Version_3 a week or so ago if I was working on this? Well, I WASN'T WORKING ON IT! - and the idea only occurred after the latter was submitted. I was also led to believe that this could not be done within TOS - but I persevered out of interest. After finding out by "trial and error" about OEM cruft links and the way TOS boots-up its hard disk partitions I finally could see how this (very desirable) feature could be incorporated. For those who prefer to have as much RAM as possible and work with utilities installed on RDE ramdisks (like me!) this will make life much easier.

For example, I could be writing a paper within my SIGNUM2 ramdisk when I find I need to finalise some data analysis with Fortran. So I wish to load my RDE FORTRAN installation but, da*?*n it, I had forgotten to remove that CALAMUS ramdisk installation I was previously working with BEFORE loading the SIGNUM2 one and now there is no room for the FORTRAN one as well on my 4 Mbyte machine. With Version_4 it becomes possible to get rid of that CALAMUS ramdisk I've finished with to make room to load the FORTRAN without disturbing the SIGNUM2 installation at all (Of course - there will be a warm reset - so you must save your document to file on the ramdisk first - come to think of it you'd HAVE TO anyway with SIGNUM2 as it does not allow the execution of external programs from within itself.

I'm sure that other RDE users can see similar benefits. This now makes me extremely envious of Falconers and TT'ers with 32 Mbytes or so. (Thanks to Ofir Gal who has verified that Version_3 works OK on a Falcon.) They could install huge applications (given that Version_3 removed the bug

that previously had limited RDY ramdisks to no bigger than about 2036 kb) or a huge number of smaller applications simultaneously. I must get one of those Falcons..... but with Maximum RAM as a PREREQUISITE so that I can defragment whole Hardisk Partitions (<= 16 Mbytes) in safety on a huge suitably configured RDE ramdisk in a few seconds (minutes?) only. The only risk is in "sector copying" the defragmented ramdisk (with DFT.TOS) back to the Hardisk Partition. But this should be QUICK (few seconds) and you'd have to be unlucky indeed for the electricity supply to fail during that time!!

My apologies to the archivists for bothering them again so soon after Version_3 was downloaded. But I guess they must be used to this phenomenon for I know of few authors who can discipline their minds not to continue thinking about the task that's occupied a hefty % of their "thinking time" for the previous few days - so if further good ideas occur to them....!! I guess this must be a phenomenon well-known to software archivists & justifies an appropriate "delay-time" before submissions are archived that sometimes annoys "over-keen" authors.

For the curious, RDE ramdisks install themselves at the top of memory and decrement PHYSTOP to allow space. Removing a previously loaded ramdisk leaves the "stack" fragmented - and it is necessary to pull its tail up to fill the gap. However you must do this in a way that TOS will not complain about and plunge your machine into utter darkness out of which re-birth (i.e. a cold boot) is the only solution. This involves monitoring the values of several "vectors" held within RDE's bootsectors to take into account the ensuing change of addresses of the routines these vectors point to as well as altering in a different way the cruft-link pointers that RDE uses to "find" its disks etc. etc. Anyway now I've got the sums right - the whole operation happens usually within about a second and reliably.

There are a few minor quirks. If you remove your "booting" ramdisk then, after a warm reset, booting defaults to A:\ (all this assumes you do NOT make your Hardisk (if any) self-booting from C:\ - Rather Harddisks MUST be woken up AFTER the ramdisks have loaded - preferably from a prog. such as AHDI in the AUTO folder of a "booting" RDE ramdisk (see IQ_BOOT the intelligent booting sourcecode for a tailored booting program that I sent with Version_2 of RDE last year). If subsequently you reload your booting ramdisk off A:\ you will get a normal "loading" warm reset usually followed (at least with ICD Harddisks) by another warmreset after which your booting ramdisk will take over control. There is nothing to worry about in this - it is normal and your data should be intact. HAVING SAID THAT I EMPHASIZE THAT NEITHER I (nor Mark Williams Co. who developed the original RDY) CAN BE RESPONSIBLE FOR ANY LOSS OF DATA, ACCIDENTS ETC. THAT MIGHT ENSUE FROM THE USE OF THIS SOFTWARE. THIS SOFTWARE IS NEW! AND, AS SUCH, SHOULD BE TREATED WITH CARE (but it's passed all my tests so far - wabe).

W. Alan B. Evans.
[wabe@ukc.ac.uk] - May 27th 1993.

3029. Taipan.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 20:20:45 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <C7pCIM.1LK@ecf.toronto.edu>
Source record: 38421
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Has anyone ever compiled Taipan for the ST??

Thinking it was the same "Taipan" that was released for the Apple2 family
a looooooong time ago, I bought a PD (or was it Shareware) disk with the game
"Taipan" on it (This was at ACE in Toronto last year - off TAF, I'm sure).
However, the proggy was in GFA Basic so I couldn't play it (bah!)...
Anyway, having gotten a PD version of GFA (off a STformat CoverDisk) for the
express reason of compiling the blimmin game, I was knackered when it didn't
compile at all!!!

Can anyone help me out here? If it's okay, I'll even post up the source....
if any of you want to have a go at compiling it! :)

Posting's or e-mail appreciated.

Vaya con Dios,
AcEzE.
--
.sig deleted by lousy, stinkin, dirty, rotten and utterly PARANOID sys admin!

3030. Re: Hooking a CD-ROM to my Mega 4 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 20:57:44 UTC
From: bjgrier@bnr.ca
Message-ID: <C7pE89.JKD@news.rich.bnr.ca>
Source record: 38433
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.93May27092234@hal.cerfacs.fr>, ralph@cerfacs.fr (Ralph Sobek) writes:
|> I have recently gotten a SCSI CD-ROM at the Computer Shopper in
|> London, UK. I vaguely remember that there were problems between Atari
|> software and modern CD-ROMs. And I seem to have a problem with mine!
|> My Mega 4 does not see the CD-ROM. Nevertheless, ICD's IDCHECK does
|> successfully communicate with it:
|>
|> TOSHIBA CD-ROM XM-3401TA
|>
|> So, I believe that it is correctly hooked up. I am using ICD Pro BOOT
|> 6.0.8 together with MetaDOS 2. For these tests it is my *only* SCSI
|> device.
|>
|> Any suggestions, anyone? I am currently at a loss.
|>
|> Thanks,
|>
|> --
|> Dr. Ralph P. Sobek
|> ==
|> Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

What are your settings in your config.sys file? (bet most of you never thought
you'd here that in reference to an Atari!) Make sure that the hardware driver
points to the SCSI address of your CD drive, and the software driver points
to the hardware driver. It's a messy file but it works. Also make sure that
you are using the hardware driver from ICD not Atari. The Atari driver has
some problems with brands other than Chinon and Sony.

I can switch my CD-Rom, Chinon 431, from my SCSI to my DMA port this weekend,
and get back to you with the results. I'll send you a copy of my config.sys.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

3031. Re: Which HD can I put in my Mega ST2 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-27 21:03:15 UTC
From: bjgrier@bnr.ca
Message-ID: <C7pEHG.Jn2@news.rich.bnr.ca>
Source record: 38432

In article <1u34g9INNc3c@taloa.unice.fr>, bacha@taloa.unice.fr (Bacha Laurent) writes:
|>
|> Hello everybody,
|>
|> I just want to know if I could put any Hard Disk, including pluging cards,
|> in my Mega ST2, like DMA, SCSI, IDE, other.
|>
|> What I need is a big HD (like 200-300 Meg), not a Megafile-30 ...
|>
|>
|>
|>
|> Thank you in advance,
|>
|>
|> Laurent

You will need a 3.5" SCSI drive, as big as you want, and ICDs
Micro Host adapter kit. I am not sure if this kit is still available
but you can call ICD and check. The kit contained everything you
needed to mount a 3.5" SCSI disk INSIDE a MegaST.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3032. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 00:02:42 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.vQZV&h&q4&M@nasim.sta.sub.org>
Source record: 38436

boyd@tait.math.fsu.edu (Mickey Boyd) writes:
>Andrew H Krieg (ultron@csd4.csd.uwm.edu) wrote:
>> Also, when checking the partitions of my current drive, I noticed the
>> software said that GEM only supports 16 Meg partitions adequately. Is this
>> still true?

>TOS 1.0 and 1.2 had this limitation. For TOS 1.4 and above, it is 32mb per
>partition. I am not sure about the Falcon/TT.

That is only right if you use 512 bytes/sector.

If you use 1024 bytes/sector and (any) TOS >=1.04 your partition limit
is at 64 MByte(BGM). You can use up to 4096 Bytes/cluster.

Atari's HDX does not support this. You have to use Hushi (SCSI-Tools
from Julian Reschke) or HDDRIVER (from Uwe Seimet).

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3033. Re: Monitors with a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 00:03:34 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.MTLPydTOhGk@nasim.sta.sub.org>
Source record: 38438
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:

>You'd better get one without 15 kHz. Only one programm (CEBIT93.PRG) isn't
>able to run on a TV (silly thing as ATARI hasn't any RGB-adaptors yet) - all
>the others only need the compatible screen-memory.

The CEBIT93 Demo works fine on TV if you plug the SM124(etc.) adapter
into the monitor port as dummy. The programmers of CEBIT93 were just too
silly to ask for the TV - maybe they didn't know TV is nearly the same
as RGB.

The SM124 adapter is available here in Munich for DM 30 (~US$20).

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3034. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 00:04:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.pF7kHVur0mA@nasim.sta.sub.org>
Source record: 38437

kohlj@carson.u.washington.edu (Jereme Kohl) writes:

>Spectre GCR is known to have problems with 6.0.8. I think Small recommends
>6.0.3. That's what I use anyway. Check your manual and README's for the
>recommended system.

They recommend 6.0.5 and nothing else. 6.0.7 works too, but without
Sound.

Gruss,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3035. ZOO 2.1 - pet peeve and a request

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 02:06:12 UTC
From: mgm@world.std.com
Message-ID: <C7psID.F9z@world.std.com>
Source record: 38426

I use zoo 2.1 often and generally am impressed with it, but I've run into an insurmountable problem...

When using a simple command (verbose listing for example) after finishing the listing ZOO pauses and says "Press any key to continue." This would be fine except for two situations: (a) batch processing which I'd like to be able to use ZOO for, and (b) remote use. (Users of my BBS can run a door to view contents of a .ZOO archive, but at the end it waits for a key - and will only accept that key from the CONSOLE, regardless of redirection.

Is there another version of ZOO which doesn't do this? An option which I've overlooked? Barring that, is the source to the current version publicly available?

thanks for any help...
--
~`~` michael moncur, BC, OEADM - mgm@world.std.com - moncur@delphi.com ~`~`
"You can't have everything. Where would you put it?" -- Steven Wright

3036. Looking for Compute book

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 02:16:32 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <0Tm94B1w165w@ersys.edmonton.ab.ca>
Source record: 38430
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for the following book, "Compute's Guide to GEM Programming, Volume 2: AES". If anybody knows where I can locate this book, please e-mail me. The book was published by Compute Magazine (Publishing).

Adv/Thx/ance,


```
=========================================================================
| Gregeory C. (Greg) Granger | |
| (GGranger@Ersys.Edmonton.Ab.Ca) | "If only you could see what |
| 5516-190A Street | I've seen with your eyes." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

3037. Re: Pure C & TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 06:57:02 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.738572222@echo>
Source record: 38431

porret@elde1.epfl.ch writes:

>[...] Moreover, the version I used doesn't
>allow to produce 68030/68882 code.
Every version of PureC allows 68020 and/or 68881 code!! You have to change
the libraries for the 68881 code.
There are some old versions of TurboC that have problems with the FPU but not
PureC.

>Does anybody use this software on a TT ?
yes, I do.
>If so, does it work well and does it allow you to produce TT-specific code ?
it works very well.

Bye Wolfgang

3038. Laser printing from Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 07:27:18 UTC
From: marc@targon.UUCP
Message-ID: <3234@targon.UUCP>
Source record: 38435

I'm just curious, what possibilities does Spectre offer in printing
on the SLM804/605 series? I know about the Imagewriter emulation,
but read also something about Ultrascript support.
Does anyone know more? Is it possible to get 300 dpi output?

Marc

3039. Re: Pure C & TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 09:47:33 UTC
From: julian@math.uni-muenster.de
Message-ID: <1u4n3l$13pb@obelix.uni-muenster.de>
Source record: 38434

In article 1@elde1.epfl.ch, porret@elde1.epfl.ch () writes:
> I tried to use a PureC compiler on my TT. The result wasn't famous as most
> programs I compiled had bombs as a result. Moreover, the version I used doesn't
> allow to produce 68030/68882 code. Does anybody use this software on a TT ?
> If so, does it work well and does it allow you to produce TT-specific code ?
> (The version I tried is a bit old, maybe all these problems are resolved in a
> newer version. As I'm thinking about buying this product, I'd like to know
> how it works before !!!)
>
> Thank you in advance for answering.

Pure-C always was and is working perfectly on the TT. If your code bombs, it might be a bug in your program :-) For 68882 code you need to link a special float library (pc68*.lib as far as I remember).

Julian F. Reschke, Hensenstr. 142, D-W4400 Muenster (from July, 1st: D-48161)
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

3040. Re: Window scrollbar widths...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 10:40:37 UTC
From: marc@targon.UUCP
Message-ID: <3235@targon.UUCP>
Source record: 38241

In article <C7nAvs.MIs@srgenprp.sr.hp.com> randyh@sad.hp.com (Randy Hosler) writes:
|There is an AES function that returns the dimensions of the window interior
|as well as the exterior (whole window with whatever gadgets you've attached.)
|If he uses this function he should have no problem.
|
|Don't know what is's called of the top of my head, though.
|

It's wind_get().
You can get various kinds of information about windows with this
function, depending on the first (?) argument.

Marc

3041. Hard Drive query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 12:04:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <1993May28.120407.7035@westminster.ac.uk>
Source record: 38245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone out there have or has heard of Disk Drives Limited of Kent?

I recently had a major upgrade with my Atari STe by buying lots of new and second hand stuff.

One of the second hand ones was a 48Mb Hard Disk Drive.

Now, I did get a manual with it, and it has a technical helpline phone number, but it seems that the company has gone bust. I made loads of phone calls to Atari UK, Atari Workshop, Silica Systems and other major Atari dealers here in the UK, but none of them had heard of the aforementioned company.

I have opened the caseing to the drive, and found that the SCSI interface is by the same company. My problem seems to be that I don't know how to change the battery in the in-built clock, as I can not see where the existing one is. I really need to change the Battery.

Also, I'd like to increase the size of my HD by adding on another bare drive. How do I go about it?

Please help.

Danny =):-(

vctec@westminster.ac.uk
D.Bhabuta@alpha.qmw.ac.uk
--
****
*
D.Bhabuta (Dan The Man !!) *
vctec@uk.ac.westminster ****

3042. Re: A.A INDEX HELP..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 12:12:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1u4vijINN829@golem.wcc.govt.nz>
Source record: 38243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1343@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <1u2ar3INN2q3@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
> Try capitalizing Pagestream. If I remember correctly, all
>directories at atari.archive.umich.edu (under atari/) are capitalized.
>The rest of your path looks right...
>
> Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

I found there is a Bug in the INDEX files, pagestream directory
is listed in lower case..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

3043. Re: Window scrollbar widths...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 12:47:45 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C7qM7L.380@newcastle.ac.uk>
Source record: 38247

In article <1u03eeINNk2g@news.u.washington.edu>, dud@stein.u.washington.edu (Dan Aylward) writes:
>A friend of mine is writing a GEM program and he wants it to be as
>compatable as possible. After developing on the Falcon for a while, he's
>noticed that the new 3D scroll bars are a bit thicker. What he needs is
>an easy way for his program to check the GEM scrollbar width for the
>system, so he doesn't write anything on top of the scrollbars. Is there a
>location in memory that tells the current width of the scrollbars for the
>current resolution and version of TOS? He's using GCC.
>

He should really use the gem call wind_get to read the coords & size of the
window work area using the WF_WORKXYWH mode for the call......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3044. Re: Which ZOO Do I Want?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 12:57:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1u527flNN829@golem.wcc.govt.nz>
Source record: 38244

In article <1344@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <1993May27.130826.4163@ryn.mro4.dec.com> rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
>>Most of the downloads I get are ARC or LHARC compressed, but yesterday I pulled
>>some .ZOO archives from Umich which I couldn't unpack at home.
>>
>>Does anyone know what version of ZOO I should be using to be current?
>
>
> Zoo 2.1 should be the latest version (at least the latest unix
>source, I think). I think I have seen a 2.14 for the Atari, but that
>may just be Atari-specific enhancements or something (?).
>

This is the upgraded German version, I hasve been told its the only one to use..

Robert Anisko
> anisko@usdtsg.daytonoh.ncr.com

There is this other Archiver called DC Extract Plus, Version 2.2B, does support all the Archive formats, but now shareware and being updated all the time, supports the new ZIP and ZOO and LZH archive formats, also has a built in text doc reader..

Should be on a Archive site near you....

Roger..... sheppard_r@kosmos.wcc.govt.nz

3045. Re: Hooking up a Multiscan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 13:33:11 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <1u54anEqpl@uni-erlangen.de>
Source record: 38246

holger@ira.uka.de (Holger Hellmuth) writes:

>ken@isgtec.com (Ken Newman) writes:

>>In article <C7EB25.5xF@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>>> Earl Hood (ehood@uci.edu) wrote:

>>Multiscan and multisync ARE NOT the same. They are quite different.

>Wrong. Because NEC has a trademark on the name Multisync, other companies had
>to invent names that sounded like Multisync, so that everyone knew what was
>meant. So names like Multiscan or Flexscan came up.

Correct. My Idek monitor is called MultiFlat and compares to all
NEC MultiSyncs without any problem. It allows even higher sync rates
than the NEC4FG.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

3046. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 15:13:16 UTC
From: omerzu@quando.quantum.de
Message-ID: <1993May28.151316.9569@quando.quantum.de>
Source record: 38248

In article <H.ea.vQZV&h&q4&M@nasim.sta.sub.org>
knarf@nasim.sta.sub.org (Frank Bartels) writes:

>If you use 1024 bytes/sector and (any) TOS >=1.04 your partition limit
>is at 64 MByte(BGM). You can use up to 4096 Bytes/cluster.
>
>Atari's HDX does not support this. You have to use Hushi (SCSI-Tools
>from Julian Reschke) or HDDRIVER (from Uwe Seimet).

Atari's HDX 5.0 _does_ support BGM partitions with > 512 bytes/sector.

--
--
Thomas Omerzu Internet: omerzu@quantum.de
Quantum Software GmbH Telefon: +49-231-75441-0
Dortmund, Germany FAX: +49-231-75441-115

3047. Re: Hooking up a Multiscan monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 17:32:20 UTC
From: boyd@zeno.math.fsu.edu
Message-ID: <C7qzDw.Ktq@mailer.cc.fsu.edu>
Source record: 38250

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
> holger@ira.uka.de (Holger Hellmuth) writes:

> >ken@isgtec.com (Ken Newman) writes:

> >>In article <C7EB25.5xF@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
> >>> Earl Hood (ehood@uci.edu) wrote:

> >>Multiscan and multisync ARE NOT the same. They are quite different.

> >Wrong. Because NEC has a trademark on the name Multisync, other companies had
> >to invent names that sounded like Multisync, so that everyone knew what was
> >meant. So names like Multiscan or Flexscan came up.

> Correct. My Idek monitor is called MultiFlat and compares to all
> NEC MultiSyncs without any problem. It allows even higher sync rates
> than the NEC4FG.

However, there do exist monitors with "multi" as part of the name that are
not true Multisync monitors. They can only provide a few specific sync rates
(for several PC video standards). These monitors are unlikely to work with
an ST (give a standard magic multisync box, like the ones Toad sells). The
point to note is that one should ask if a monitor in question is a true
multisync, or just a multiple-sync.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3048. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 17:36:26 UTC
From: boyd@zeno.math.fsu.edu
Message-ID: <C7qzKq.L0E@mailer.cc.fsu.edu>
Source record: 38251

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
> I tried installing 6.0.5 several times, and couldn't get the bloody thing to
> load. System 6.0.8 loaded on perfectly. (I used to have 6.0.4 with relatively
> few problems, but Pagemaker 4.2 requires 6.0.5 or higher, hence the fact that I
> installed 6.0.8. I think my problems is my disk drive not being able to read
> Mac disks very well, and this has always been a bug with my set up, no matter
> what system I use. Somebody mentioned that there's a potentiometer on the
> Spectre cartridge that I can adjust to fix drive reading problems, but I have
> not been able to get any documentation. Can anyone help? My main problem
> right now is that the system crashes or I get "bad disk" readouts when I try to
> load large Pagemaker files. Tonight I'm going to try to load the files from my
> floppy onto my hard disk, and then open the files, and see if that helps. The
> wierd thing is that sometimes the files will open OK, and sometimes I have the
> problems. I understand I'm not the only one who is experiencing this kind of
> thing. My E-mail is full of people who experience similar bugs.

Do you have a Mega? I understand there is a well known problem with some
Megas concerning the GCR (the fix involves some additional shielding). I
only have a Spectre 128, so I cannot comment on drive problems (I am thinking
about upgrading to a GCR though :-).

So, does 6.0.8 work perfectly (except for sound)? I have not yet run into
anything I really need that is not happy with 6.0.5, but the time will probably
come . . .

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3049. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 18:06:06 UTC
From: wabe@ukc.ac.uk
Message-ID: <4534@eagle.ukc.ac.uk>
Source record: 38249

In article <C7onGC.DL6@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
>usenet@bmers95 wrote:
>> What are these bugs?. I have been using TOS 1.04 for over one year,with four 32
>> Mbyte partitions (512 Bytes/Sector).I have never had any problems apart from
>> using disk editors/de-fraggers that could not handle >16Meg.
>
>Many people have used oversized partitions, and in most cases they didn't
>have problems. A fellow netter (Juergen Lock) has disassembled quite
>a few parts of GEMDOS (both in TOS 1.04 and TOS 2.06) and found problems
>in internal functions that are called by Fread/Fwrite when you are
>writing large chunks of data. Juergen, are you listening?
>
This does not ring true!! I have been using a 32 Mbyte (logical
sector size 512) partition for years on my STE with no problems that I've
detected. FURTHER I have saved huge ramdisk files (i.e. containing ramdisk
contents) of up to 2 Mbyte sizes on these partitions with no detectable harm.
May I suggest your pal, Juergen, re-examine the code again and he may find
that what he "thought" was a bug is not one in fact. Or, if indeed there is
a bug with large file sizes, do tell us how to reproduce it - and at what
file sizes does it manifest itself.

Someone opined once in this Newsgroup (or allied one) that 32 Mbyte
partitions became possible when Atari suddenly discovered "unsigned" ints!!

W. Alan B. Evans
[wabe@ukc.ac.uk]

3050. Which GNU files?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 18:56:06 UTC
From: foster@rufus.nsc.com
Message-ID: <1993May28.185606.19166@berlioz.nsc.com>
Source record: 38252

I am interested in getting a C compiler for my Falcon/ST's. I have seen gnu on the atari.archive and was wondering two things...

1: Is this the best way to go or is there a better C program I should buy?

2: If this is a good route which files do I need from a.arch?

I have used gcc alot and like it. Thanks in advance.

You can post here or email me.

foster@berlioz.nsc.com

3051. Re: BAD PROGRAMING

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-28 20:03:30 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C7r6Dv.Jy@sunlab1.bath.ac.uk>
Source record: 38253

In the referenced article, warwick@cs.uq.oz.au writes:
>sheppard_r@kosmos.wcc.govt.nz wrote:

[thing about tables deleted]
>>
>512 bytes is a SMALL lookup table! Post the two pieces of code and

No kidding, I've used 64k+ tables to avoid having to do division for some high performance graphics routines (involving inverse square laws and things), I didn't see that as any sort of problem. Maybe you non-programmers should read through some 68000 manuals and find out just how long some instructions take before posting such articles. I won't even think about mentioning storing of all the shifted graphics of sprites as well.......

Mark

3052. ls-lR.Z File on A.A..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-29 06:56:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1u71ehlNNc4b@golem.wcc.govt.nz>
Source record: 38255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** HELP... ****

I am trying to get the ls-lR.Z file from A.A. by the mail-server,
nothing seems to work..??

Can some one give me the correct procedure...

Thanks...........

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3053. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-29 10:23:37 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993May29.102337.18476@rhrk.uni-kl.de>
Source record: 38256

knarf@nasim.sta.sub.org (Frank Bartels) writes:

>If you use 1024 bytes/sector and (any) TOS >=1.04 your partition limit
>is at 64 MByte(BGM). You can use up to 4096 Bytes/cluster.

The maximum sector size is 8192 bytes per sector which corresponds to a maximum cluster size of 16384 bytes. This means with TOS >= 1.04 you get a maximum partition size of 512 MB, with older TOS version the limit is 256 MB.

>Atari's HDX does not support this. You have to use Hushi (SCSI-Tools
>from Julian Reschke) or HDDRIVER (from Uwe Seimet).

HDX supports partitions up to 256 MB. This is compatible with _all_ TOS versions, 512 MB partitions need TOS >= 1.04. There might be a bug in TOS >= 1.04 so that you shouldn't use partitions > 256 MB but this is not quite clear. On my drives I didn't have any problems so far.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3054. Re: Info on Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-29 11:57:59 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May29.125759@cs.bham.ac.uk>
Source record: 38257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone any success with compiling MiNTlib with Lattice 5.52? Mine makes (ok, projects) OK, but you need to add crt0.s and then the stuff crashes if you compile a file using it. Do you have to compile the lib INTO the existing LCNB.LIB? And can you compile it into base-relative?

David.

NB: cross-posted. Follow-up to .tech!

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Mastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

3055. Re: Dropping icons in windows in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-29 12:07:08 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993May29.130708@cs.bham.ac.uk>
Source record: 38258

In article <1u2e0b$lmd@mailgzrz.TU-Berlin.DE>, prissi@lise.physik.tu-berlin.de (Markus Pristovsek) writes:
|> >1. User drops icon onto window.
|>
|> >2. Window recieves GEM Message 63 (0x3F). msg[7]'s high byte-low byte combination
|> >will be ASCII 'AB' or something similar.
|>
|> >3. By now there is a pipe called 'U:\PIPE\DRAGDROP.AB' (note A B!).
|>
|> >4. Pipe exists for .5 seconds when alert appears on screen and operation gets
|> >aborted.
|>
|> Now, I've found two possibilitys: Write a nonzero byte; the desktop answers: "You cannot drop ..."
|>
|> Second: Write a zero. Then write some other stuff or not and try to read. Both
|> programms (Newdesk and your own) are blocked by io...
|>
|> Anyone knows how to proceed?
|>
|> Ciao, Markus
|> --
|> +--+
|> | Markus Pristovsek Dunkel, Genossen, ist der Weltraum |
|> | prissi@marie.physik.tu-berlin.de (A. Einstein) |
|> +--+

Markus!

Thanks, I thought that this thread had died! You tried to write to the pipe? I'd not though of that! Maybe you have to write more than a character's worth of stuff. Maybe an address or a length?

Interesting.

I do think it would be easier if Eric could tell us though...

Hint hint!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Mastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

3056. Re: High Speed Pascal - WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-29 15:52:35 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <HZXDBTFB@heaven7.in-berlin.de>
Source record: 38260

You might like to know that a new version of Pure Pascal is available that is compatible to Borland Pascal 7.0 (or so they say, I haven't REALLY tried it yet).

--

Martin Ibert/Fï¿½rstenweg 11/D-13589 Berlin (1B20)/martini@heaven7.in-berlin.de

---

| Jeder Popel fï¿½hrt 'nen Opel, jeder Affe fï¿½hrt 'nen Ford, o |
| Jeder Blï¿½dmann fï¿½hrt 'nen Porsche, jeder Arsch 'nen Audi Sport, ./\ |
| Jeder Spinner fï¿½hrt 'nen Manta, jeder Dï¿½del Jaguar, _//|_. |
| Nur Genieï¿½er fahren Fahrrad und sind immer schneller da -- SK/TK (_)`(_) |

3057. Re: Which ZOO Do I Want?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-29 16:28:02 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <H1XDBY4B@heaven7.in-berlin.de>
Source record: 38261

In <1993May27.130826.4163@ryn.mro4.dec.com>, My name is Brian Rost (rost@tecrus.enet.dec.com) writes:

: Does anyone know what version of ZOO I should be using to be current?

I have Zoo 2.10, and I've yet to see a zoo archive that it wouldn't unpack.
--
Soldaten sind, man glaubt es nicht, REINHARD | Martin Ibert, Fï¿½rstenweg 11,
aufs Sterben gar nicht so erpicht, MEY | D-13589 Berlin (-30/6: 1B20)
und auch nicht auf das "Feld der Ehre" aus, | martini@heaven7.in-berlin.de
Soldaten woll'n nur eins, sie woll'n nach Haus! | +49-30-3753479, Fax -3753699

3058. Re: SPECTRE GCR QUESTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-29 18:30:02 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93149.41402.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 38259

```
------------------------ Original Article ------------------------
Newsgroups: comp.sys.atari.st.tech
Path: butch!netcomsv!decwrl!olivea!spool.mu.edu!howland.reston.ans.net!gatech!ma
From: boyd@zeno.math.fsu.edu (Mickey Boyd)
Subject: Re: SPECTRE GCR QUESTION
References: <93146.49037.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Sender: usenet@mailer.cc.fsu.edu
Organization: Florida State University Department of Mathematics
Date: Fri, 28 May 1993 17:36:26 GMT
X-Newsreader: TIN [version 1.1 PL9]
Message-ID: <C7qzKq.L0E@mailer.cc.fsu.edu>
Reply-To: boyd@math.fsu.edu
Lines: 32

Do you have a Mega? I understand there is a well known problem with some
Megas concerning the GCR (the fix involves some additional shielding). I

So, does 6.0.8 work perfectly (except for sound)? I have not yet run into
anything I really need that is not happy with 6.0.5, but the time will probably
come . . .

In answer to the first question, I have a Mega STe. (The floppy drive cable
that comes with Spectre is about a foot too short for a Mega STe, BTW)
As far as system 6.0.8, I seem to be able to get it working with some TLC,
and as far as I can tell, the sound works, too (at least the beeps do).
Mark van Wyk (408) 739-0541
--
*****************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*****************************************************************************
```

3059. Re: SCSI bus & TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-29 20:55:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A57816@K.maus.de>
Source record: 38265

>Does anybody know about the internal connector for SCSI drive in the TT ? I'
>d like to buy a new HD for my TT but want to keep the old one as a backup
>drive. Is the internal connector similar to the external one ? If so, who
>now the exact layout of this connector ?

The TT's internal connector is a standard 50 pin SCSI connector.

You can either swap drives and put the old one into an external case, or
connect both of them to the internal connector. You'll need a different SCSI
cable with two drive connectors and a Y shape power supply cable.

Then place terminator packs to the following locations:

Two internal drives: onto the TT motherboard and the drive at the end of the
cable, nothing on the first drive.

Int+ext drives: terminators on the two drives, nothing on the TT board.

3060. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-29 21:03:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A57817@K.maus.de>
Source record: 38266

>>Atari's HDX does not support this. You have to use Hushi (SCSI-Tools >from
>Julian Reschke) or HDDRIVER (from Uwe Seimet).
>Atari's HDX 5.0 _does_ support BGM partitions with > 512 bytes/sector.

This feature has been invented by Atari in HDX 3.00, supported ever since AHDI
3.00 appeared on the same day in 1988...

3061. Re: window element size

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-30 00:17:32 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.273158@cix.compulink.co.uk>
Source record: 38262

In article <1u2299$o44@asterix.uni-muenster.de>, gutschk@asterix.uni-muenster.de (Markus Gutschke) writes:
>up to the window manager. Currently a networkable version of GEM is
>being worked on (Prax) and (theoretically) some day, you might be able

have you any more information on this? TIA,

Adam.

3062. Compugraphic Fonts & Pagestream

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-31 06:46:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1uc9kfINNo5r@golem.wcc.govt.nz>
Source record: 38267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

COMPUGRAPHIC FONTS...

There seem some confusion on the adverts for Pagestream, well to me there is.

The UK version of Pagestream, they are stating that it comes with
10 Compugraphic Fonts, but the US version only has 3.

Also I have the review of Pagestream, (ST-Informer) it stated that Soft-logik
with not be providing any more Compugraphic fonts..

Any idea's on this one...??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3063. LAN, Ethernet for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-31 08:14:01 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.738836041@sakura>
Source record: 38268

Hi--

can anybody tell me how to make use of the LAN port
in my Mega STE?
I'd like to connect it to a LAN of SUNs.

Is an Ethernet card available?

Any other ideas except via modem or serial are highly
appreciated!

Christian Goltz
goltz@epdpri1.dpri.kyoto-u.ac.jp

3064. CD-ROM for atari*

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-31 13:26:41 UTC
From: jim@wft.stack.urc.tue.nl
Message-ID: <1ud12h$2tt@tricky.wft.stack.urc.tue.nl>
Source record: 38269

[Article crossposted from comp.sys.atari.st]
[Author was Jim Rump]
[Posted on 31 May 1993 13:24:45 GMT]

Hello,

I like the atari computers and I also like playing with lots of
different software. The problem I'm facing now is a lack of diskspace.
So I want to make a CD-ROM with al kind of atari-software, such as:
ST, TT, Falcon etc...

I can not make only one CD, because this would cost me too much.
If someone else wants to have such a CD as described above, let me know so
I can cut the costs to < $100,-.

PS: If you want some special kind of software on this CD tell me, because
600 Mb is hard to fill up (No illegal software).

Please reply by mail.

Jim.
--

--
____
Final conclusion: 'i' is not 'e'. Beware to not make this mistake again!

3065. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st.tech
Date: 1993-05-31 19:58:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1udo0clNNr71@golem.wcc.govt.nz>
Source record: 38270

] I can not make only one CD, because this would cost me too much.
] If someone else wants to have such a CD as described above, let me know s
] I can cut the costs to < $100,-.

Local BBS op' would be very interested. Just put all the latest versions
of everything on it, and whatever you can find! (Maybe some SPC
pictures or some such thing, anything!)

3066. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-01 00:21:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13679@uqcspe.cs.uq.oz.au>
Source record: 38271

jim@wft.stack.urc.tue.nl (Jim Rump) writes:

>I like the atari computers and I also like playing with lots of
>different software. The problem I'm facing now is a lack of diskspace.
>So I want to make a CD-ROM with al kind of atari-software, such as:
>ST, TT, Falcon etc...

>PS: If you want some special kind of software on this CD tell me, because
> 600 Mb is hard to fill up (No illegal software).

All of atari.archive comes to about 365Mbytes.

I think your biggest problem will be GETTING the files. At 50000 baud,
that would still take 21 hours of download time.

Get in contact with one of these sites and you may be able to get a tape
of the site - and I imagine you need a tape to take to the CD-ROM masterer
anyway.

SIMTEL-20 publish a CD-ROM of there PC archives for about $20, I'm told,
so there's no reason you couldn't do something similar.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3067. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-01 00:46:06 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.YWv8f_P_qs2@nasim.sta.sub.org>
Source record: 38279

omerzu@quando.quantum.de (Thomas Omerzu) writes:

>In article <H.ea.vQZV&h&q4&M@nasim.sta.sub.org>
>knarf@nasim.sta.sub.org (Frank Bartels) writes:

>>Atari's HDX does not support this. You have to use Hushi (SCSI-Tools
>>from Julian Reschke) or HDDRIVER (from Uwe Seimet).

>Atari's HDX 5.0 _does_ support BGM partitions with > 512 bytes/sector.

Yes, sure. But it does not support 32 MB partitions with 512
bytes/sector. If I install a 32 MB partition it uses 1024 bytes/sector.
I don't want to be compatible to TOS 1.00/1.02! I want to save disk
space!

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3068. Re: ZOO 2.1 - pet peeve and a request

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-01 08:54:36 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C7xq30.B0B@cs.bham.ac.uk>
Source record: 38272

In article <C7psID.F9z@world.std.com> mgm@world.std.com (michael moncur) writes:
> I use zoo 2.1 often and generally am impressed with it, but I've run
>into an insurmountable problem...
>
> When using a simple command (verbose listing for example) after
>finishing the listing ZOO pauses and says "Press any key to continue."

If you have a version that is properly compiled for the ST, it checks
an environment variable ZOOPAUSE before waiting for a keypress.

--Chris

3069. NEW UUCODER (based on Steve Yelvington's UUCODER source)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-01 09:56:44 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.d&8xfqVT45g@elfhaven.ersys.edmonton.ab.ca>
Source record: 38273

In my never ending quest to write programs people like, I am releasing
a _completely_ rewritten version of ESS UUEncode/UUDecode.

This version looks quite a bit like UUCODER by Steve Yelvington. In fact,
it is based on the source code of that very program. I have made some
fairly extensive modifications to the program, and come up with this:

*) A *GEM Program* (menus, dialogs, mouse) that can both encode and
decode files (one program does it all). The user can set the size
of the file segments (if any) and whether or not the full path of
the file being encoded will be stored in the encoded file, or just
the filename. While encoding or decoding, the user is shown an
informative progress display, featuring a growing thermometer bar,
the name and path of the current file being processed, and the name
and the path of the target/source file. For users who like to install
programs on the desktop as icons, this program is equiped to handle
an unlimited number of files (like a batch). It will automatically
decide whether it should encode the file or decode it. The program
is faster than any other encoder/decoder I have seen, and has support
for the ARGV, xArg, and old-standard command line formats. The dialog
boxes are all moveable (click on the background) and the screen is
redrawn using raster copies. This program is ideal for floppy disk
users and hard disk users alike.

I hope people like this program (at least I hope they like it a lot moe than
the last version).

I have sent it to atari.archive.umich.edu (the filename should be ESSCOD36.ZOO
or esscod36.zoo) and comp.binaries.atari.st (which I hope will accept it).

-Michel Forget
Electric Storm Software
May 30th, 1993

--
Regards,

() - - -

() - - -

3070. Warp 9

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-01 10:40:09 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C7xuyz.nv@brunel.ac.uk>
Source record: 38274

```
Warp 9 wanted.....
THat says it all....

--
-----------------------------------------------------------------------
| Brendan McEnroe (Brond) | Pure SINE wave in my head |
| Applied Computer Systems Yr4 | |
| Brunel University | /\ /\ /\ /\ |
| Middlesex |/ \ / \ / \ / \ |
| England | \ / \ / \ / \ /|
```

3071. "sprite" editor... does one exist?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-01 12:44:09 UTC
From: klassa@aurs01.UUCP
Message-ID: <63234@aurs01.UUCP>
Source record: 38276

Hi-

About three months ago, I wrote a silly little mono-only game (well, not even quite a full game)... To create the sprites, I wrote a very simple sprite editing utility, that would create .h and .c files with the sprite data & initialization code in it (i.e. I'd define the sprites in a data file, and would get the .h and .c files by running the data file through this simple little utility).

This only worked well for mono, though... Doing it for 16-color sprites, at least using the same general scheme, would be unthinkable.

Before I set out to write something for 16-color sprites (something more along the lines of a mouse-based, point & click sprite editor, rather than a text file based editor), I was wondering if such a thing doesn't exist already. It would seem like one of the first things somebody would write for the ST...

I'm looking for something that would, minimally, allow me to to create sprite images (at least 16 bits wide, preferably more), and which would generate (as output) something along the lines of .h & .c files (containing mfdb definitions, and possibly even some code to initialize things) that I can incorporate into my own code.

What I'm really after, and which I might take a crack at writing myself, is something that will allow me to set up small animation sequences for individual sprites... Nothing extravagant -- just a linked list of images that I can use to give me sprites the illusion of animation (like a sequence that looks like a walking person, or of a pacman-like ball with a mouth that opens and closes -- that kind of thing).

Anybody seen anything at all like this -- even the "minimal" version I outlined first? Surely somebody has written one of these -- I can't imagine someone having written some of the games I've seen at a.a without one.

Thanks in advance...
John
--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

3072. ** /FALCON\ **

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-01 14:22:25 UTC
From: capessd@vax.sbu.ac.uk
Message-ID: <1993Jun1.142225.2438@vax.sbu.ac.uk>
Source record: 38275

--

Can anyone give me some technical info on the Falcon,
I'm considering buying one and would like to hear
opinions, and perhaps some technical info. DSP, DMA
,etc..

Cheers,

Sean.

You'll get ya perks, like the rest...

```
**** ------------------------------------------------------ ****
** ** | SYSTEM NAME | LOCATION | MAIL NAME | **
** ** |-----------------------------------------------------| **
** ** | CAPESSD | @uk.ac.sbu.vax | Daddy Capes | **
****** ------------------------------------------------------ ******
```

3073. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-01 15:38:45 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun1.153845.17676@btree.uucp>
Source record: 38277

If you're compiling a list of potential customers for this CD-ROM, put my name on it! I'd certainly like to have a lot of clip art on a CD-ROM ... pictures take up a _lot_ of disc space, and are seldom (if ever) modified. It would certainly free up about 30 Megabytes on my drive!!

There are scads of formats (*.PI?, *.TNY, *.GIF, etc.) out there, and bunches of format conversion programs, making it reasonable to include clip art from MS-DOS, Mac, and Amoeba platforms. If you put all of those on the CD-ROM, you could easily fill it. The hardest problems would be:

a) Coming Up With A Logical Arrangement, and
b) Figuring What To Leave Out.

In addition to the archives available on Internet, you might contact some of the public domain sources of software advertised in ST Informer. Some of them have been gathering software since the ST was brand new -- just remember not to use their categorizing methods!

If you get _really_ ambitious, you might even come up with a CD-ROM containing program demos that are already available. (Didn't somebody *else* have this idea, some time ago :) ?)

Music CD's probably cost around $2.50 each to master in quantities of 1000, so I'm assuming a CD-ROM would cost closer to $10.00 each for mastering. You could place, say, a $49.95 price tag on it, with a $25.00 "limited time introductory price". You could do quite well ... IF it sold. I know I'd buy one, but you might want to check and see what other interest you'd generate before you begin.

Good luck!!

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

3074. Gemulator for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-01 16:33:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun1.163329.5523@newshost.lanl.gov>
Source record: 38278
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gemulator board with software and TOS 2.06 ROMs for sale (TOS 1.0 ROMs also available for the board if you desire). Works fine on my 486-33DX. I don't need it any longer, so make me an offer or send your questions in email.

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3075. Re: "sprite" editor... does one exist?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 00:15:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13700@uqcspe.cs.uq.oz.au>
Source record: 38280

klassa@aurs01.UUCP (John M. Klassa) writes:

>I'm looking for something that would, minimally, allow me to to create
>sprite images (at least 16 bits wide, preferably more), and which would
>generate (as output) something along the lines of .h & .c files
>(containing mfdb definitions, and possibly even some code to initialize
>things) that I can incorporate into my own code.

The easiest and most productive way to develop sprites is to simply
use a drawing program, save them in some format you can read (like
Degas PI1 - the simplest format in existance [see Dave Baggett's picfmts
file for details]), then write a command-line utility to convert them
into C structures, or other sprite file formats that take your fancy.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3076. Re: Warp 9

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 00:26:03 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.280299@cix.compulink.co.uk>
Source record: 38282

In article <C7xuyz.nv@brunel.ac.uk>, cs89bsm@brunel.ac.uk (Brond) writes:
>Warp 9 wanted.....
>THat says it all....
>

Get NVDI.
That says it all too...

Ofir ogal@cix.compulink.co.uk

3077. 2.5meg ST w/ Spectre GCR for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 02:14:07 UTC
From: stmwang@hubcap.clemson.edu
Message-ID: <1993Jun2.021407.26260@hubcap.clemson.edu>
Source record: 38281

For sale as a package:

Atari 1040 ST w/ 2-1/2 meg RAM, internal DS drive
External DS drive
Monochrome monitor
Spectre GCR cartridge w/ ROM
ICD FAST drive w/ Quantum 52meg, partitioned to ST and Mac
Lots of software, docs, cables
Everything in good working order

$475 plus shipping - firm

Reason for selling - just bought a "real" Mac.

Please email stmwang@hubcap.clemson.edu
or call 803/654-5456 (South Carolina)

--
Sam Wang Art Department Clemson University stmwang@hubcap.clemson.edu
------------------------ 803/656-3924 ----------------

3078. Re: ZOO 2.1 - pet peeve and a request

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 08:42:39 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <J42DBTTJ@heaven7.in-berlin.de>
Source record: 38289

In <C7psID.F9z@world.std.com>, michael moncur (mgm@world.std.com) writes:

: Is there another version of ZOO which doesn't do this? An option
: which I've overlooked? Barring that, is the source to the current
: version publicly available?

The zoo sources are indeed publicly available. As for as I know, there is
only one set for any computer/OS combination, so you could check out
any FTP site, even if it doesn't have ST stuff.
--
Soldaten sind, man glaubt es nicht, REINHARD | Martin Ibert, Fï¿½rstenweg 11,
aufs Sterben gar nicht so erpicht, MEY | D-13589 Berlin (-30/6: 1B20)
und auch nicht auf das "Feld der Ehre" aus, | martini@heaven7.in-berlin.de
Soldaten woll'n nur eins, sie woll'n nach Haus! | +49-30-3753479, Fax -3753699

3079. TERMINAL EMULATOR

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 11:23:41 UTC
From: hbinda@fourier.NoSubdomain.NoDomain
Message-ID: <1ui2jt$anr@arcturus.ciril.fr>
Source record: 38283

Can someone tell me where i can found a terminal emulator such as EM2 or others for my 520 stf ?

Herve

3080. Re: "sprite" editor... does one exist?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 13:14:12 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <1ui934$3ti@binkley.cs.mcgill.ca>
Source record: 38284

In article <13700@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>The easiest and most productive way to develop sprites is to simply
>use a drawing program, save them in some format you can read (like
>Degas PI1 - the simplest format in existance [see Dave Baggett's picfmts
>file for details]), then write a command-line utility to convert them
>into C structures, or other sprite file formats that take your fancy.
>

Neochrome can save sprites to disk, already pre aligned to 16-pix boundary
(In case you define sprites that are not the good width) in format suitable
for assembly. They can then be assembled to form binary sprite files that
can be loaded at run-time, or integrated inside the code.
Neochrome Master has it's own sprite file format.
Plus, both offer the possibility of testing out your animations !!

Patrick.

3081. Spectre GCR on a Mega STE-4??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 13:27:04 UTC
From: vhaaften@amber.seri.philips.nl
Message-ID: <1993Jun2.132704.7527@seri.philips.nl>
Source record: 38285

Is it possible to connect Spectre GCR to a Atari Mega STE-4?
I only see that the drive cable is a bit short to go from the Spectre unit to the external drive socket.
I didn't succeed in configuring Spectre on my Atari.
Doe anybody know how to do this?

Nanno van Haaften
internet: vhaaften@beatrix.philips.nl

3082. SCREEN SAVER S/C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 14:49:47 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <1uiemb$l52@charm.magnus.acs.ohio-state.edu>
Source record: 38286

I've written an accessory based screen saver in GFA that I would like to turn into a real screen saver. Does anybody have the necessary code that they could give me, or suggestions on how to accomplish it?

->->->((JP))<-<-<-

3083. Re: Spectre GCR on a Mega STE-4??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 14:56:02 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93153.28562.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 38287

---------- Original Article ----------
Newsgroups: comp.sys.atari.st.tech
Path: butch!netcomsv!decwrl!uunet!mcsun!sun4nl!relay.philips.nl!amber!vhaaften
From: vhaaften@amber.seri.philips.nl (Nanno van Haaften)
Subject: Spectre GCR on a Mega STE-4??
Message-ID: <1993Jun2.132704.7527@seri.philips.nl>
Sender: news@seri.philips.nl
Organization: SERI-CEN Network Services, Philips C&P, Eindhoven, The Netherlands
X-Newsreader: Tin 1.1 PL4
Date: Wed, 2 Jun 1993 13:27:04 GMT
Lines: 7

Is it possible to connect Spectre GCR to a Atari Mega STE-4?
I only see that the drive cable is a bit short to go from the Spectre unit to th
That's right. The cable provided with Spectre GCR is too short for a Mega STe.
You'll need to buy a longer one. SURPRISE! (Thanks, Gadgets by Small).

I didn't succeed in configuring Spectre on my Atari.
Doe anybody know how to do this?

The first question I have is - do you have a 1.4 meg high density drive? If you
do, it won't work with Spectre GCR - at least you won't be able to load on the
Macintosh System/Finder. You'll need to buy an external, 720K meg drive as
a drive "B", or swap out your 1.4 meg internal with a 720K internal floppy.
SURPRISE! Once you get the system/finder installed, you can use the 1.4 meg
drive to read mac disks, but ONLY double density - Spectre GCR doesn't support
high density "yet". (I recommend trying to load the system/finder with an
external floppy first - maybe you can find a friend with one or a dealer who
will help you. If it works, you may want to consider buying a 720K meg
external drive as a drive "B") Good luck! :-)
p.s. I presume you have tried to contact Gadgets by Small with no success :-(
Don't feel bad. Nobody has been able to get through to them for quite a while.

Nanno van Haaften
internet: vhaaften@beatrix.philips.nl

3084. Re: Warp 9

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 15:33:28 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C8037u.1qn@brunel.ac.uk>
Source record: 38288

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

: In article <C7xuyz.nv@brunel.ac.uk>, cs89bsm@brunel.ac.uk (Brond) writes:
: >Warp 9 wanted.....
: >THat says it all....
: >

: Get NVDI.
: That says it all too...

okay any body got NVDI
I just need somthing to speed up the screen

--

Brendan McEnroe (Brond)	Pure SINE wave in my head
Applied Computer Systems Yr4	
Brunel University	/\ /\ /\ /\
Middlesex	/ \ / \ / \ / \
England	\ / \ / \ / \ /

3085. Re: Spectre GCR on a Mega STE-4??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 15:49:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1347@usdtsg.DaytonOH.NCR.COM>
Source record: 38299

In article <1993Jun2.132704.7527@seri.philips.nl> vhaaften@amber.seri.philips.nl (Nanno van Haaften) writes:
>Is it possible to connect Spectre GCR to a Atari Mega STE-4?
>I only see that the drive cable is a bit short to go from the Spectre unit
>to the external drive socket.
>I didn't succeed in configuring Spectre on my Atari.
>Doe anybody know how to do this?

I use a Spectre GCR on my MegaSTe4. The cable I got with it just about reaches from the drive port to the cartridge (the cable kinda moves from the drive port across the back of the MSTe and into the cartridge). I did buy the Spectre GCR from someone, so I don't know if the cable I got was stock or not (you may need to pick up a longer cable).

WHat I did notice is that when you plug the GCR into the cartridge port, it doesn't leave a whole lot of room for the keyboard cable. However, this cable just about fits between the main part of the cartridge and the computer (barely).

As far as "configuring" the GCR, once you have everything plugged in as necessary, then you can just run the Spectre like on any other ST. While my Spectre doesn't seem to handle 1.44 MAC disks (I'm using Spectre 2.65 at the moment), the internal drive has no problems dealing with regular 800k Spectre and MAC disks. And running in 16mhz is nice...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...hope this helps...

3086. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 19:02:35 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun2.190235.12403@ugle.unit.no>
Source record: 38290

Crissman@btree.Uucp,
In a message on 1 June, wrote :

cR> Newsgroups: comp.sys.atari.st.tech
cR> Path: ugle.unit.no!trane.uninett.no!sunic!uunet!munnari.oz.au!network.ucs
cR> ree!crissman
cR> From: crissman@btree.uucp (George Crissman)
cR> Message-ID: <1993Jun1.153845.17676@btree.uucp>
cR> Date: Tue, 1 Jun 93 15:38:45 GMT
cR> Organization: Brooktree Corporation
cR> Subject: Re: CD-ROM for atari*
cR> Summary: Clip Art Would Be Perfect For CD-ROM
cR> References: <1ud12h$2tt@tricky.wft.stack.urc.tue.nl>
cR> Followup-To:
cR> Distribution: world
cR> Organization: Brooktree Corporation, San Diego
cR> Keywords: CD-ROM, clip art, public domain, demos.
cR> Lines: 44
cR>
cR> If you're compiling a list of potential customers for this CD-ROM,
cR> put my name on it! I'd certainly like to have a lot of clip art on
cR> a CD-ROM ... pictures take up a _lot_ of disc space, and are seldom
cR> (if ever) modified. It would certainly free up about 30 Megabytes on
cR> my drive!!
cR>

Yeah, I guess there are lots of people here interested in this.
Maybe we could check just how many would be interested if the CD
Costed 45$, 25$. With such figures one could make out what would be a
reasonable quantity to produce. (IE. if lots of people are interested,
more CD's could be produced, which in turn lowers the production cost
per. CD)

Anyway, you could put me on that list right away :-)

cR>
cR> Good luck!!
cR>

I second that.

cR> ***
cR> Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
cR> George Crissman San Diego, California
cR> ***
cR> UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

```
cR>
cR> --
cR> ***************************************************************
cR> Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
cR> George Crissman San Diego, California
cR> ***************************************************************
cR>
```

Erling

```
-- 
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

3087. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 19:03:22 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun2.190322.12467@ugle.unit.no>
Source record: 38291

Knarf@nasim.Sta.Sub.Org,
In a message on 1 June, wrote :

kR> Sender: news@stasys.sta.sub.org
kR> Path: ugle.unit.no!trane.uninett.no!sunic!mcsun!uunet!spool.mu.edu!howlan
kR> .ans.net!usc!elroy.jpl.nasa.gov!decwrl!sun-barr!news2me.EBay.Sun.COM!seve
kR> t.Sun.COM!sungy!stasys!nasim.sta.sub.org!knarf
kR> From: knarf@nasim.sta.sub.org (Frank Bartels)
kR> Newsgroups: comp.sys.atari.st.tech
kR> Distribution: world
kR> Message-ID: <H.ea.YWv8f_P_qs2@nasim.sta.sub.org>
kR> Organization: Knarf's UUCP-Center, Munich, West-Germany
kR> X-News: HERMES MMAIL 1.04 Rev. Sep 5 1992
kR> Subject: Re: Hard Disk Partitions
kR> References: <1tj1d8INNoip@uwm.edu> <C7EB8x.64r@mailer.cc.fsu.edu>
kR> <H.ea.vQZV&h&q4&M@nasim.sta.sub.org>
kR> <1993May28.151316.9569@quando.quantum.de>
kR> Date: Tue, 01 Jun 1993 00:46:06 MESZ
kR> Lines: 21
kR>
kR> omerzu@quando.quantum.de (Thomas Omerzu) writes:
kR>
kR> >In article <H.ea.vQZV&h&q4&M@nasim.sta.sub.org>
kR> >knarf@nasim.sta.sub.org (Frank Bartels) writes:
kR>
kR> >>Atari's HDX does not support this. You have to use Hushi (SCSI-Tools
kR> >>from Julian Reschke) or HDDRIVER (from Uwe Seimet).
kR>
kR> >Atari's HDX 5.0 _does_ support BGM partitions with > 512 bytes/sector.
kR>
kR> Yes, sure. But it does not support 32 MB partitions with 512
kR> bytes/sector. If I install a 32 MB partition it uses 1024 bytes/sector.
kR> I don't want to be compatible to TOS 1.00/1.02! I want to save disk
kR> space!

Humm, if you know what you are doing, you could use a sector editor to
change the boot-sector. That's what I did (to get 1024 byte sectors on
64 Mb partitions).
If you make the sector-size half of what it used to be, remember also
to double the number of sectors (since each is half the size)
to QUADRUPLE the size of the FAT, since you:
a) Need a FAT twice the size of what
you used to have (more sectors)
b) Each sector is half the previous size

```
kR>
kR> Bye,
kR> Knarf
kR> --
kR> +-------------------------------------------------------------------+
kR> | Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
kR> +-------------------------------------------------------------------+
kR>
```

Erling

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

3088. Falcon DMA sample playing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 20:08:38 UTC
From: vicb@clark.edu
Message-ID: <1993Jun2.200838.23585@clark.edu>
Source record: 38292

A couple of months ago, a local developer brought a Falcon to our user group meeting for us to play around with. One thing that we discovered was that the Falcon would not play any of the 6 kHz samples in any of the programs that we tried on it, although it would play the 12 and 25 kHz samples ** that were in the same programs **.

This was one of the earlier models of the Falcon. Does anybody out there with a more recent version know if this condition still exists?

Thanks in advance,

Victor Bruhn
vicb@clark.edu

3089. Re: Warp 9

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-02 20:59:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.283657@cix.compulink.co.uk>
Source record: 38293

In article <C8037u.1qn@brunel.ac.uk>, cs89bsm@brunel.ac.uk (Brond) writes:
>
>: Get NVDI.
>: That says it all too...
>
>okay any body got NVDI
>I just need somthing to speed up the screen
>

:-)

It's very unlikely that someone will want to sell a 2nd hand copy of NVDI unless he's selling his ST and getting a PC or something. In the UK, you can get NVDI from The Atari Workshop 081-693 3355 for 50 UKP.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

3090. Re: uEmacs 3.12

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 00:03:33 UTC
From: wabe@ukc.ac.uk
Message-ID: <4600@eagle.ukc.ac.uk>
Source record: 38294
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <cburke.738472746@yorku.ca> cburke@nexus.yorku.ca (Carolyn Burke) writes:
>MicroEmacs 3.12 has been out for about a month now (you can get the
>source all over the net as ue312dev.zip, for example from
>von-neum.uni-muenster.de in the directory /pub/Micros/Micro-Emacs), but
>I can't find a compiled version for the ST. Has somebody got one? If
>so, can you upload it someplace?
>
>This is a bit urgent, because the version of 3.11 available on
>atari.archive and elsewhere has a very bad bug: if you try to save a
>file onto a full disk, it bombs.
>
I have obtained this code and _TRIED_ to compile it for the ST
using Mark Williams C (the recommended compiler). All I can say is that
the code (as it exists in the above-mentioned archive) can _NEVER_ POSSIBLY
HAVE BEEN SUCCESSFULLY COMPILED. For example in the ST-specific source
file (st52.c) there is an identifier "mousehidden" which is completely
undefined. Now I guess this is the opposite of "mouseon", which is also
present, but _WHY_ have these _ELEMENTARY_ bugs not been ironed out before
submission? Does the author wish to waste people's time?

My conclusion is the source (as is) has never been compiled for
the ST and unless you have a great deal of time for "debugging" I would
not advice people to "have a go" at this.

Now the author, Daniel Lawrence (Funny, I had always thought of
David Conroy as the author of Micro-Emacs??) appears to wish that users
register with him if they use Micro-Emacs. Below is a part of his
"readme" file:-

!! If you like MicroEMACS, and want to see more work, new versions
!! and other shareware software to go along with it, show your support by
!! registering your copy. Send your registration of $25 US and I will place
!! you on the registration list. You will recieve information on new
!! releases and preferential support. If you have recieved MicroEMACS
!! through a software library, a CDROM collection, or a user's group, none
!! of those fees are passed along to the software author. Register with me
!! and get the latest versions, info and have a voice into future
!! directions.

May I suggest that anyone who badly needs Micro-Emacs 3.12 (I don't!)
CONTACT him and send the $25. Then perhaps he might bother to compile it for
the ST and send you the binary on (two) floppies as is stated elsewhere in
his documentation.

W. Alan B. Evans
[wabe@ukc.ac.uk]

P.S.: I'd better add his contact details:-

!!
!! ********* Contact Information *************
!! To contact me: (MicroEMACS)
!! USMAIL: Daniel Lawrence
!! 617 New York St
!! Lafayette, IN 47901 USA
!!
!! Internet: mdbs!dan@dynamo.ecn.purdue.edu
!!
!! American Online: bardor
!!
!! BBS: The Programmer's Room
!! (317) 742-5533
!! Fido 1:201/10
!!
!! voice: (317) 742-5153 evenings and weekends

3091. GCC problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 00:04:09 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1993Jun3.000409.1552@sactoh0.sac.ca.us>
Source record: 38296

I've been trying to get GCC(specifically G++), up and running.
When I compile, I get nothing but errors. The errors seem to
indicate that a semicolon or comment delimiter is missing
somewhere since it complains on every line.

Sometime back there was some discussion about unLZHing the files
and dealing with a ctrl-Z or EOF. Could this have something to
do with it?

I took the files from wuarchive.wustl.edu(which for some reason
I want to say I thought I read somewhere that the files from this
sight had problems to begin with). Has anyone else had this
problem with the files from wustl?

Any and all help is greatly appreciated.

Thanks, in advance.

--

- jhp@sactoh0.SAC.CA.US What else can I say? -

3092. gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 00:57:45 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jun3.005745.7066@tdb.uu.se>
Source record: 38295

Could someone please tell me the difference between the gcc placed
in the Gnustuff and Mint areas at atari.archive. I know the mgcc*
doesn't include G++, but apart from that? Are they just compiled with
different librarys, or are there other differences too?

Also, who's uploading/compiling them? Howard?

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

3093. Re: Spectre GCR on a Mega STE-4??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 02:02:24 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun3020224@hal.cerfacs.fr>
Source record: 38304

```
>>>>> Regarding Re: Spectre GCR on a Mega STE-4??;
>>>>> anisko@usdtsg.DaytonOH.NCR.COM (anisko) adds:

anisko> WHat I did notice is that when you plug the GCR into the
anisko> cartridge port, it doesn't leave a whole lot of room for the
anisko> keyboard cable. However, this cable just about fits between
anisko> the main part of the cartridge and the computer (barely).

Likewise for my Mega 4 ST! Same design probably.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?
```

3094. Re: Spectre GCR on a Mega STE-4??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 02:07:47 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1348@usdtsg.DaytonOH.NCR.COM>
Source record: 38301

In article <93153.28562.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM (Nanno van Haaften) writes:
>
>The first question I have is - do you have a 1.4 meg high density drive? If you
>do, it won't work with Spectre GCR - at least you won't be able to load on the
>Macintosh System/Finder. You'll need to buy an external, 720K meg drive as
>a drive "B", or swap out your 1.4 meg internal with a 720K internal floppy.

Nope. I have no problem using double-density 800k MAC disks in my MSTE4
withinternal 1.44meg floppy. It's only the 1.44 MAC disks I can't use yet
(as Spectre, at least the version I have, doesn't support it yet). No need
for extra hardware...

Back to the question - as long as you have the system/finder disks on
800k disks, then no problem...

>SURPRISE! Once you get the system/finder installed, you can use the 1.4 meg
>drive to read mac disks, but ONLY double density - Spectre GCR doesn't support
>high density "yet". (I recommend trying to load the system/finder with an
>external floppy first - maybe you can find a friend with one or a dealer who
>will help you. If it works, you may want to consider buying a 720K meg
>external drive as a drive "B") Good luck! :-)

If you want to install the System finder on a hard drive, then yep you'd
need to boot from 800k floppy first (luckily various versions of the
systems disks at ftp.apple.com are available in both 800k and 1.44 images).
As long as you stick with 800k MAC disks, then you should have no problem...

>p.s. I presume you have tried to contact Gadgets by Small with no success :-(
>Don't feel bad. Nobody has been able to get through to them for quite a while.

Try again - apparently they hired a new phone person recently. I called
them last week, and they just sent me an order form (which I requested,
as I'm planning on upgrading from Spectre 2.65 to 3.0 or 3.1 (3.1 if
I can wait another month or so :-) Anyways, someone answered and helped
me out... (yes, Dave's still around :-)

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

...since we're on the Spectre topic, I'll let everyone know about something
I found helpful (something that really took too long to find out) - I had
connected to the Apple FTp site (ftp.apple.com) which had various IMAGE
files of various Systems disks ("Image" files are like MSA files on the
Atari). Anyways, I was having a heck of a time trying to convert the
image files onto floppies. Well, my solution was in a program called
"Mount Image" - this is a Control Panel program which will let you

treat the image file as if it were a disk - thus I put all four necessary image files on my hard drive, used "Mount Image" to mount them as floppies, and then simply ran the install program from one of the image floppies (one could also simple copy the files from the image "floppy" to a real floppy); just thought this might help some of yunz out there...

3095. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 04:34:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13739@uqcspe.cs.uq.oz.au>
Source record: 38297

m91der@tdb.uu.se (Daniel Eriksson) writes:

>Could someone please tell me the difference between the gcc placed
>in the Gnustuff and Mint areas at atari.archive. I know the mgcc*
>doesn't include G++, but apart from that? Are they just compiled with
>different librarys, or are there other differences too?

Let me guess. I use the Gnustuff copies (because the Mint ones don't
have G++ in them [sad, sad, sad]), and ^C doesn't work under TOSWIN
for those programs. I had the Mint GCC once, and ^C DID work under
TOSWIN for that. Therefore, I expect the Mint ones are compiled
with -mint, and hence understand ^C (and other signals).

We need a bit of co-ordination, I think. We have a choice of

- Mint/TOS version 2.4.0, with no G++
or - Tos version 2.4.1, with G++

(The Mint versions surely work fine under TOS?)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3096. Re: Warp 9

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 04:36:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13740@uqcspe.cs.uq.oz.au>
Source record: 38298

cs89bsm@brunel.ac.uk (Brond) writes:

>okay any body got NVDI
>I just need somthing to speed up the screen

Quiver.

Shouldn't that be "I just need warez to speed up the screen, dudez"...

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3097. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 06:43:52 UTC
From: ts@uni-paderborn.de
Message-ID: <1uk6j8$sir@news.uni-paderborn.de>
Source record: 38300

In article <1993Jun3.005745.7066@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
|>
|> Could someone please tell me the difference between the gcc placed
|> in the Gnustuff and Mint areas at atari.archive. I know the mgcc*
|> doesn't include G++, but apart from that? Are they just compiled with
|> different librarys, or are there other differences too?

mgcc (or bmgcc) is compiled with -mint and linked with MiNTLib (pl30). This
means it behaves a little better under MiNT than a `normal' gcc. bmgcc is
compiled with -mint, -mbaserel and -mpcrel thus giving a shared text gcc.

|>
|> Also, who's uploading/compiling them? Howard?

No, me!!

Oops, forgot to include a readme. I will do for 2.4.2

|>
|> ---
|> Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

Cheers, Thomas Schulze.
ts@uni-paderborn.de

3098. PAGESTREAM UPDATE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 08:39:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ukdbtINNbbu@golem.wcc.govt.nz>
Source record: 38303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well I contacted Softlogik on GEnie last Friday, well they got back to me
to-day..

Well the ATARI version is ONLY 2.2..??

I asked about the extra Fonts, I was told that the Plus Pack disks was $10us
there was no mention of these fonts being included with the latest version,
so it looks like there are NO EXTRA fonts with Pagestream..

Note: there are updates for versions 2.21 and 2.22 in there file system on
GEnie but they are for the Amiga, so I think that some one has confused
the extra fonts and version number with the Amiga version..

NOTE: this has nothing to do with the 10 Compugraphic Fonts that I was
on about befor...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3099. pure C english manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 09:11:57 UTC
From: jab2@stl.stc.co.uk
Message-ID: <JAB2.93Jun3091157@bhars242.stl.stc.co.uk>
Source record: 38302

Pure C seems to be unavailable in The U.K. but can be bought in
Germany with German manuals.
I have seen copys of borland C for sale from U.S.A. is this the same
package? Does it come with English manuals?
If you don't get English manuals can anyone comment on how necessary
the manuals are for using pure C?

Jennifer

3100. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 10:14:35 UTC
From: rjansen@fwi.uva.nl
Message-ID: <1993Jun3.101435.9966@fwi.uva.nl>
Source record: 38305

Hi,
now with all that talking about CD-ROM for atari, can someone please
give me some more information about the possibilities available?

I have a megadrive with ACSI in and SCSI in/out. Is it simply the way
of buying a SCSI CD-ROM drive (like for the MAC), put it in, turn
it on and read? I guess there have to be drivers or something...

And which ondes are need to use Kodak PHOTO-CD? And which programs
are needed and available? I would really like to join the group
of CD-ROM users, but I need some introduction...

By the way: I'm working for my job around here with a SUN Sparc with
SCSI CD-ROM drive. Can I use that one?

Any help would be great!

Thanx in advance, Rene.

--
********____*********
Rene M. Jansen [rjansen@fwi.uva.nl]
Multimedia Lab University of Amsterdam Holland
********____*********

3101. Re: Falcon DMA sample playing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 10:25:02 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1ukjhu$18e4@info2.rus.uni-stuttgart.de>
Source record: 38306

In article <1993Jun2.200838.23585@clark.edu> vicb@clark.edu (Victor Bruhn) writes:
>A couple of months ago, a local developer brought a Falcon to our user
>group meeting for us to play around with. One thing that we discovered was
>that the Falcon would not play any of the 6 kHz samples in any of the
>programs that we tried on it, although it would play the 12 and 25 kHz
>samples ** that were in the same programs **.

It's sad but it's true: the Falcon can't play STE-DMA-Samples in 6 KHz.
You have to use one the two ST-Emulators 'Magi' or 'Backward' to get the
STE-Sound. Both programms can be found on several ftp-sites (magi.zip and
backw143.zip).

Ciao, Heiko.

3102. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 11:09:24 UTC
From: julian@math.uni-muenster.de
Message-ID: <1ukm54$1co@obelix.uni-muenster.de>
Source record: 38309

In article 9966@fwi.uva.nl, rjansen@fwi.uva.nl (Rene M. Jansen) writes:
> Hi,
> now with all that talking about CD-ROM for atari, can someone please
> give me some more information about the possibilities available?
>
> I have a megadrive with ACSI in and SCSI in/out. Is it simply the way
> of buying a SCSI CD-ROM drive (like for the MAC), put it in, turn
> it on and read? I guess there have to be drivers or something..

You need Metados (available from a.a.u.e).

>
> And which ondes are need to use Kodak PHOTO-CD? And which programs
> are needed and available? I would really like to join the group
> of CD-ROM users, but I need some introduction...

You can use Metados, as long as you don't have a multisession CD. For
using the pictures, you'll need software capable of reading PCD
files (the only package I am aware of is from Color Concept, Germany).

>
> By the way: I'm working for my job around here with a SUN Sparc with
> SCSI CD-ROM drive. Can I use that one?

Should work (but might special initialization).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

3103. Re: uEmacs 3.12

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 11:12:46 UTC
From: evgaster@cbnewsf.cb.att.com
Message-ID: <C81LtB.DE@cbfsb.cb.att.com>
Source record: 38307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.emacs

In article <4600@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
> In article <cburke.738472746@yorku.ca> cburke@nexus.yorku.ca (Carolyn Burke) writes:
> >MicroEmacs 3.12 has been out for about a month now (you can get the
> >source all over the net as ue312dev.zip, for example from
> >von-neum.uni-muenster.de in the directory /pub/Micros/Micro-Emacs), but
> >I can't find a compiled version for the ST. Has somebody got one? If
> >so, can you upload it someplace?
> >
> >This is a bit urgent, because the version of 3.11 available on
> >atari.archive and elsewhere has a very bad bug: if you try to save a
> >file onto a full disk, it bombs.
> >
> I have obtained this code and _TRIED_ to compile it for the ST
> using Mark Williams C (the recommended compiler). All I can say is that
> the code (as it exists in the above-mentioned archive) can _NEVER_ POSSIBLY
> HAVE BEEN SUCCESSFULLY COMPILED. For example in the ST-specific source
> file (st52.c) there is an identifier "mousehidden" which is completely
> undefined. Now I guess this is the opposite of "mouseon", which is also
> present, but _WHY_ have these _ELEMENTARY_ bugs not been ironed out before
> submission? Does the author wish to waste people's time?
>
> My conclusion is the source (as is) has never been compiled for
> the ST and unless you have a great deal of time for "debugging" I would
> not advice people to "have a go" at this.
>

I have worked with Daniel Lawrence over the last couple of months to beta test
MicroEMACS 3.12. On my Atari 1040 STf I used Mark Williams C version 3.. and
have had no problem what so ever to compile the official released sources.

I find your remarks about "mousehidden" interesting and will look in to it.

In the mean time: I have a ue312.zoo file ready containing sources, cmd files
and an executable for the Atari ST. I intended to upload it to a.a.u.e but
could not find a directory where I could put it.

Point me to a system (domain name and IP address please) and a directory to
put it in and I will upload immediatly.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

3104. GUCK

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 11:47:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1ukod4INNc4p@golem.wcc.govt.nz>
Source record: 38308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

******** GUCK.. **********

Some time back I asked here about the New none PD version of GUCK 1.9..

I have since found a advert for it in a last years ST-User U.K. (April 92)
the advert is for GUCK 2.0..

It by a company called TITAN Designs Ltd, of Birmingham, U.K.

Is this firm still around..??

Thanks...........

Give GUCK a try I think its great, there are PD versions 1.8 on
many sites...

It can Auto read Text, Graphics and Fonts all from the desktop,
as a replacement to the desktop text reader...(show/print)..

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3105. Fidosoftware for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 11:50:40 UTC
From: roeben%atlas.de
Message-ID: <1973@pink.atlas.de>
Source record: 38317

Hello,

I'm looking for Fido and NeWS - Software on the ST

Does anybody knew

Thanks
Norbert Roeben
ess2roe@essa.atlas.de

3106. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 11:56:26 UTC
From: winfrvk@dutiws.twi.tudelft.nl
Message-ID: <C81nu2.GEs@dutiws.twi.tudelft.nl>
Source record: 38311

I know I shouldn't be asking you, but probably bammi:

Can we have an Objective C compiler too? If someone decides to make one, it would also be desirable to disable the warning for #import in cccp.c (warn_import = 0).

I took a look at it myself, but the Makefile didn't have the rules for the ObjC stuff.

Bart. schuller@dutiea.twi.tudelft.nl

3107. 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 12:33:32 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <1ukr2s$bhd@binkley.cs.mcgill.ca>
Source record: 38310

While optimizing some assembly code of mine, I came onto something I find very weird. These are the entries in the tables I have :

clr.w -(sp) => 6 + <ea>speed. For -(sp), this come to 8, so 14 cycles.
move.w #0,-(sp) => (straight out of a table, no calculations) 12 cycles.

It seems weird that it would take it longer to generate a 0 than to fetch it from memory. Could anyone tell me if these are the right figures, or if I should simply throw away my tables.

Thanks, Patrick.

3108. Re: pure C english manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 12:55:12 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.739112112@echo>
Source record: 38312

jab2@stl.stc.co.uk (Jennifer Ann Bray) writes:

>Pure C seems to be unavailable in The U.K. but can be bought in
>Germany with German manuals.
yes, Borland has made some kind of treaty with ASH.

>I have seen copys of borland C for sale from U.S.A. is this the same
>package? Does it come with English manuals?
Borland C for the Atari was never in any other language than german.
I asume that's the PC version.

>If you don't get English manuals can anyone comment on how necessary
>the manuals are for using pure C?
I don't think you will need the manuals.

Bye Wolfgang

3109. MOD players ? WHERE !!! (repost)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 13:58:40 UTC
From: v892307@si.hhs.nl
Message-ID: <1993Jun3.135840.7458@si.hhs.nl>
Source record: 38314

I wonder if anyone has written a MOD editor that runs in
high resolution (monochrome, that is). For the past few
months I've looked everywhere and only found editors that
work in one of the lower resolutions. Why is it so
difficult to get hold of a monochrome MOD editor ?

If nobody has one I have to write one for myself,
which I intend to do. The problem is that I can't
get an exact description of the (effect) commands
that may be used in MOD files. On the other hand
I DO have a description about the structure of
a MOD file.

Could anyone send me a description of the MOD commands ?

I'd like weird terms like "Tone Portamento" and "Arpeggio" to
be explained in terms which I can understand. Examples
that show how exactly a sound changes by inserting
a command with its parameters, are also *very* appreciated.

Thanks!

B.T.W.
We're having some trouble with posting articles. Articles posted in comp.*
with distribution "world" won't leave our machine. However if you saw this
article earlier I'd like you to report that to me by sending me a reply.
Thanks again !

--
==============================+==
Ronald Baljeu | Put not your trust in money,
E-Mail: v892307@si.hhs.nl | but put your money in trust.
==============================+==

3110. Re: uEmacs 3.12

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 14:27:13 UTC
From: saj@chinet.chinet.com
Message-ID: <C81utE.16M@chinet.chinet.com>
Source record: 38315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a few words about the MicroEmacs situation. Daniel Lawrence has, in fact, been the guardian of MicroEmacs for at least 5 years now, maybe more. His interests appear to be more slanted to gee-whiz features than work-a-day ones. In general, people who care about a particular machine will take over and do a revision for it, passing diffs back to Lawrence. He tries to merge them rationally. Last I heard, his ST was broken, so he was trying to coordinate ST upgrades by eyeball, which can have its problems.

I got in the middle of things a bit on release 3.11. There were at least 3 really sharp people with firm ideas of where to take that one, in addition to some people who had contributed important code and then gone on to other things. At one point kbad was offering to clean things up for a base version everyone could work from, but 'other things came up.'

So yeah, the code is a bit mixed up. Lots of it is very good, though, and anyone who wants to get a stable base version (preferably compilable with GNU C) together, and distribute it widely enough so those people with firm ideas can try to work from it, is liable to make a lot of friends.

Steve

3111. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 14:28:54 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jun3.142854.16486@tdb.uu.se>
Source record: 38313

```
Patrick BETREMIEUX (bpat@binkley.cs.mcgill.ca) wrote:
:
: While optimizing some assembly code of mine, I came onto something I find
: very weird. These are the entries in the tables I have :
:
: clr.w -(sp) => 6 + <ea>speed. For -(sp), this come to 8, so 14 cycles.
: move.w #0,-(sp) => (straight out of a table, no calculations) 12 cycles.
:
: It seems weird that it would take it longer to generate a 0 than to fetch
: it from memory. Could anyone tell me if these are the right figures, or
: if I should simply throw away my tables.

The figures are correct! Also, remember that the ST bus runs at 2MHz
and any operation on the bus will take x*4 cycles. The 14 cycles for
'clr.w -(sp)' really ends up taking 16 cycles.

Sorry, but I have no idea WHY the 'clr' is slower than the 'move'.
Maybe someone with knowledge about the 68000 micro-code can
comment on that. :-)

If you want to optimize your code even more you could zero a data-
register with 'moveq' and then do a 'move Dn,-(sp)'. It'll also take
12 cycles, but you could probably make use of the zeroed data-
register in some other operations as well. :-)

---
Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)
```

3112. ML Question?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 14:44:19 UTC
From: cs89bsm@brunel.ac.uk
Message-ID: <C81vLw.yK@brunel.ac.uk>
Source record: 38316

Has anybody had any experience with the ML at a.a.u.e
I can not seem to get it to work and there is no documenttation with it.
I keep getting a heap space error....

--

Brendan McEnroe (Brond)	Pure SINE wave in my head
Applied Computer Systems Yr4	
Brunel University	/\ /\ /\ /\
Middlesex	/ \ / \ / \ / \
England	\ / \ / \ / \ /

3113. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 16:41:11 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C8210o.Ax4@newcastle.ac.uk>
Source record: 38321

In article <1993Jun3.005745.7066@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>
>Could someone please tell me the difference between the gcc placed
>in the Gnustuff and Mint areas at atari.archive. I know the mgcc*
>doesn't include G++, but apart from that? Are they just compiled with
>different librarys, or are there other differences too?
>

Don't know about mgcc, but bgcc is compiled as baserel using the mintlibs as
opposed to gcc which uses the gnulibs in it's makeup.

In an unconnected note - Warwick Alison's GEM++ class library for GCC/++ is
dead dead good.....shame that GCC is still so slow to compile on my F030
- maybe when I get that 32MHZ board from germany......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3114. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 17:20:07 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun3.172007.6873@mnemosyne.cs.du.edu>
Source record: 38318

> clr.w -(sp)=> 6 + <ea>speed. For -(sp), this come to 8, so 14 cycles.
> move.w #0,-(sp) => (straight out of a table, no calculations) 12 cycles.

That sounds right. A glitch in the 68000 logic causes memory operands to be read before being zeroed with the CLR.x instruction. I think they fixed the glitch on the later (680x0) chips. One upshot of this glitch is: don't use CLR on memory mapped I/O devices that are sensitive to reads, since the the bogus read it does of the I/O register before storing a zero there might throw the I/O device into some other state.

--
==========
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==========

3115. Extra MIDI port for the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 17:37:20 UTC
From: phammond@cs.tcd.ie
Message-ID: <1993Jun3.173720.26135@cs.tcd.ie>
Source record: 38319
Cross-posted to: rec.music.makers.synth,rec.music.synth,comp.music,comp.sys.atari.st,comp.sys.atari.st.tech

I have heard from a friend that there is a device out that enables you to convert the modem port on an Atari to a Midi port thus giving you two Midi OUTs and a total of thirty two channels. Does anybody know about such a device. Apparently he read it in some magazine, music or Atari, but cannot remember which or where. It costs only about 30 pounds stg. I would be very grateful to anyone that could give me the proper name and where to get it by mail order.

He thinks it's called Modem Midi or something to that effect.

Paul

3116. I will be posting a demo of my windowing/MIDI system in a week or 2!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 17:38:50 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1ulcva$91l@sousa.tay.dec.com>
Source record: 38322

Hi,

I have recieved several requests for a demo of my windowing
system, after posting some text about rewriting the level
6 interrupt handler, to achieve PERFECT MIDI recording...

I will put together a demo in a week or two...

John

3117. Re: ** /FALCON\ **

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 17:56:35 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun3.175635.24832@btree.uucp>
Source record: 38320

The best information about the Falcon is contained in the advertising brochure published by Atari. The back page provides detailed information regarding the System Architecture, the Digital Signal Processor, the Expansion Bus, Graphics, Sound, Scads of Standard Ports, Data Storage (disc drives), User Interface, and System Software.

This information covers more ground than advertising seen on almost any other platform -- a techies dream!

Check your local Atari dealer for a copy of the brochure, or call Atari and ask them to send one by mail.

-- George Crissman

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

3118. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 18:07:49 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <107480019@hpfcso.FC.HP.COM>
Source record: 38331

If your assembler is smart, it will generate code for the move.w #0,-(sp) as moveq.w #0,-(sp). If this is the case, the zero value is tucked into a few bits of the opcode and the instruction requires just one 16-bit word.

Ted.

3119. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 18:15:55 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun3.181555.2857@ugle.unit.no>
Source record: 38323

Warwick@cs.Uq.Oz.Au,
In a message on 3 June, wrote :

wR>
wR> m91der@tdb.uu.se (Daniel Eriksson) writes:
wR>
wR> >Could someone please tell me the difference between the gcc placed
wR> >in the Gnustuff and Mint areas at atari.archive. I know the mgcc*
wR> >doesn't include G++, but apart from that? Are they just compiled with
wR> >different librarys, or are there other differences too?
wR>
wR> Let me guess. I use the Gnustuff copies (because the Mint ones don't
wR> have G++ in them [sad, sad, sad]), and ^C doesn't work under TOSWIN
wR> for those programs. I had the Mint GCC once, and ^C DID work under
wR> TOSWIN for that. Therefore, I expect the Mint ones are compiled
wR> with -mint, and hence understand ^C (and other signals).
wR>
wR> We need a bit of co-ordination, I think. We have a choice of
wR>
wR> - Mint/TOS version 2.4.0, with no G++
wR> or - Tos version 2.4.1, with G++
wR>

Humm, I am on bammi's mailing list and receive his updates to gcc.
Since approximately. ver. 2.0 I've been compiling gcc with the
mintlib, and that works just fine. I am currently running 2.4.2, and
could easily upload this to a.a. HOWEVER: I've compiled gcc with
-m68020 (and it produces 68020 code by default), so it would only be
useful for TT/Falcon owners. If anyone would like me to upload this to
a.a, please *email* me a note. (This is both gcc and g++)

NOTE: I do not intend to compile another copy for 68000
machines only, as I do not have the space on my HD for two sets of
gcc-source. I keep the object files after compilation so that I
do not have to recompile the whole shoobang when a set of diffs comes
along...

wR> (The Mint versions surely work fine under TOS?)

Dunno, it might have problems with filenames (/tmp instead of \tmp etc.)

wR>
wR> --
wR> Warwick
wR> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game libra
wR> / * <-- Computer Science Department, |||||| GEM++ = C++ GEM librar

```
wR> \_.-._/ University of Queensland, _// || \\_ Both are GNUish =
wR> _____ v ____ Brisbane, Australia. ______ |_/ || \_| ___________________
wR>
```

Erling

```
-- 
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

3120. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 18:16:11 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun3.181611.2918@ugle.unit.no>
Source record: 38324

```
Ts@uni-Paderborn.De,
In a message on 3 June, wrote :

tR>
tR> In article <1993Jun3.005745.7066@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eri
tR> rites:
tR> |>
tR> |> Could someone please tell me the difference between the gcc placed
tR> |> in the Gnustuff and Mint areas at atari.archive. I know the mgcc*
tR> |> doesn't include G++, but apart from that? Are they just compiled with
tR> |> different librarys, or are there other differences too?
tR>
tR> mgcc (or bmgcc) is compiled with -mint and linked with MiNTLib (pl30). Th
tR> means it behaves a little better under MiNT than a `normal' gcc. bmgcc is
tR> compiled with -mint, -mbaserel and -mpcrel thus giving a shared text gcc.
tR>

Not meaning to flame anyone, but is there really any point in having a
shared text gcc ? I mean, you rarely run *several* gcc's at once ???
This is the only time that shared text gains you anything... In fact,
shared text runs quite a bit slower, since extra cycles are needed to
compute the offset. I tested this on a dhrystone program, and if i
remember correctly, the code ran some 20% slower with -mbaserel...

tR>
tR> Cheers, Thomas Schulze.
tR> ts@uni-paderborn.de
tR>
```

Erling

 ATP/Unix 1.40 Running under atari MultiTOS

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

3121. Re: pure C english manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 19:21:48 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.287318@cix.compulink.co.uk>
Source record: 38325

>Pure C seems to be unavailable in The U.K. but can be bought in
>Germany with German manuals.
Pure C isn't supported in the UK. Why not buy Lattice C5.5x instead?
It's a good compiler with useful extras and tools. The Falcon
version is due soon along with a guide to programming MTOS that
Hisoft are working on.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

3122. ****For Sale******

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 19:26:35 UTC
From: heidelj@alleg.edu
Message-ID: <1993Jun3.192635.12172@alleg.edu>
Source record: 38326

For sale:

* Mega STe with 4 megs of RAM and 65 meg HD
* SM124 Monochrome Monitor
* SC1224 Color Monitor
* Spectre GCR with ROMs
* PageStream 2.1
* WordPerfect

GREAT SHAPE!! Basically used for an expensive dumb terminal!

Willing to sell separately! Make offers!

Thanks,
Jason Heideloff
heidelj@alleg.edu

3123. HELP: bulletproof reset-resident

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 20:35:20 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <1ulna8$dj2@irz401.inf.tu-dresden.de>
Source record: 38327

Hi!

I'm looking for some suggestions/techniques to make a program as reset-resident
as possible. It should be able to detect this program every time.

Does anybody have suggestions (maybe .s-code)? I'm just an C-programmer, so
I'm usualy avoid problems like this ;)

ThanX - ketchup

3124. Re: uEmacs 3.12

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 20:44:05 UTC
From: evgaster@cbnewsf.cb.att.com
Message-ID: <C82C9H.AM2@cbfsb.cb.att.com>
Source record: 38329
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.emacs

In article <C81LtB.DE@cbfsb.cb.att.com>, evgaster@cbnewsf.cb.att.com (e.m.vangasteren) writes:
> In article <4600@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
> > In article <cburke.738472746@yorku.ca> cburke@nexus.yorku.ca (Carolyn Burke) writes:
> > I have obtained this code and _TRIED_ to compile it for the ST
> > using Mark Williams C (the recommended compiler). All I can say is that
> > the code (as it exists in the above-mentioned archive) can _NEVER_ POSSIBLY
> > HAVE BEEN SUCCESSFULLY COMPILED. For example in the ST-specific source
> > file (st52.c) there is an identifier "mousehidden" which is completely
> > undefined. Now I guess this is the opposite of "mouseon", which is also
> > present, but _WHY_ have these _ELEMENTARY_ bugs not been ironed out before
> > submission? Does the author wish to waste people's time?
> >
>
> I find your remarks about "mousehidden" interesting and will look in to it.
>

I have done so and found that with version 3.0.5 it is defined in linea.h as:

```
/*
* The mouse hidden flag/counter is at an undocumented negative offset
* from the structure pointed to by a0 after a linea0 (init) call.
* It is 0 when the mouse is shown.
* This is true in 11/20/85 USA rom and later, and appears to be
* true for all ROM versions of TOS.
*/
#define mousehidden *((int *)((long)la_init.li_a0-598))
```

> In the mean time: I have a ue312.zoo file ready containing sources, cmd files
> and an executable for the Atari ST. I intended to upload it to a.a.u.e but
> could not find a directory where I could put it.
>
> Point me to a system (domain name and IP address please) and a directory to
> put it in and I will upload immediatly.
>

Got a few replies on this. I will try to put it on:

ftp.cs.tu-berlin.d in pub/atari/incoming
(already tried it but my ftp session got aborted)

atari.archive.umich.edu in atari/New
(once I can get in)

So look for it there, or wait for it to be moved to a more appropriate place.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

3125. Re: pure C english manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-03 21:23:33 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1993Jun03.212333.25518@donau.et.tudelft.nl>
Source record: 38328

Do you need the manuals to use Pure C?

In my opinion, no. I use it quite intensively, and my german is not very good either, but I've never had a problem.

If you buy an English book on ANSI C and one on GEM/GEMDOS, for example K&R 2nd ed and the developer docs, you'll have the libraries covered. Together with the english text in the program itself that leaves only small corners of the program uncovered, for example the syntax of the project files (something like a make file).

The online help is also in german, but in situations like this a little german goes a long way, for example 'speicher' = 'memory', 'zeiger' = 'pointer', etc.

In short, don't let the german docs stop you, in practice it's not a problem.

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

P.S.

I have such a high opinion of Pure C (formerly Turbo C) that when I was forced to buy a compiler for MSDOS I bought MSDOS Turbo C without hesitation. That proved to be a mistake, Pure C is *MUCH* better.

3126. Re: PAGESTREAM UPDATE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 03:38:47 UTC
From: saj@chinet.chinet.com
Message-ID: <C82vGo.EAC@chinet.chinet.com>
Source record: 38330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oddly enough, a new Soft Logik newsletter just arrived. Much bragging about Amiga goodies. A new deal on fonts (1000 of 'em for $500 or so) and clipart. The promise they're getting tired of repeating online in print: they WILL continue to support the Atari line. They haven't decided what to do about Atari upgrades, and WILL NOT DECIDE until after PageStream 3.0 is released for the Amiga. A couple of new (relatively) printer drivers, including DJ550C and HPLJ4.
Steve

3127. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 06:57:43 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.739177063@cstw168>
Source record: 38333

rossin@hpfcso.FC.HP.COM (Ted Rossin) writes:

>If your assembler is smart, it will generate code for the move.w #0,-(sp) as
>moveq.w #0,-(sp). If this is the case, the zero value is tucked into a few
>bits of the opcode and the instruction requires just one 16-bit word.

Ted,

You wouldn't get a very good grade in my 68000 course with this answer.
First of all on 68000 moveq is always long (and does not require a size
extension on most assmeblers). Furthermore moveq only accepts a data
register as its destination, so -(sp) as destination is just not allowed
for moveq.

The original poster of the problem (who stated that clr was 6 cycles and
the effective address calculation was 8):

My 68000 book says that clr.w on memory takes 8 clocks + effective
address calculation time (one read and one write cycle)
(by the way a clr.l on mem takes 12 clocks and a clr.l on a register
takes 6 clocks. clr.w on a reg takes 4 clocks. clr.b and clr.w take the
same amount of time)
This all from table D.6

effective address calculation (table D-1):
-(An) takes 6 clocks for byte and word and 10 for long.

Combining this it can be seen that clr.w -(sp) indeed takes 14 cycles,
but that 8 are for the clr itself and 6 for the <ea> instead of the
other way around as the original poster stated, and several people
confirmed. (except of course if my book is broken :-)

All,

It is a well-known fact that the clr instruction on 68000 is slow, and
that in most cases better alternatives exist. The major reason seems to
be that clr does a read on the address before clearing it. This is also
explicitly mentioned in the description of the clr instruction.

Frans.

PS: the book I'm quoting from is the standard 68000 user manual.
PPS: timing on 680x0 (x>0) is different and clr is implemented more
efficiently on some of these. Don't know the details right away,
and I don't have the book handy.
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3128. _stksize & MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 07:39:14 UTC
From: plord@uel.co.uk
Message-ID: <1689@uel.co.uk>
Source record: 38197

I hope someone can help me here ...

I'm using MiNT 1.04, MiNT lib 30 with gcc 2.3.3 and cannot get the _stksize to work correctly.

I'm setting _stksize to 0L in the hope that when the program is started, all the memory except 8k is freed back to GEM. In practice, all the available RAM is eaten up by my program.

I have tried many different values for _stksize but still even the simplest program consumes all of my 4M!

Any ideas?

Pete

3129. Zip/Unzip for the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 08:18:08 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun4081808@hal.cerfacs.fr>
Source record: 38339
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi folks!

I see that things on a.a are now often zipped and not zoo'ed,
or otherwise. What is a good zip/unzip to use on the ST?
I've tried stzip 2.2, but that fails for me.

Thanks,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

3130. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 08:20:25 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1993Jun4.082025.7348@daimi.aau.dk>
Source record: 38332

I do not know if this is directly related to the mgcc ditsribution (or fixed there), but it would be real nice if someone have a look at the utils also. The most annoying problem being that ld does not set executable permissions. Easy to fix, but there could be more stuff like that, so it would be nice if some of the gurus would look the files and qualify some of those `#ifndef atarist' with __MINT__ (or something similar).

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

3131. Re: Fidosoftware for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 09:33:18 UTC
From: preisser@mozart.uni-koblenz
Message-ID: <1un4suINN6dd@mailhost.uni-koblenz.de>
Source record: 38335

In article 1973@pink.atlas.de, roeben%atlas.de (Norbert Roeben) writes:

> I'm looking for Fido and NeWS - Software on the ST
>
> Does anybody knew
Yes, ich weiss! For Fido you can try Binkley, ECU/Llegada, LED to build up your point.
These programs worked fine for me. You can get them on every fido-node which supports
Atari.

>>>
Andis.image AKA 2:243/95.15 @ fidonet.org
FIDO: 2:243/95.15
NeST: Coming soon!
ANet: Coming soon!
Send PM only to: andreas_preisser@scary.fido.de !!!!!!
>>>

3132. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 10:39:35 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun4.103935.21174@cs.ruu.nl>
Source record: 38336

In <C8210o.Ax4@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Don't know about mgcc, but bgcc is compiled as baserel using the mintlibs as
>opposed to gcc which uses the gnulibs in it's makeup.
>
>In an unconnected note - Warwick Alison's GEM++ class library for GCC/++ is
>dead dead good...........shame that GCC is still so slow to compile on my F030
>- maybe when I get that 32MHZ board from germany......

Isn't going to help much. It's still dead slow on my TT/6/Quantum LPS.
I think some more atari-specific work needs to be done to GCC. And I am
convinced this is possible. Like an option which uses (shared) memory instead
of temp files; maybe a header cache, but especially the linker: it should
be capable of recognizing units within modules. As long as it doesn't,
turbo C programs will always be 70% the size of the GNU compiled stuff
(or less!).
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

3133. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 11:27:21 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Jun4112721@issan.informatik.uni-dortmund.de>
Source record: 38334

>>>>> In article <107480019@hpfcso.FC.HP.COM>, rossin@hpfcso.FC.HP.COM (Ted Rossin)
writes:

|> If your assembler is smart, it will generate code for the move.w #0,-(sp) as
|> moveq.w #0,-(sp). If this is the case, the zero value is tucked into a few
|> bits of the opcode and the instruction requires just one 16-bit word.

|> Ted.

No, this instruction doesn't exist, you can only moveq into a data
register.

Andreas.
--

Andreas Schwab
schwab@ls5.informatik.uni-dortmund.de

3134. Re: pure C english manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 12:33:01 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <1unfdt$c9t@irz401.inf.tu-dresden.de>
Source record: 38337

Hi!

In article <wz.739112112@echo>, wz@echo.chem.tu-berlin.de (Wolfgang Zweygart) writes:
>>If you don't get English manuals can anyone comment on how necessary
>>the manuals are for using pure C?
>I don't think you will need the manuals.

I think the problem is: How to get an _english_ version of the manual. The
development package includes all informations as an hypertext-like online
manual, but just in german.

The english Turbo-C-package is an `old version' of PureC, so the informations
in the online help are not upto date. But in general they should be enough.

greetings - ketchup

3135. Bios devices 6-9 accessible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 12:50:41 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993Jun4.125041.26132@fwi.uva.nl>
Source record: 38195

Hi everyone,

Someone told me that it's not possible to access the TT serial ports via BIOS
by using devices 6-9. He told me you had to first select the right device via
a Bconmap call and then use BIOS device 1 (AUX). Is this true?
How is this handled in MiNT? Is it impossible for two seperate processes
to access different serial ports or is the Bconmapped port saved on a
per-process-basis?

Ta! Vince
--
"Q: What's the difference between Vincent Partington
ignorance and apathy? Usenet : partingt@fwi.uva.nl
A: We don't know and we don't care." FidoNet : 2:281/202.15
-- Apple's Develop March 1993 NeST : 90:500/202.15

3136. Programming tools uploaded to a.a

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 14:58:21 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <739205900@amazon.cs.duke.edu>
Source record: 38338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The HSC MiNTlibs are progressing nicely, and may well be ready for release by tomorrow [if I can keep the compiler stable long enough to build them -- ah, the joys of beta-testing ;)]. In the meantime, I've uploaded to atari.archive some tools I've built and/or accumulated and have been meaning to make available:

cdecl.zoo
A straightforward port of Unix cdecl, an amazingly useful tool for deciphering cryptic C declarations to readable English, or vice versa. For instance, you can ask it to:

explain void *(*fred[5])(int, const char *)

and it will reply:

declare fred as array 5 of pointer to function (int, pointer to const char) returning pointer to void

cpp.zoo
A stand-alone C preprocessor, handy for compilers like HSC which don't allow direct access to output from the preprocessor stage. To the extent of my ability to make it so, it is entirely standard-conformant, including the concatenation and stringizing operators.

mit2mot.zoo
A bit more esoteric, this program translates assembly code in MIT syntax (as produced by GCC) into the more common Motorola syntax expected by most other assemblers. This is a simplified version of the gods-awful asm_pp hack I included with pl25 of the HSC MiNTlibs; all the functionality of the latter and more is now provided with the former in combination with cpp.

Enjoy. With luck, I'll be back soon with the HSC MiNTlibs.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3137. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 16:50:05 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jun4095005@hpbbrn.bbn.hp.com>
Source record: 38193

I think I read somewhere (long ago) that the CLR instruction is buggy. It
makes a READ access to the memory location, which is unnecessary; this also
means that you shouldn't use CLR to access I/O locations.

BTW: If you do cycle calculations on the ST, remember that the video hardware
forces the CPU to make all instructions execute in multiples of 4 cycles.
If an instruction takes eg 6 cycles, the hardware will throw in two wait cycles
to make it 8.

Greetings,

Jens.
--
Internet: jensk@hpbeo82.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3138. Re: pure C english manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 17:02:45 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.739213365@neumann.une.edu.au>
Source record: 38196

reeuwijk@dutentb.et.tudelft.nl (Kees van Reeuwijk) writes:

>Do you need the manuals to use Pure C?

>In my opinion, no. I use it quite intensively, and my german is not very
>good either, but I've never had a problem.

[...]

I will second this. I have benn using Pure-C for 8 months now
and I'm very pleased with it. The debugger is particularly good. For
the first few months I was working with a German friend and we came
to the conclusion that the manuals were not much use anyway - there
were quite a few things missing that really should have been there.
They could have been revised though.

>In short, don't let the german docs stop you, in practice it's not a problem.
It's true.

>=-=-=-=
>C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

Mark.

mmartin@neumann.une.edu.au

3139. TOS 4.0X, AES window size

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 18:25:28 UTC
From: foster@rufus.nsc.com
Message-ID: <1993Jun4.182528.5532@berlioz.nsc.com>
Source record: 38340

Is there anyway to make the sliders and other gadgets smaller in the new Falcon GEM windows (I guess). We have this new high resolution but the window borders take up a ton of screen resolution.

Maybe there should be a way to set the size of the borders like in motif window manager for X.

Just a thought.

Paul F.

3140. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-04 21:17:55 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <100793@hydra.gatech.EDU>
Source record: 38191

In article <107480019@hpfcso.FC.HP.COM> rossin@hpfcso.FC.HP.COM (Ted
Rossin) writes:
>If your assembler is smart, it will generate code for the move.w #0,-(sp) as
>moveq.w #0,-(sp).

Really? According to the M68000 Programmers Reference, the syntax
for MOVEQ is

MOVEQ #<data>, Dn

which tells me the only vaild effective address for this opcode is a
data register.

--
Opinions expressed are my own.

3141. Re: Spectre GCR on a Mega STE-4??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 00:09:14 UTC
From: vpm3q@poe.acc.Virginia.EDU
Message-ID: <C84GFE.GCt@murdoch.acc.Virginia.EDU>
Source record: 38192

Buy a really long floppy cable and use it instead of the one supplied.
I got mine from: Best Electronics
2021 The alameda, Suite 290
San jose, CA 95126-1127
(408)-243-6950
there are a variety of lengths available: 3', 6', even 25', and the prices go up with length. when I bought the cable last year, they couldn't do credit card orders, but they would do COD; I just prepaid the whole thing by personal check.
part #cb101859, co70139, cb101119, &c.

3142. ka9q/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 04:00:23 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <Yg41dL_00WAt88GmYr@andrew.cmu.edu>
Source record: 38194

Does anyone know if it's possible to use ka9q, or some other SLIP package that you're aware of, as a daemon on a multi-user MiNT system, to retrieve news and allow telnet/FTP into the machine?

Also, is it possible to let people telnet to your machine and login normally, as they would from console (instead of, say NOS's 'Mail BBS' which doesn't seem to work anyway)?

Thanks.

This .sig is $hareware. If you use it for more than a month, send me all of your money, then see a psychologist. Or kill me.

3143. Re: 68000 instruction timing .

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 12:24:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A64451@K.maus.de>
Source record: 38205

R>If your assembler is smart, it will generate code for the move.w #0,-(
R>sp) as moveq.w #0,-(sp). If this is the case, the zero value is tucked
R>into a few bits of the opcode and the instruction requires just one 16-
R>bit word.

There is no moveq.w instruction available! MOVEQ is just for data registers and is always a long operation. There is even no room in the opcode to be used for the <ea> mode. If your assembler is so smart, that it creates such a code than it's a good example for "How to create illegal instructions without the knowledge of the programmer for wasting his time to find such bugs" ;-)

Regards,
Robert

3144. Seagate HD problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 19:02:38 UTC
From: BOYHC@CUNYVM.BITNET
Message-ID: <93156.150238BOYHC@CUNYVM.BITNET>
Source record: 38198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There, I have a 40 MB Seagate HD and cannot format it because I don't konw all the information about my controler. Does anyone know those things about how many hedas, cylinders, sectrors, SCSI etc...

Please let me know as soon as possible, I'm in a big trouble!!!

Thanks a lot, MLADEN

send your e-mail to this address: n630050@univscvm.csd.scarolina.edu

3145. GNU C, MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 19:06:08 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C85x29.E37@sdf.lonestar.org>
Source record: 38150
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP ME! I have about a million questions about GNU C and MiNT.
For instance, how do I use the MiNTLIB instead of the standard libraries?
How do I know I have the latest archives? What are the updates directory
for? What are the GNU things in the MiNT directory for? How do they
differ from the archives in the GNU directories (on a.a.u.e). If I want
to use GNU C to compile UNIX programs for MiNT and TOS what is the best
way to do this? And what type of UNIX system should I compile for (sys V,
BSD, etc.). What are the naming conventions for the libraries, because I
want to delete all the archives except for the 16 bit 68000 and 32 bit
68020, not the other combinations. How do I specifiy the libraries? Will
GNU C choose the proper variations?

Anyone know how to use GNU C as a cross-compiler for generating 80x86 code?

Thanks, please send any help to evanlang@sdf.lonestar.org

3146. Re: ka9q/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 20:02:49 UTC
From: stigb@pvv.unit.no
Message-ID: <STIGB.93Jun5220249@fiolilla.pvv.unit.no>
Source record: 38199

Yes, you can use ka9q in server mode. However, I think the server
code is very ugly, and it needs a lot of work yet (at least the
version I *HAD*). ka9q has server mode for telnet, smtp(mail),
rlogin, finger and almost nntp(news). If I am wrong it means there
have come newer (==better?) versions since I gave up.
I can probably dig up the source if needed.

Stig
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|_)\ |\ | Stig Saether Bakken ProgramVareVerkstedet ||| Atari
| \| \| stigb@pvv.unit.no Trondheim, Norway ||| TT
===/ | \==030=

3147. Unix/Linux/Minix etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 21:27:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1ur34vlNNouq@golem.wcc.govt.nz>
Source record: 38203

Okay, big question time.....

Can someone out there actually tell me (in english ;) what Unix etc.
actually is & does!

What are the differences between the various formats?

What is the minimum of PD/SW I would need to get minix or some such
program up & running on my ST. (e.g. to get a better file system than
DOS's crappy 8.3 filenames... etc.)

Minimum requirements? (I have a 68000 ST, not a TT etc.).

Advantages/Disadvantages....

Etc. etc. ANY info! (I'm sure there are a couple of other folks out
there who are wondering the same thing - of course, this is the net,
and the majority of people know everything, and use Unix anyway :)

Just interested......

3148. GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 22:06:59 UTC
From: stigb@pvv.unit.no
Message-ID: <STIGB.93Jun5220659@fiolilla.pvv.unit.no>
Source record: 38200

I have been fiddling some with gcc (2.4.0) with Bammi's patches and
I've almost got a version that could maybe be merged with the standard
gcc distribution. That is for MiNT only though, but it would be great
to be able to compile plain sources. If I manage it, I will patch it
up to 2.4.3 and try to convince FSF to take it.

Stig
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_
|_)\ |\ | Stig Saether Bakken ProgramVareVerkstedet ||| Atari
| \| \| stigb@pvv.unit.no Trondheim, Norway ||| TT
===/ | \==030=

3149. 680X0 Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 22:12:08 UTC
From: stigb@pvv.unit.no
Message-ID: <STIGB.93Jun5221208@fiolilla.pvv.unit.no>
Source record: 38201

In case some of you did not know - Atari, Amiga and Mac people are now "joining forces" and working on a port of Linux (free UNIX for [34]86 machines) for 68k processors. The development is still in the earliest stages, with console and device drivers being coded. It will not work on anything less than a '030 or (maybe?) '020 with MMU. If you are interested, join the 680X0 channel of the Linux mailinglist. Send a mail to linux-activists-request@joker.cs.hut.fi for more information on how to join.

Stig
--
_
|_)\ |\ | Stig Saether Bakken ProgramVareVerkstedet ||| Atari
| \| \| stigb@pvv.unit.no Trondheim, Norway ||| TT
===/ | \==030=

3150. Re: ka9q/MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 22:20:37 UTC
From: stigb@pvv.unit.no
Message-ID: <STIGB.93Jun5222037@fiolilla.pvv.unit.no>
Source record: 38202

Whoops, I forgot to answer your second question.
Yes, it is possible to let people log on with a shell, either with telnet through ka9q or just on serial ports. (Erling Henanger and I did this from my TT to his because he has 16Mb more ram than me ;) You should get the init packet and run a program called getty on each port. I'm not sure if ka9q must be rehacked a little to let exterior processes access it's sockets. But: Serial ports are very slow under MiNT. If you run ka9q with tcp/ip, you will with 19200 baud get an effective transfer rate of around 1kb/sec, and even less (maybe as low as 400cps or so) as soon as some of the users actually use the machine for anything. MiNT is not really made for this, but I hope the serial ports will work more efficiently soon. (I know it's not top priotity :)

Stig
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|_)\ |\ | Stig Saether Bakken ProgramVareVerkstedet ||| Atari
| \| \| stigb@pvv.unit.no Trondheim, Norway ||| TT
===/ | \==030=

3151. Re: Bios devices 6-9 accessible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-05 23:24:23 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC8690o.Au1@netcom.com>
Source record: 38204

In article <1993Jun4.125041.26132@fwi.uva.nl> partingt@fwi.uva.nl (Vincent Partington) writes:
>Someone told me that it's not possible to access the TT serial ports via BIOS
>by using devices 6-9. He told me you had to first select the right device via
>a Bconmap call and then use BIOS device 1 (AUX).

This is only slightly true. The normal input and output functions (Bconout, Bconin, etc.) are accessible via devices 6-9. The only time you have to use Bconmap for another device is to do an Rsconf call to configure a serial port, or an Iorec call to change its buffers.

>How is this handled in MiNT? Is it impossible for two seperate processes
>to access different serial ports or is the Bconmapped port saved on a
>per-process-basis?

The Bconmap mapping is per-process. Processes can also access the different ports via GEMDOS calls (e.g. Fopen("U:\\DEV\\MODEM2",2) to open the second modem port), and set parameters with Fcntl instead of Rsconf.

Regards,
Eric

3152. Re: Zip/Unzip for the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-06 08:42:44 UTC
From: erikjan@icce.rug.nl
Message-ID: <12788@obelix.icce.rug.nl>
Source record: 38206
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <RALPH.93Jun4081808@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:

> I see that things on a.a are now often zipped and not zoo'ed,
> or otherwise. What is a good zip/unzip to use on the ST?
> I've tried stzip 2.2, but that fails for me.

There will of course be many more archives with a zip/unzip program for the
Atari ST, but mine contains my port. Try: ftp.icce.rug.nl and cd to
pub/erikjan/Atari. There you will find zip, unzip, zipnote and zipsplit.

EJee

--

Erik-Jan Vens. E.J.Vens@icce.rug.nl
--
The ICCE usenet account
providing access to usenet news
for the ICCE Experience
_WERKEN_AAN_DE_GRENZEN_VAN_HET_KUNNEN_

3153. GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-06 16:27:32 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun6.162732.14354@ugle.unit.no>
Source record: 38207

Stigb@pvv.Unit.No,
In a message on 5 June, wrote :

sG>
sG> I have been fiddling some with gcc (2.4.0) with Bammi's patches and
sG> I've almost got a version that could maybe be merged with the standard
sG> gcc distribution. That is for MiNT only though, but it would be great
sG> to be able to compile plain sources. If I manage it, I will patch it
sG> up to 2.4.3 and try to convince FSF to take it.

Nice.
2.4.3 ???
Grumph, I've just compiled 2.4.1, to find out that 2.4.2 was
available. Now, this I compiled yesterday - and now you tell me
2.4.3 is out allready ?
Sigh !

sG>
sG> Stig
sG> --
sG> _
sG> |_)\ |\ | Stig Saether Bakken ProgramVareVerkstedet ||| Atari
sG> | \| \| stigb@pvv.unit.no Trondheim, Norway ||| TT
sG> ==/ | \==030=
sG>

Erling

ATP/Unix 1.40 Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

3154. Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-06 17:31:07 UTC
From: gthorbur@aqua.mcs.dundee.ac.uk
Message-ID: <1ut9kr$lsp@dux.dundee.ac.uk>
Source record: 38208

Could anyone give me an unbiased judgement on which is better the falcon
or a similar amiga machine.
reasions why would be nice also .

what is the best machine to buy right now ?
For limited cash obviously.

--
==========

We tend to scoff at the beliefs of the ancients. But we
can't scoff at them personally, to their faces, and this
is what annoys me.

==========
Snail Mail: e-mail:

Gareth Thorburn gthorbur@uk.dundee.mcs
Top Left Flat,
57 Cleghorn Street,
Dundee,
DD2 2PF,
Scotland Tel: 0382-69588
==========

3155. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-06 20:12:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1utj4bINNt2t@golem.wcc.govt.nz>
Source record: 38209

] Could anyone give me an unbiased judgement on which is better the falcon
] or a similar amiga machine.

If you want a headache, get an Amiga. If not get a Falcon!

I'm AMAZED how badly the Amiga flickers! (This is the latest model
too - it flickers a LOT worse than Photochromes Software flicker on
the ST!).

If you want the machine for games, get the Amiga - as there are a few
already available that will work on the A1200. (From the A500 days).

Sound, Falcon wins.

Graphics -Falcon can win if someone writes a 1280*960 screen enhancer
program! (Can't be far off, we've already got 1600*600!)

OS - Falcon wins. (Looks a lot nicer, and is smoother to use!)

Support - Amiga

Currently Available add-ons - Amiga (Falcon numbers are mounting up....)

3156. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-06 21:16:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.295758@cix.compulink.co.uk>
Source record: 38211

In article <1ut9kr$lsp@dux.dundee.ac.uk>, gthorbur@aqua.mcs.dundee.ac.uk (Gareth Thorburn) writes:
> Could anyone give me an unbiased judgement on which is better the falcon
>or a similar amiga machine.
>reasions why would be nice also .
>
>what is the best machine to buy right now ?
>For limited cash obviously.
>

If you tell us what you want to do with a Falcon/Amiga it will be a little easier to answer your question. If it's MIDI or Audio the answer is :

F A L C O N 0 3 0

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

3157. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-06 21:24:02 UTC
From: bpat@binkley.cs.mcgill.ca
Message-ID: <1utn9i$skl@binkley.cs.mcgill.ca>
Source record: 38210

Thanks a lot to everyone. I realy appreciate the number of answers.

Patrick.

3158. HSC MiNTlibs pl30 uploaded to atari.archive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 01:06:28 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <739415187@amazon.cs.duke.edu>
Source record: 38213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sigh. I finally get pl30 done, and now it looks like pl32 is on the horizon. Being out of the loop really sucks, ya know? ;)

But anyway, now on atari.archive are the MiNTlibs pl30 compiled for HSC. The file mnthlb30.zoo actually contains two versions of the libraries -- one with 8-character external names for v1.40 and below, and one with 22-character external names for v2.00 and above (so that I don't have to re-release the library when v2.01 is released).

As always, in the event of the unthinkable (ie. bugs), you can reach me at this address.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3159. TT memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 02:17:33 UTC
From: stigb@pvv.unit.no
Message-ID: <STIGB.93Jun7021733@fiolilla.pvv.unit.no>
Source record: 38212

I am interested in buying a memory board(TT ram board position or VME bus) and an ethernet card(VME or SCSI) for my TT. Also, I wonder if there are any VME-boards that let you plug on more than one card... Also, if someone know about some nice graphics cards, I'd like to know where to get more info on those.

(expanding) - Stig
--
_
|_)\ |\ | Stig Saether Bakken ProgramVareVerkstedet ||| Atari
| \| \| stigb@pvv.unit.no Trondheim, Norway ||| TT
===/ | \==030=

3160. DESKSET 2 & INTERFACE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 05:53:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1uul4kINN1bj@golem.wcc.govt.nz>
Source record: 38214
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DESKSET 2 and INTERFACE

Does any one know what happened to Ataries DTP program called
DESKSET 2..??

Also I seem to have read something about INTERFACE on Fido Net,
can some one tell me more about this program..??

Thanks.............

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3161. objc_edit() - GemFast (Bug?) OR: Generic AES Call?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 10:05:12 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.vJsElQodq8Y@elfhaven.ersys.edmonton.ab.ca>
Source record: 38230

Hi,

This morning I came across a problem with the GemFast C Bindings. I do not know if it is a bug, or just an undocumented extension. In either case, the definition of objc_edit() does not match the definition given in the GEM Programmes Reference: AES or used by the Alcyon (blech) compiler. The GemFast version wants six parameters, or it bombs with an address error. The Alcyon version, and the Atari documentation, want five parameters. I need the five parameter version, but I use Heat 'n' Serve C.

So, could someone tell me either how to do a generic AES call from "C" or what I should do about that sixth parameter? What makes it all worse is that I absolutely _need_ objc_edit() - there can be no substitutes in this case.

Please mail me with help, and I will summarize to the net.

--
Regards,

() - () - - - - - - - - - - ()
() Michel Forget () My cat recently ()
() ~ () stole my opinions ()
() mforget@elfhaven.ersys.edmonton.ab.ca () (along with all of ()
() ~ () my other worldly ()
() The story so far; in the beginning the () possessions). If ()
() Universe was created. This has made a lot () you discover them, ()
() of people very angry and has been widely () please contact me ()
() regarded as a bad move. -Douglas Adams () immediately. ()
() - () - - - - - - - - - - ()

3162. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 10:21:01 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jun7.102101.8356@dcs.warwick.ac.uk>
Source record: 38215

In article <100793@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David Forrai) writes:
>In article <107480019@hpfcso.FC.HP.COM> rossin@hpfcso.FC.HP.COM (Ted
>Rossin) writes:
>>If your assembler is smart, it will generate code for the move.w #0,-(sp) as
>>moveq.w #0,-(sp).
>
>Really? According to the M68000 Programmers Reference, the syntax
>for MOVEQ is
>
>MOVEQ #<data>, Dn
>
>which tells me the only vaild effective address for this opcode is a
>data register.

I thought I'd like to throw in the fact that

MOVE.B ...,-(SP)

in fact decrements SP by 2 rather than 1 in order to keep the stack pointer
even (for obvious reasons).
However, you cannot use this feature when pushing the opcode just before a
TRAP because (in a typical piece of bad programming) TOS checks all 16 bits
of its opcodes even though neither Gemdos, Bios or Xbios have anything like
256 different functions.

Also, a handy optimisation is that

```
MOVE.W #$ABCD,-(SP)
MOVE.W #$EF12,-(SP)
```

can be written

```
MOVE.L #$EF12ABCD,-(SP)
```

A good assembler might do this for you.

- Leo

3163. Re: TOS 4.0X, AES window size

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 10:33:00 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun7.103300.4588@cs.ruu.nl>
Source record: 38216

In <1993Jun4.182528.5532@berlioz.nsc.com> foster@rufus.nsc.com (Paul Foster) writes:

> Is there anyway to make the sliders and other gadgets smaller in the new
>Falcon GEM windows (I guess). We have this new high resolution but the window
>borders take up a ton of screen resolution.
>
>Maybe there should be a way to set the size of the borders like in motif
>window manager for X.
>
>Just a thought.

I think it's a very good thought, and realistic as well. Eric?

[Atari will then finally *have* to start using wind_get(work) and wind_calc in
their own applications (for a proof that they don't at the moment check
different versions of Xcontrol with different versions of the GEM windows)]
--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

3164. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 10:46:26 UTC
From: njale@dhhalden.no
Message-ID: <njale.126.739449986@dhhalden.no>
Source record: 38217

>From: wells_s@kosmos.wcc.govt.nz (Steve Wells)
>Date: 6 Jun 1993 20:12:59 GMT
>] Could anyone give me an unbiased judgement on which is better the falcon
>] or a similar amiga machine.
>

Well, I guess you should have posted this to advocasy, but anyway, as an owner of three computer-systems, Amiga 4000/030, Atari ST and a PC386 I guess I could give it a try.

First of all, you should have stated what you will use your computer for. That would have made your question a lot easier to handle. But OK, here we go.

Graphics: Amiga scores high above the Falcon. It has more colours, larger palette, hardware sprites, and a faster, more advanced blitter. The Falcon has a DSP that can be used to good effect manipulating screen-data which the Amiga lacks. But most important, the Falcon has great problems handling 256-colour graphics. The machine halts to a crawl. It's been some confusion over the flickering (interlaced) screens that the Amiga offers. Yes, they still exists, but if you don't like them, don't use them. The 1200 offers plenty of non-interlaced hi-res screen-resolutions.

Sound: Falcon wins. The DSP-makes better quality sound, with more voices. The Falcon also offers a built-in MIDI-port that lets you connect MIDI-peripheral.

Processor: The Falcon has a 68030 CPU running at 16Mhz, wile the Amiga has a 68020 running at 14Mhz. That would make you think the Falcon is the faster machine, but that is not the case. The Falcon is really a 16-bit machine using a 32-bit processor (bus is 16 bits wide). This means that the Falcon has to do two memory fetches for every word, whereas the Amiga do only one. In addition, the Falcon shares the same bus as the display, meaning that it can only work in the time left over from screen-refreshing. In a 256 colour-mode , the display steals just about all the bus-bandwith leaving the Falcons CPU very little time to do it's work. This means the machine will crawl. The Amiga also suffers from a slow-down with 256-colour displays, but not near as much the Falcon. In addition, you can add fast-ram to the Amiga, and it will run at a 100% speed. Both machines has CPU-caches that will help them deal with bus-contention, but for other things than small loops, it will not help very much.

OS: 10-0 to the Amiga. The Amiga was built with a multi-tasking OS in mind, and now they have had 8 years of improving and refing it. And it shows. Very stable, very efficent and very userfriendly. The Falcons offering is a cludgy, first offering and even that shows. Slow, bug-ridden and completely minimal. Lacks lots of features that the Amiga offers.

Software-support: A poor machine can get away with it, if it has lots of software (look at the PCs). Well, the Falcon has a very small user-base and software support really could not get much lower. The Amiga market sure could be larger as well, but is in a much healthyer situation. I guess there are released software for the Amiga-Atari in a ratio of al least 10:1.

So if you want a machine for doing MIDI-stuff, then you would do all right with a Falcon. Even though you can do fine even here with an Amiga. Bars & Pipes Pro are breathing Cubase in the neck, and the new Bars & Pipes that is coming (with DSP-support) looks very interesing indeed. For ANYTHING else, get an Amiga. No doubt about it.

Njaal

3165. Catch Meg-TT fast-RAM Card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 11:54:45 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-070693130819@nod.eng.umu.se>
Source record: 38095

Is there anybody out there who knows anything about the TT fast-RAM
expansion card sold by the German Company Catch-Computer?

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

3166. GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 12:30:04 UTC
From: spook@cyberhm.royle.org
Message-ID: <H.ea.B17lpKkAssY@cyberhm.royle.org>
Source record: 38104

I have asked this before but got no replies:

o What is the minimum memory requirement for running GNU C++
on an ST (FM or E)

o Is there any ANSI standardization of C++ yet?

o What other (if any) implementations of C++ are available
for the ST range of micros, and what configuration is
necessary for each?

Earlier replies may have been lost when Pipex went down.. ?

Thanks in advance for any help....

--
spook@cyberhm.royle.org || An unemployed 'C' programmer...
Steve Caple 2:255/404.0@fidonet.org || Wife and 5 children to support (really!)
90:100/114.0@nest.ftn || Anyone care to offer me a job?
-***= '..There is also timing in the Void. [M.Musashi]...' =***-

3167. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 12:36:15 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <1uvcnv$1gos@info2.rus.uni-stuttgart.de>
Source record: 38218

In <njale.126.739449986@dhhalden.no> njale@dhhalden.no writes:

[...]
> Processor: The Falcon has a 68030 CPU running at 16Mhz, wile the Amiga has a
> 68020 running at 14Mhz. That would make you think the Falcon
> is the faster machine, but that is not the case. The Falcon is
> really a 16-bit machine using a 32-bit processor (bus is 16 bits
> wide). This means that the Falcon has to do two memory fetches
The expansion-slot has 16-bit data. thats right.
But the memory-bus ist 32-bit wide.

[...]
>
> Njaal
Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-7000 Stuttgart 60 | Und sterben.
[D-70327 Stuttgart] |

3168. Re: TOS 4.0X, AES window size

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 13:02:52 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jun7.140252@cs.bham.ac.uk>
Source record: 38219

The latest version of XControl is OK with TOS4 windows. I found it on a
German site, and, yes, it's German! Oh well, at least it works!

David.

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Maastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

3169. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 13:05:23 UTC
From: dxo@cs.bham.ac.uk
Message-ID: <1993Jun7.140523@cs.bham.ac.uk>
Source record: 38221

Njal,

Unbiased? Give us a break.

Yes, this SHOULD be in .advocacy, and if not, in .st, but certainly not .tech, where we have a good record for having discussions not flamewars. Don't let's start it now...

Followup set to .advocacy....

Thanks,

David. [proposer .advocacy]

.___ .
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | You have answered all 20 questions on the || || /_
Stoke On Trent | Maastricht Treaty. Goodness knows whether _/|| ||_/ |
ST7 8QQ England.| you were right or not... |_/ |_| _|/

3170. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 13:10:20 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.241.739458620@dhhalden.no>
Source record: 38222

In article <njale.126.739449986@dhhalden.no> njale@dhhalden.no (NJAL EIDE) writes:
>>] Could anyone give me an unbiased judgement on which is better the falcon
>>] or a similar amiga machine.
>>
[mumble, mumble]

Njaal writes a lot, but sadly, he hasn't even been anywhere near a Falcon so
I would take his ramblings with a grain of salt. His talk about the Amiga
should be valid, though.

Jon who just had a few words with him! :)

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

3171. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 13:10:44 UTC
From: cmedley@wam.umd.edu
Message-ID: <1uveol$86k@cville-srv.wam.umd.edu>
Source record: 38220

In article <njale.126.739449986@dhhalden.no> njale@dhhalden.no (NJAL EIDE) writes:
>
>So if you want a machine for doing MIDI-stuff, then you would do all right
>with a Falcon. Even though you can do fine even here with an Amiga. Bars &
>Pipes Pro are breathing Cubase in the neck, and the new Bars & Pipes that is
>coming (with DSP-support) looks very interesing indeed. For ANYTHING else,
>get an Amiga. No doubt about it.
>
>
>Njaal

You've got to be kidding if you don't include DTP and WP as other areas the
ST/TT/Falcon would be dominant. I'd have to say that it's more like, for
anything BUT video work, don't buy an Amiga. :)

3172. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 13:59:38 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC8987E.BIv@netcom.com>
Source record: 38224

In article <1993Jun7.102101.8356@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>MOVE.B ...,-(SP)
>in fact decrements SP by 2 rather than 1 in order to keep the stack pointer
>even (for obvious reasons).
> However, you cannot use this feature when pushing the opcode just before a
>TRAP because (in a typical piece of bad programming) TOS checks all 16 bits
>of its opcodes even though neither Gemdos, Bios or Xbios have anything like
>256 different functions.

There are examples of bad programming in TOS. Checking the value of inputs to a system call is definitely *not* one of them. If TOS ignored the high byte, then it would never be possible to have more than 256 functions on any of the traps. Since the Falcon XBIOS is already getting up towards that number (and MiNT's GEMDOS is about halfway there), that could in fact be a problem.

Besides, is MOVE.B ...,-(SP) really a win? It takes the same amount of memory, since in order to preserve word boundaries in the instruction stream any immediate data is always stored as a word. It takes the same number of cycles to execute. So why bother?
--
Eric R. Smith ersmith@netcom.com

3173. Re: TT memory expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 14:05:50 UTC
From: gruber@austin.ibm.com
Message-ID: <C898Hr.Kx4@austin.ibm.com>
Source record: 38225

In article <STIGB.93Jun7021733@fiolilla.pvv.unit.no>, stigb@pvv.unit.no (Stig Saether Bakken) writes:
> I am interested in buying a memory board(TT ram board position or VME
> bus) and an ethernet card(VME or SCSI) for my TT. Also, I wonder if
> there are any VME-boards that let you plug on more than one card...
> Also, if someone know about some nice graphics cards, I'd like to know
> where to get more info on those.
>
> (expanding) - Stig
> --
> _
> |_)\ |\ | Stig Saether Bakken ProgramVareVerkstedet ||| Atari
> | \| \| stigb@pvv.unit.no Trondheim, Norway ||| TT
> ==/ | \==030=

You might try DMC Publishing , the makers of Calamus. They are advertising cYrel Sunrise graphics card, or you can try Toad Computers for the Crazy Dots 15 graphics card, Toad Computers (in maryland) can also help you with the TT ram expansion board.

-Scott-

3174. RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 14:42:07 UTC
From: wabe@ukc.ac.uk
Message-ID: <4677@eagle.ukc.ac.uk>
Source record: 38223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just downloaded a new utility (RECLAIM.ZOO) to a.a. @umich.
The text file begins as follows and tells you what it's about:
Cheers,
W. Alan B. Evans.[wabe@ukc.ac.uk]

------------------- From RECLAIM_V2 textfile ---------------------------

For some reason best known to Atari, TOS "wastes" 4 sectors (or 2
1024 byte clusters) of formatted disk space. For example, with the standard
double-sided Atari format we have 1 bootsector, 2 sets of fats each 5
sectors long and a root directory which is 7 sectors long. The disk is
formatted to 80 9-sector tracks on both sides i.e. 1440 512-byte sectors
in all. Since the "disk management" accounts for 18 of these, one might
reasonably expect there would be 1422 left over to hold data i.e. we'd
expect 711 clusters of data. But NO! - as is well-known there's only 709
clusters available for data. What has TOS done with the other 2? I'm sure
I don't know - I've never seen any explanation for this documented! But
there _MAY_ be a good reason - and, IN CASE THERE IS, and in any case
as this software is FREEWARE, I give NO GUARANTEES WHATSOEVER for any
consequences that might arise out of using RECLAIM. Therefore, it would
be wise to be wary (esp. with valuable data) until one has gained full
confidence in the usage of RECLAIM. All I can say is that I have
personally been using RECLAIM for some while with no adverse-effects.

The idea for RECLAIM is originally in the RDY sourcecode of Mark
Williams Co.'s "RDY" ramdisk utility. Whilst upgrading the latter recently
(Version_4 of RDE is now available at a.a.) I noticed that a little trick
which the author of RDY called a CLUSTERHACK allowed the ramdisk to reclaim
these 2 lost clusters back from TOS. Basically the strategy is exceedingly
simple viz. alter the boot parameter block info to signal a total sector
number which is 4 more than actually exists and to MARKBAD the last two
FAT clusters. It occurred to me that this might also work on Floppies
and, indeed, it seems to. However I know of no formatter program that will
format floppies in this "RECLAIMed" state.

You can use a disk editor (DISK DOCTOR, KNIFEST etc.) to do the
alterations. However, altering the format with a disk utility involves some
intricate calculations to locate the last two fats' positions etc. etc.
and a small error could cause loss of data. RECLAIM.TOS simplifies & speeds
up this task. At the prompt you simply insert a normally formatted disk
and RECLAIM will do these conversions and modify the disk so that you will
end up with 2 kbytes more of free space on it. Of course, it checks to see
if the disk has previously been altered and, in that event, will tell you
and alter nothing. Note also that disks containing data can also have

their missing sectors RECLAIMed - with no harm to the data.

etc. etc. .... Rest of documentation ommitted.

3175. Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 16:14:18 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <739776701.AA01610@cheswicks.toadnet.org>
Source record: 38156

Here is a technical comparison between Atari's new Falcon 030 and
Commodore's new Amiga 1200. Both of these manufacturers are well known
in Europe, yet neither has made a huge impact on the IBM\Apple dominated
United States. Will either of these new model's get their makers
recognition in the states?

Atari Falcon CBM Amiga 1200
CPU 68030 68EC020
speed(Mhz) 16 14.32
MIPS 3.84 2.5
data path(bit) 16(used) 32
address space(bit) 24 24
instruction cache 256 bytes 256 bytes
data cache 256 bytes N/A

FPU optional optional
socket on board yes no
type 68881/68882 68881/68882

DSP yes no
type 56001 N/A
speed(Mhz) 32 N/A
MIPS 16 N/A

MEMORY & EXPANSION
ram(base model) 1 MB of 16bit 2 MB of 32bit CHIP RAM
max ram 14 MB 10 MB(more w/3rd party)
type proprietary board proprietary & PCMCIA 2.0
rom 512K 512K to 2MB

DISK DRIVES
floppy 3.5" 1.44Mb HD 3.5" 880K
format Atari\MS-DOS Amiga w\MS-DOS utility prg
hard internal optional internal optional
type 2.5" IDE 2.5" IDE

I/O
keyboard attached w/numeric attached w/numeric
mouse/joystick 2 reg 2 analog 2 reg
serial RS-232C RS-232
parallel BI-directional Centronics
video-out analog RGB\VGA analog\RGB\VGA\SVGA
composite\RF composite\RF
audio-in stereo 1/8"mini no
-out stereo 1/8"mini stereo RCA
external floppy no yes

internal IDE yes yes
external SCSI yes SCSI II w/DMA no
midi in, out/thru no
DSP yes(1 MHZ trans) no
network Localtalk LAN no

EXPANSION internal bus exp cpu expansion slot
128K cartridge PCMCIA 2 slot(16bit)
DSP port
SOUND
resolution 16bit\50Khz 8bit\50Khz
channels 8 4
input yes\stereo no
output stereo stereo
internal speaker yes no

VIDEO
resolution-minimun 320x200 320x200
-maximum 640x480 1280x400\640x960(interlaced)
palette(colors) 262,144 16.8 million
maximum displayed 65,536(640x400) 256,000(all res)
overscan yes yes

MISC
clock yes optional

OPERATING SYSTEM
type multitasking gui multitasking gui
location rom\disk rom\disk

SOFTWARE(included)
MultiTOS 4.0 AmigaDOS 3.0
D2D-Hard disk CrossDOS-MSDOS utility
recording misc utilities
Audio Fun Machine- Deluxe Paint AGA
FX processor (limited offer)
misc utilities & Word Processor
games (limited offer)

PRICE(retail) $799.00 $699.00

FINAL NOTES: Both of these machines are housed in a single case. They DO NOT have detached keyboards. The Atari Falcon is in the same case as it's predesessor the 1040STE, and the Amiga 1200 is in a restyled case similar to the Amiga 500. Rumours are that the Falcon will get a new case in the Spring, although this has not been confirmed.
As of this writing(2/8/93), only the Amiga 1200 is currently available in the U.S., and in limited quantity. The going street price has been $600.00 with no hard drive & $850.00 with a 40 meg internal hard drive. Many dealers, however, will install larger drives upon ordering. Third party developers have also released CPU,FPU and RAM expansion boards. Most notably, GVP's 1230, with a 40mhz 68030, FPU

socket and room for 32megs of SIMM RAM, starting at $400.00.
The Atari Falcon was expected in January, however, its release in
the states has been delayed until March. It has been available in Europe
in limited supply. The Falcon is the first low cost home computer to
include a DSP. The NEXT computer is the only other computer with a DSP,
and it uses the same Motorola 56001 as the Falcon. Several expansion
products have been announced that use the DSP port, including: voice
mail & audio hard disk recording products. An internal IBM emulator card
has also been announced.

Information compiled by Ken Baum 1992/93
Sources: Amiga World, Amiga Format, AtariUser & ST Format

* * * 777:777/0@lasvegas.ftn
* * * 1:209/777@fidonet.org - 86:8685/0@toadnet.org - 90:300/1016@nest.ftn
* * * 51:2/4.0@atarinet.ftn - hard@toadnet.org - n.hard@genie.geis.com
* * * Join LasVegas Network FREQ 'LasVegas'
* * *

3176. Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 16:15:16 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <739776701.AA01611@cheswicks.toadnet.org>
Source record: 38157

In a message of 06 Jun 93 18:31:07, Gareth Thorburn wrote:

GT> From: gthorbur@aqua.mcs.dundee.ac.uk (Gareth Thorburn)
GT> Organization: Maths & C.S. Dept., Dundee University, Scotland, UK
GT>
GT> Could anyone give me an unbiased judgement on which is better the falcon
GT> or a similar amiga machine.
GT> reasions why would be nice also .
GT>
GT> what is the best machine to buy right now ?
GT> For limited cash obviously.
GT>

I placed an article that compares the 2 machines here.. I am sure you will
find it.

* * * 777:777/0@lasvegas.ftn
* * * 1:209/777@fidonet.org - 86:8685/0@toadnet.org - 90:300/1016@nest.ftn
* * * 51:2/4.0@atarinet.ftn - hard@toadnet.org - n.hard@genie.geis.com
* * * Join LasVegas Network FREQ 'LasVegas'
* * *

3177. Atari ST/STe/MSTe/TT/F030 Hardware Registers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 18:19:50 UTC
From: dhollis@zero.cypher.com
Message-ID: <1993Jun7.181950.2354@nuchat.sccsi.com>
Source record: 38236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi folx! I thought this might interest some people.. esp. those who want
to write low level device drivers, and TSR's.. and maybe it will help clear
up some questions about the Falcon, but i think more questions will be
caused because of it.. but oh well :^)

I am open to comments, questions, etc..
Flames will be cheerfuly filed away in /dev/null

-Dan

--- Snip 8< --- Snip 8< --- Snip 8< --- Snip 8< --- Snip 8< --- Snip 8< ---

```
.-------------------------------------------------.
|Atari ST/STe/MSTe/TT/F030 Hardware Register Listing|
`-------------------------------------------------'
```

Version 5.6 - 6/6/93
By Dan Hollis
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every effort has been taken to ensure this document is as complete and
accurate as possible.

Thanks to the following people for their contributions!

Markus Gutschke, Alexander Herzlinger, Karsten Isakovic, Thomas Binder

Corrections, additions, or comments should be sent to me. I can be contacted
at the following addresses:

InterNet : dhollis@bitsink.gbdata.com
dhollis@zero.cypher.com
Snail : Dan Hollis
P.O. Box 580448
Houston, TX 77258

```
Address Size Description Bits used Read/Write
-------+-----+-----------------------------------------+----------
###############ADSPEED Configuration registers ###########
-------|-----|-----------------------------------------|----------
$F00000|byte |Switch to 16 Mhz |W
```

```
$F10000|byte |Switch to 8 Mhz |W
$F20000|byte |Turn on high speed ROM option in 16 Mhz |W
$F30000|byte |Turn off high speed ROM option |W
$F40000|byte |Unknown |W
$F50000|byte |Turn off cache while in 16 Mhz |W
| | >> Write 0 to an address to set it. << |
-------+-----+-------------------------------------------+----------
###############Falcon IDE Controller ############
-------+-----+-------------------------------------------+----------
$F00000|???? |??? |??? (F030)
: | : | : | : :
$F0003F|???? |??? |??? (F030)
-------+-----+-------------------------------------------+----------
###############ST MMU Controller ############
-------+-----+-------------------------------------------+----------
$FF8001|byte |MMU memory configuration BIT 3 2 1 0|R/W
| |Bank 0 | | | ||
| |00 - 128k ---------------------------+-+ | ||
| |01 - 512k ---------------------------+-+ | ||
| |10 - 2m -----------------------------+-+ | ||
| |11 - reserved ----------------------+-' | ||
| |Bank 1 | ||
| |00 - 128k -------------------------------+-+|
| |01 - 512k -------------------------------+-+|
| |10 - 2m ---------------------------------+-+|
| |11 - reserved ---------------------------+-'|
-------+-----+-------------------------------------------+----------
###############Falcon030 Processor Control ############
-------+-----+-------------------------------------------+----------
$FF8007|byte |Falcon Bus Control BIT . . 5 . . 2 . 0|R/W (F030)
| |STe Bus Emulation (0 - on) ------' | ||
| |Blitter (0 - 8mhz, 1 - 16mhz) ---------' ||
| |68030 (0 - 8mhz, 1 - 16mhz) ---------------'|
-------+-----+-------------------------------------------+----------
###############SHIFTER Video Controller ############
-------+-----+-------------------------------------------+----------
$FF8201|byte |Video screen memory position (high byte) |R/W
$FF8203|byte |Video screen memory position (mid byte) |R/W
$FF820D|byte |Video screen memory position (low byte) |R/W (STe)
$FF8205|byte |Video address pointer (high byte) |R
$FF8207|byte |Video address pointer (mid byte) |R
$FF8209|byte |Video address pointer (low byte) |R
$FF820E|word |Offset to next line |R/W (F030)
$FF820F|byte |Width of a scanline (width in words-1) |R/W (STe)
$FF8210|word |Width of a scanline (width in words) |R/W (F030)
$FF8265|byte |Horizontal scroll register (0-15) |R/W (STe)
-------+-----+-------------------------------------------+----------
$FF820A|byte |Video synchronization mode BIT 1 0|R/W
| | 0 - 60hz, 1 - 50hz -' ||
| | 0 - internal, 1 - external sync ---'|
```

```
| +-----------------------------------------+
| |NOTE: On the TT these bits are reversed, and|
| |50/60hz is inoperative on the TT! Check what|
| |machine you are running on before twiddling|
| |with these bits. |
-------+-----+-------------------------------------------+----------
| | BIT 11111198 76543210|
| | 543210 |
| | ST color value .....RRR .GGG.BBB|
| |STe/TT Color value ....rRRR gGGGbBBB|
$FF8240|word |Video palette register 0 |R/W
: | : | : : : : | :
$FF825E|word |Video palette register 15 |R/W
-------+-----+-------------------------------------------+----------
$FF8260|byte |Shifter resolution BIT 1 0|R/W
| |00 320x200x4 bitplanes (16 colors) ------+-+|
| |01 640x200x2 bitplanes (4 colors) -------+-+|
| |10 640x400x1 bitplane (1 colors) -------+-'|
$FF8262|byte |TT Shifter resolution BIT 2 1 0|R/W (TT)
| |000 320x200x4 bitplanes (16 colors) --+-+-+|
| |001 640x200x2 bitplanes (4 colors) ---+-+-+|
| |010 640x400x1 bitplane (2 colors) ---+-+-+|
| |100 640x480x4 bitplanes (16 colors) --+-+-+|
| |110 1280x960x1 bitplane (1 color) ----+-+-+|
| |111 320x480x8 bitplanes (256 colors) -+-+-'|
-------+-----+-------------------------------------------+----------
$FF827E|???? |STACY Display Driver |???(STACY)
-------+-----+-------------------------------------------+----------
$FF8400|word |TT Palette 0 |R/W (TT)
: | : | : : : | : :
$FF85FE|word |TT Palette 255 |R/W (TT)
-------+-----+-------------------------------------------+----------
################Falcon030 VIDEL Video Controller ############
-------+-----+-------------------------------------------+----------
$FF8006|byte |Monitor Type BIT 1 0|R (F030)
| |00 - Monochrome (SM124) -----------------+-+|
| |01 - Color (SC1224) ---------------------+-+|
| |10 - VGA Color --------------------------+-+|
| |11 - Television -------------------------+-'|
$FF820E|word |Offset to next line |R/W (F030)
$FF8210|word |VWRAP - Linewidth in words |R/W (F030)
$FF8266|word |SPSHIFT BIT 1 . 8 . 6 5 4 . . . .|R/W (F030)
| | 0 | | | | |
| |2-colour mode ---------' | | | | |
| |Truecolour mode -----------' | | | |
| |Use external hsync ------------' | | |
| |Use external vsync --------------' | |
| |Bitplane mode --------------------' |
| +-----------------------------------------+
| | Horizontal Control Registers (9bit)|
```

```
$FF8280|word |HHC - Horizontal Hold Counter |R (F030)
$FF8282|word |HHT - Horizontal Hold Timer |R/W (F030)
$FF8284|word |HBB - Horizontal Border Begin |R/W (F030)
$FF8286|word |HBE - Horizontal Border End |R/W (F030)
$FF8288|word |HDB - Horizontal Display Begin |R/W (F030)
$FF828A|word |HDE - Horizontal Display End |R/W (F030)
$FF828C|word |HSS - Horizontal SS |R/W (F030)
$FF828E|word |HFS - Horizontal FS |R/W (F030)
$FF8290|word |HEE - Horizontal EE |R/W (F030)
| +-----------------------------------------+
| | Vertical Control Registers (10bit)|
$FF82A0|word |VFC - Vertcial Frequency Counter |R (F030)
$FF82A2|word |VFT - Vertical Frequency Timer |R/W (F030)
$FF82A4|word |VBB - Vertical Border Begin |R/W (F030)
$FF82A6|word |VBE - Vertical Border End (count 1/2 lines)|R/W (F030)
$FF82A8|word |VDB - Vertical Display Begin |R/W (F030)
$FF82AA|word |VDE - Vertical Display End |R/W (F030)
$FF82AC|word |VSS - Vertical SS |R/W (F030)
| +-----------------------------------------+
$FF82C2|word |VCO - Video Control BIT 3 2 1 0|R/W (F030)
| |Quarter pixel width (4x pixels) -----' | | ||
| |Halve pixel width (double pixels) -----' | ||
| |Skip line (interlace) -------------------' ||
| |Line doubling ----------------------------'|
-------+-----+-------------------------------------------+----------
###############DMA/WD1772 Disk controller ############
-------+-----+-------------------------------------------+----------
$FF8600| |Reserved |
$FF8602| |Reserved |
$FF8604|word |FDC access/sector count |R/W
$FF8606|word |DMA mode/status BIT 2 1 0|R
| |Condition of FDC DATA REQUEST signal --' | ||
| |0 - sector count null,1 - not null ------' ||
| |0 - no error, 1 - DMA error ---------------'|
$FF8606|word |DMA mode/status BIT 8 7 6 . 4 3 2 1 .|W
| |0 - read FDC/HDC,1 - write ' | | | | | | |
| |0 - HDC access,1 - FDC access' | | | | | |
| |0 - DMA on,1 - no DMA ---------' | | | | |
| |reserved ------------------------' | | | |
| |0 - FDC reg,1 - sector count reg --' | | |
| |0 - FDC access,1 - HDC access -------' | |
| |0 - pin A1 low, 1 - pin A1 high -------' |
| |0 - pin A0 low, 1 - pin A0 high ---------' |
$FF8609|byte |DMA base and counter (High byte) |R/W
$FF860B|byte |DMA base and counter (Mid byte) |R/W
$FF860D|byte |DMA base and counter (Low byte) |R/W
-------+-----+-------------------------------------------+----------
###############TT-SCSI DMA Controller ############
-------+-----+-------------------------------------------+----------
$FF8701|byte |TT-SCSI-DMA Address Pointer (Highest byte) |R/W (TT)
```

```
$FF8703|byte |TT-SCSI-DMA Address Pointer (High byte) |R/W (TT)
$FF8705|byte |TT-SCSI-DMA Address Pointer (Low byte) |R/W (TT)
$FF8707|byte |TT-SCSI-DMA Address Pointer (Lowest byte) |R/W (TT)
$FF8709|byte |TT-SCSI-DMA Address Counter (Highest byte) |??? (TT)
$FF870B|byte |TT-SCSI-DMA Address Counter (High byte) |??? (TT)
$FF870D|byte |TT-SCSI-DMA Address Counter (Low byte) |??? (TT)
$FF870F|byte |TT-SCSI-DMA Address Counter (Lowest byte) |??? (TT)
$FF8710|???? |TT-SCSI-DMA Continue Data Register High Word|R/W (TT)
$FF8712|???? |TT-SCSI-DMA Continue Data Register Low Word |R/W (TT)
$FF8714|???? |TT-SCSI-DMA Control register |R/W (TT)
-------+-----+-------------------------------------------+----------
###############TT-SCSI Drive Controller 5380 ############
-------+-----+-------------------------------------------+----------
$FF8781|byte |Contents of SCSI-Data buses |R/W (TT)
$FF8783|byte |Init-Command Register |R/W (TT)
$FF8785|byte |Transfer Start Register |R/W (TT)
$FF8787|byte |Target-Command Register |R/W (TT)
$FF8789|byte |Bus Status Register |R/W (TT)
$FF878B|byte |Status Register |R/W (TT)
$FF878D|byte |Command Data from SCSI-Bus |R/W (TT)
$FF878F|byte |Reset DMA/Parity error/begin DMA transfer |R/W (TT)
-------+-----+-------------------------------------------+----------
###############YM2149 Sound Chip ############
-------+-----+-------------------------------------------+----------
$FF8800|byte |Read data/Register select |R/W
| |Port A (register 14) BIT 7 6 5 4 3 2 1 0|
| |IDE Drive On/OFF ------------' | | | | | || (F030)
| |Monitor jack GPO pin ----------+ | | | | ||
| |Internal Speaker On/Off -------' | | | | || (F030)
| |Centronics strobe ---------------' | | | ||
| |RS-232 DTR output -----------------' | | ||
| |RS-232 RTS output -------------------' | ||
| |Drive select 1 ------------------------' ||
| |Drive select 0 --------------------------' ||
| |Drive side select -------------------------'|
| |Port B - (register 15) Parallel port |
$FF8802|byte |Write data |W
| +----------------------------------------+
| |Note: PSG Registers are now fixed at these|
| |addresses. All other addresses are masked|
| |out on the Falcon. Any writes to the shadow|
| |registers $8804-$8900 will cause a bus error|
-------+-----+-------------------------------------------+----------
###############DMA Sound System ############
-------+-----+-------------------------------------------+----------
$FF8900|byte |Buffer interrupts BIT 3 2 1 0|R/W (F030)
| |TimerA-Int at end of record buffer --' | | ||
| |TimerA-Int at end of replay buffer ----' | ||
| |MFP-15-Int (I7) at end of record buffer -' ||
| |MFP-15-Int (I7) at end of replay buffer ---'|
```

```
-------+-----+-------------------------------------------+----------
$FF8901|byte |DMA Control Register BIT 7 . 5 4 . . 1 0|R/W
| |1 - select record register --+ | | || (F030)
| |0 - select replay register --' | | || (F030)
| |Loop record buffer -------------' | || (F030)
| |DMA Record on --------------------' || (F030)
| |Loop replay buffer ----------------------' || (STe)
| |DMA Replay on ----------------------------'| (STe)
-------+-----+-------------------------------------------+----------
$FF8903|byte |Frame start address (high byte) |R/W (STe)
$FF8905|byte |Frame start address (mid byte) |R/W (STe)
$FF8907|byte |Frame start address (low byte) |R/W (STe)
$FF8909|byte |Frame address counter (high byte) |R (STe)
$FF890B|byte |Frame address counter (mid byte) |R (STe)
$FF890D|byte |Frame address counter (low byte) |R (STe)
$FF890F|byte |Frame end address (high byte) |R/W (STe)
$FF8911|byte |Frame end address (mid byte) |R/W (STe)
$FF8913|byte |Frame end address (low byte) |R/W (STe)
-------+-----+-------------------------------------------+----------
$FF8920|byte |DMA Track Control BIT 5 4 . . 1 0|R/W (F030)
| |00 - Set DAC to Track 0 ---------+-+ | ||
| |01 - Set DAC to Track 1 ---------+-+ | ||
| |10 - Set DAC to Track 2 ---------+-+ | ||
| |11 - Set DAC to Track 3 ---------+-' | ||
| |00 - Play 1 Track ----------------------+-+|
| |01 - Play 2 Tracks ---------------------+-+|
| |10 - Play 3 Tracks ---------------------+-+|
| |11 - Play 4 Tracks ---------------------+-'|
-------+-----+-------------------------------------------+----------
$FF8921|byte |Sound mode control BIT 7 6 . . . . 1 0|R/W (STe)
| |0 - Stereo, 1 - Mono --------' | | ||
| |0 - 8bit ----------------------+ | ||
| |1 - 16bit (F030 only) ---------' | || (F030)
| |Frequency control bits | ||
| |00 - Off (F030) -------------------------+-+| (F030)
| |00 - 6258hz frequency (STe only) --------+-+|
| |01 - 12517hz frequency ------------------+-+|
| |10 - 25033hz frequency ------------------+-+|
| |11 - 50066hz frequency ------------------+-'|
| |Samples are always signed. In stereo mode, |
| |data is arranged in pairs with high pair the|
| |left channel, low pair right channel. Sample|
| |length must ALWAYS be even in either mono or|
| |stereo mode. |
| |Example: 8 bit Stereo : LRLRLRLRLRLR |
| | 16 bit Stereo : LLRRLLRRLLRR (F030) |
| |2 track 16 bit stereo : LLRRllrrLLRR (F030) |
-------+-----+-------------------------------------------+----------
###############STe Microwire Controller (STe only!) ###########
-------+-----+-------------------------------------------+----------
```

```
$FF8922|byte |Microwire data register |R/W (STe)
$FF8924|byte |Microwire mask register |R/W (STe)
| +----------------------------------------+
| |Volume/tone controller commands(Address %10)|
| |Master Volume 10 011 DDDDDD|
| |Left Volume 10 101 xDDDDD|
| |Right Volume 10 100 xDDDDD|
| |Treble 10 010 xxDDDD|
| |Bass 10 001 xxDDDD|
| |Mixer 10 000 xxxxDD|
| +----------------------------------------+
| |Volume/tone controller values |
| |Master Volume : 0-40 (0 -80db, 40=0db)|
| |Left/Right Volume : 0-20 (0 80db, 20=0db)|
| |Treble/bass : 0-12 (0 -12db, 12 +12db)|
| |Mixer : 0-3 (0 -12db, 1 mix PSG)|
| | (2 don't mix,3 reserved)|
| +----------------------------------------+
| |Procedure: |
| |Set mask register to $7ff |
| |Read data register and save original value |
| |Write data register |
| |Compare data register with original value, |
| |repeat until data register returns to |
| |original value to ensure data has been sent |
| |over the interface. |
| +----------------------------------------+
| |Interrupts: |
| |Timer A can be set to interrupt at the end |
| |of a frame. Alternatively, the GPI7 (MFP |
| |mono detect) can be used to generate |
| |interrupts thereby freeing up Timer A. In |
| |this case, the active edge $FFFA03 must be |
| |set by or-ing the active edge $FFFA03 with |
| |the contents of $ff8260 as follows: |
| |$FF8260 - 2 (mono) or.b #$80 with edge |
| |$FF8260 - 0,1 (colour) and.b #$7f with edge |
| |This will generate an interrupt at the START|
| |of a frame, instead of at the end as with |
| |Timer A. To generate an interrupt at the END|
| |of a frame, simply reverse the edge values. |
-------+-----+-------------------------------------------+----------
###############Falcon030 DMA/DSP Controllers ############
-------+-----+-------------------------------------------+----------
$FF8930|word |Crossbar Source Controller |R/W (F030)
| +----------------------------------------+
| |Source: External Input BIT 3 2 1 0|
| |0 - DSP IN, 1 - All others ----------' | | ||
| |00 - 25.175Mhz clock -----------------+-+ ||
| |01 - External clock ------------------+-+ ||
```

```
| |10 - 32Mhz clock ----------------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Source: A/D Convertor BIT 7 6 5 4|
| |1 - Connect, 0 - disconnect ---------' | | ||
| |00 - 25.175Mhz clock ------------------+-+ ||
| |01 - External clock -------------------+-+ ||
| |10 - 32Mhz clock (Don't use) ----------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Source: DMA-PLAYBACK BIT 11 10 9 8|
| |0 - Handshaking on, dest DSP-REC ---+ | | ||
| |1 - Destination is not DSP-REC -----' | | ||
| |00 - 25.175Mhz clock ------------------+-+ ||
| |01 - External clock -------------------+-+ ||
| |10 - 32Mhz clock ----------------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Source: DSP-XMIT Bit 15 14 13 12|
| |0 - Tristate and disconnect DSP --+ | | ||
| | (Only for external SSI use) | | | ||
| |1 - Connect DSP to multiplexer ---' | | ||
| |00 - 25.175Mhz clock ----------------+--+ ||
| |01 - External clock ------------------+--+ ||
| |10 - 32Mhz clock --------------------+--' ||
| |0 - Handshake on, 1 - Handshake off -------'|
-------+-----+-------------------------------------------+----------
$FF8932|word |Crossbar Destination Controller |R/W (F030)
| +-----------------------------------------+
| |Destination: External Output BIT 3 2 1 0|
| |0 - DSP out, 1 - All others ---------' | | ||
| |00 - Source DMA-PLAYBACK --------------+-+ ||
| |01 - Source DSP-XMIT ------------------+-+ ||
| |10 - Source External Input ------------+-+ ||
| |11 - Source A/D Convertor -------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Destination: D/A Convertor BIT 7 6 5 4|
| |1 - Connect, 0 - Disconnect ---------' | | ||
| |00 - Source DMA-PLAYBACK --------------+-+ ||
| |01 - Source DSP-XMIT ------------------+-+ ||
| |10 - Source External Input ------------+-+ ||
| |11 - Source A/D Convertor -------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-----------------------------------------+
| |Destination: DMA-Record BIT 11 10 9 8|
| |0 - Handshaking on, src DSP-XMIT ---+ | | ||
| |1 - Source is not DSP-XMIT ---------' | | ||
| |00 - Source DMA-PLAYBACK --------------+-+ ||
| |01 - Source DSP-XMIT ------------------+-+ ||
```

```
| |10 - Source External Input ------------+-+ ||
| |11 - Source A/D Convertor -------------+-' ||
| |0 - Handshake on, 1 - Handshake off -------'|
| +-------------------------------------------+
| |Destination: DSP-RECORD BIT 15 14 13 12|
| |0 - Tristate and disconnect DSP --+ | | ||
| | (Only for external SSI use) | | | ||
| |1 - Connect DSP to multiplexer ---' | | ||
| |00 - Source DMA-PLAYBACK ------------+--+ ||
| |01 - Source DSP-XMIT ----------------+--+ ||
| |10 - Source External Input ----------+--+ ||
| |11 - Source A/D Convertor -----------+--' ||
| |0 - Handshake on, 1 - Handshake off -------'|
-------+-----+-----------------------------------------------+----------
$FF8934|byte |Frequency Divider External Clock BIT 3 2 1 0|R/W (F030)
| |0000 - STe-Compatible mode |
| |0001 - 1111 Divide by 256 and then number |
-------+-----+-----------------------------------------------+----------
$FF8935|byte |Frequency Divider Internal Sync BIT 3 2 1 0|R/W (F030)
| |0000 - STe-Compatible mode 1000 - 10927Hz*|
| |0001 - 49170Hz 1001 - 9834Hz |
| |0010 - 32780Hz 1010 - 8940Hz*|
| |0011 - 24585Hz 1011 - 8195Hz |
| |0100 - 19668Hz 1100 - 7565Hz*|
| |0101 - 16390Hz 1101 - 7024Hz*|
| |0110 - 14049Hz* 1110 - 6556Hz*|
| |0111 - 12292Hz 1111 - 6146Hz*|
| | * - Invalid for CODEC |
-------+-----+-----------------------------------------------+----------
$FF8936|byte |Record Tracks Select BIT 1 0|R/W (F030)
| |00 - Record 1 Track ---------------------+-+|
| |01 - Record 2 Tracks --------------------+-+|
| |10 - Record 3 Tracks --------------------+-+|
| |11 - Record 4 Tracks --------------------+-'|
-------+-----+-----------------------------------------------+----------
$FF8937|byte |CODEC Input Source from 16bit adder BIT 1 0|R/W (F030)
| |Source: Multiplexer ---------------------' ||
| |Source: A/D Convertor ---------------------'|
-------+-----+-----------------------------------------------+----------
$FF8938|byte |CODEC ADC-Input for L+R Channel BIT 1 0|R/W (F030)
| |0 - Microphone, 1 - Soundchip L R|
-------+-----+-----------------------------------------------+----------
$FF8939|byte |Channel amplification BIT LLLL RRRR|R/W (F030)
| | Amplification is in +1.5dB steps |
-------+-----+-----------------------------------------------+----------
$FF893A|word |Channel attenuation BIT LLLL RRRR ....|R/W (F030)
| | Attenuation is in -1.5dB steps |
-------+-----+-----------------------------------------------+----------
$FF893C|byte |CODEC-Status BIT 1 0|R/W (F030)
| |Left Channel Overflow -------------------' ||
```

```
| |Right Channel Overflow --------------------'|
-------+-----+--------------------------------------------+----------
$FF8941|byte |GPx Data Direction BIT 2 1 0|R/W (F030)
| |0 - In, 1 - Out -----------------------+-+-'|
| | For the GP0-GP2 pins on the DSP connector |
-------+-----+--------------------------------------------+----------
$FF8943|byte |GPx Data Port BIT 2 1 0|R/W (F030)
-------+-----+--------------------------------------------+----------
################TT Clock Chip ############
-------+-----+--------------------------------------------+----------
$FF8961|byte |Register select |???? (TT)
$FF8963|byte |Data of selected clock chip registers |???? (TT)
-------+-----+--------------------------------------------+----------
################Blitter (Not present on a TT!) ############
-------+-----+--------------------------------------------+----------
$FF8A00|word |Halftone-RAM, Word 0 |R/W (Blit)
: | : | : : : : | : :
$FF8A1E|word |Halftone-RAM, Word 15 |R/W (Blit)
$FF8A20|word |Source X Increment (signed,even)|R/W (Blit)
$FF8A22|word |Source Y Increment (signed,even)|R/W (Blit)
$FF8A24|long |Source Address Register (24 bit,even)|R/W (Blit)
$FF8A28|word |Endmask 1 (First write of a line)|R/W (Blit)
$FF8A2A|word |Endmask 2 (All other line writes)|R/W (Blit)
$FF8A2C|word |Endmask 3 (Last write of a line)|R/W (Blit)
$FF8A2E|word |Destination X Increment (signed,even)|R/W (Blit)
$FF8A30|word |Destination Y Increment (signed,even)|R/W (Blit)
$FF8A32|long |Destination Address Register (24 bit,even)|R/W (Blit)
$FF8A36|word |Words per Line in Bit-Block (0=65536)|R/W (Blit)
$FF8A38|word |Lines per Bit-Block (0=65536)|R/W (Blit)
$FF8A3A|byte |Halftone Operation Register BIT 1 0|R/W (Blit)
| |00 - All ones ---------------------------+-+|
| |01 - Halftone ---------------------------+-+|
| |10 - Source -----------------------------+-+|
| |11 - Source AND Halftone ----------------+-'|
$FF8A3B|byte |Logical Operation Register BIT 3 2 1 0|R/W (Blit)
| |0000 All zeros ----------------------+-+-+-+|
| |0001 Source AND destination ---------+-+-+-+|
| |0010 Source AND NOT destination -----+-+-+-+|
| |0011 Source -------------------------+-+-+-+|
| |0100 NOT source AND destination -----+-+-+-+|
| |0101 Destination --------------------+-+-+-+|
| |0110 Source XOR destination ---------+-+-+-+|
| |0111 Source OR destination ----------+-+-+-+|
| |1000 NOT source AND NOT destination -+-+-+-+|
| |1001 NOT source XOR destination -----+-+-+-+|
| |1010 NOT destination ----------------+-+-+-+|
| |1011 Source OR NOT destination ------+-+-+-+|
| |1100 NOT source ---------------------+-+-+-+|
| |1101 NOT source OR destination ------+-+-+-+|
| |1110 NOT source OR NOT destination --+-+-+-+|
```

```
| |1111 All ones ----------------------+-+-+-'|
$FF8A3C|byte |Line Number Register BIT 7 6 5 . 3 2 1 0|R/W (Blit)
| |BUSY ------------------------' | | | | ||
| |0 - Share bus, 1 - Hog bus ----' | | | ||
| |SMUDGE mode --------------------' | | ||
| |Halftone line number ---------------+-+-+-'|
$FF8A3D|byte |SKEW Register BIT 7 6 . . 3 2 1 0|R/W (Blit)
| |Force eXtra Source Read -----' | | | ||
| |No Final Source Read ----------' | | ||
| |Source skew -------------------------+-+-+-'|
-------+-----+-------------------------------------------+----------
###############SCC-DMA (TT Only!) ############
-------+-----+-------------------------------------------+----------
$FF8C01|byte |DMA-Address Pointer (Highest Byte) |R/W (TT)
$FF8C03|byte |DMA-Address Pointer (High Byte) |R/W (TT)
$FF8C05|byte |DMA-Address Pointer (Low Byte) |R/W (TT)
$FF8C07|byte |DMA-Address Pointer (Lowest Byte) |R/W (TT)
$FF8C09|byte |DMA-Address Counter (Highest-Byte) |R/W (TT)
$FF8C0B|byte |DMA-Address Counter (High-Byte) |R/W (TT)
$FF8C0D|byte |DMA-Address Counter (Low-Byte) |R/W (TT)
$FF8C0F|byte |DMA-Address Counter (Lowest-Byte) |R/W (TT)
$FF8C10|byte |Continue Data Register (High-Word) |R/W (TT)
$FF8C12|byte |Continue Data register (Low-Word) |R/W (TT)
$FF8C14|byte |Control register |R/W (TT)
-------+-----+-------------------------------------------+----------
###############SCC Z8530 SCC (MSTe/TT/F030) ############
-------+-----+-------------------------------------------+----------
$FF8C81|byte |Channel A - Control-Register |R/W (SCC)
$FF8C83|byte |Channel A - Data-Register |R/W (SCC)
$FF8C85|byte |Channel B - Control-Register |R/W (SCC)
$FF8C87|byte |Channel B - Data-Register |R/W (SCC)
-------+-----+-------------------------------------------+----------
###############MSTe/TT VME Bus ############
-------+-----+-------------------------------------------+----------
$FF8E01|byte |VME sys_mask BIT 7 6 5 4 . 2 1 .|R/W (VME)
$FF8E03|byte |VME sys_stat BIT 7 6 5 4 . 2 1 .|R/W (VME)
| |_SYSFAIL in VMEBUS ----------' | | | | |program
| |MFP --------------------------' | | | |autovec
| |SCC ----------------------------' | | |autovec
| |VSYNC ----------------------------' | |program
| |HSYNC ------------------------------' |program
| |System software INT --------------------' |program
| +-----------------------------------------+
| |Reading sys_mask resets pending int-bits in |
| |sys_stat, so read sys_stat first. |
-------+-----+-------------------------------------------+----------
$FF8E05|byte |VME sys_int BIT 0|R/W (VME)
| |Setting bit 0 to 1 forces an INT of level 1 |Vector $64
| |INT must be enabled in sys_mask to use it |
-------+-----+-------------------------------------------+----------
```

```
$FF8E0D|byte |VME vme_mask BIT 7 6 5 4 3 2 1 .|R/W (VME)
$FF8E0F|byte |VME vme_stat BIT 7 6 5 4 3 2 1 .|R/W (VME)
| |_IRQ7 from VMEBUS -----------' | | | | | |program
| |_IRQ6 from VMEBUS/MFP ---------' | | | | |program
| |_IRQ5 from VMEBUS/SCC -----------' | | | |program
| |_IRQ4 from VMEBUS -----------------' | | |program
| |_IRQ3 from VMEBUS/soft --------------' | |prog/autov
| |_IRQ2 from VMEBUS ---------------------' |program
| |_IRQ1 from VMEBUS ----------------------' |program
| +-----------------------------------------+
| |MFP-int and SCC-int are hardwired to the |
| |VME-BUS-ints (or'ed) |
| |Reading vme_mask resets pending int-bits in |
| |vme_stat, so read vme_stat first. |
-------+-----+-------------------------------------------+----------
$FF8E07|byte |VME vme_int BIT 0|R/W (TT)
| |Setting bit 0 to 1 forces an INT of level 3 |Vector $6C
| |INT must be enabled in vme_mask to use it |
-------+-----+-------------------------------------------+----------
$FF8E09|byte |General purpose register - does nothing |R/W (TT)
$FF8E0B|byte |General purpose register - does nothing |R/W (TT)
-------+-----+-------------------------------------------+----------
################Mega STe Cache/Processor Control ############
-------+-----+-------------------------------------------+----------
$FF8E21|byte |Mega STe Cache/Processor Control |R/W (MSTe)
-------+-----+-------------------------------------------+----------
################STe Extended Joystick/Lightpen Ports ############
-------+-----+-------------------------------------------+----------
$FF9200|???? |Fire buttons 1-4 |R (STe)
$FF9202|???? |Joysticks 1-4 |R (STe)
$FF9210|???? |Paddle 0 Position |R (STe)
$FF9212|???? |Paddle 1 Position |R (STe)
$FF9214|???? |Paddle 2 Position |R (STe)
$FF9216|???? |Paddle 3 Position |R (STe)
$FF9220|???? |Lightpen X-Position |R (STe)
$FF9222|???? |Lightpen Y-Position |R (STe)
-------+-----+-------------------------------------------+----------
################Falcon VIDEL Palette Registers ############
-------+-----+-------------------------------------------+----------
| | BIT 33222222 22221111 11111198 76543210|
| | 10987654 32109876 543210 |
| | RRRRRR.. GGGGGG.. ........ BBBBBB..|
$FF9800|long |Palette Register 0 |R/W (F030)
: | : | : : : | : :
$FF98fc|long |Palette Register 255 |R/W (F030)
-------+-----+-------------------------------------------+----------
################Falcon DSP Host Interface ############
-------+-----+-------------------------------------------+----------
$FFA200|byte |Interrupt Ctrl Register BIT 7 6 5 4 3 . 1 0|R/W (F030)
X:$FFE9| |INIT bit --------------------' | | | | ||
```

```
| |00 - Interupt mode (DMA off) --+-+ | | | ||
| |01 - 24-bit DMA mode ----------+-+ | | | ||
| |10 - 16-bit DMA mode ----------+-+ | | | ||
| |11 - 8-bit DMA mode -----------+-' | | | ||
| |Host Flag 1 ----------------------' | | ||
| |Host Flag 0 ------------------------' | ||
| | Host mode Data transfers: | ||
| | Interrupt mode | ||
| |00 - No interrupts (Polling) ------------+-+|
| |01 - RXDF Request (Interrupt) -----------+-+|
| |10 - TXDE Request (Interrupt) -----------+-+|
| |11 - RXDF and TXDE Request (Interrupts) -+-+|
| | DMA Mode | ||
| |00 - No DMA -----------------------------+-+|
| |01 - DSP to Host Request (RX) -----------+-+|
| |10 - Host to DSP Request (TX) -----------+-+|
| |11 - Undefined (Illegal) ----------------+-'|
$FFA201|byte |Command Vector Register |R/W (F030)
X:$FFE9| | BIT 7 . . 4 3 2 1 0|
| |Host Command Bit (Handshake)-' | | | | ||
| |Host Vector (0-31) ----------------+-+-+-+-'|
$FFA202|byte |Interrupt Status Reg BIT 7 6 . 4 3 2 1 0|R (F030)
X:$FFE8| |ISR Host Request ------------' | | | | | ||
| |ISR DMA Status ----------------' | | | ||
| |Host Flag 3 ----------------------' | | | ||
| |Host Flag 2 ------------------------' | | ||
| |ISR Transmitter Ready (TRDY) ----------' | ||
| |ISR Transmit Data Register Empty (TXDE) -' ||
| |ISR Receive Data Register Full (RXDF) -----'|
$FFA203|byte |Interrupt Vector Register |R/W (F030)
$FFA204|byte |Unused | (F030)
$FFA205|byte |DSP-Word High |R/W (F030)
X:$FFEB| | |
$FFA206|byte |DSP-Word Mid |R/W (F030)
X:$FFEB| | |
$FFA207|byte |DSP-Word Low |R/W (F030)
X:$FFEB| | |
-------+-----+-------------------------------------------+----------
################MFP 68901 - Multi Function Peripheral Chip ############
-------+-----+-------------------------------------------+----------
| |MFP Master Clock is 2,457,600 cycles/second |
-------+-----+-------------------------------------------+----------
$FFFA01|byte |Parallel Port Data Register |R/W
-------+-----+-------------------------------------------+----------
$FFFA03|byte |Active Edge Register BIT 7 6 5 4 . 2 1 0|R/W
| |Monochrome monitor detect ---' | | | | | ||
| |RS-232 Ring indicator ---------' | | | | ||
| |FDC/HDC interrupt ---------------' | | | ||
| |Keyboard/MIDI interrupt -----------' | | ||
| |Reserved --------------------------' | | ||
```

```
| |RS-232 CTS (input) --------------------' | ||
| |RS-232 DCD (input) ----------------------' ||
| |Centronics busy ---------------------------'|
| +-----------------------------------------+
| | When port bits are used for input only: |
| |0 - Interrupt on pin high-low conversion |
| |1 - Interrupt on pin low-high conversion |
-------+-----+-------------------------------------------+----------
$FFFA05|byte |Data Direction BIT 7 6 5 4 3 2 1 0|R/W
| |0 - Pin becomes an input |
| |1 - Pin becomes an output |
-------+-----+-------------------------------------------+----------
$FFFA07|byte |Interrupt Enable A BIT 7 6 5 4 3 2 1 0|R/W
$FFFA0B|byte |Interrupt Pending A BIT 7 6 5 4 3 2 1 0|R/W
$FFFA0F|byte |Interrupt In-service A BIT 7 6 5 4 3 2 1 0|R/W
$FFFA13|byte |Interrupt Mask A BIT 7 6 5 4 3 2 1 0|R/W
| |MFP Address | | | | | | ||
| |$13C GPI7-Monochrome Detect -' | | | | | ||
| |$138 RS-232 Ring Detector ---' | | | | ||
| |$134 (STe sound) Timer A -----' | | | ||
| |$130 Receive buffer full -------' | | ||
| |$12C Receive buffer empty ---------' | ||
| |$128 Sender buffer empty -----------' ||
| |$124 Sender error -------------' ||
| |$120 (HBL) Timer B ---------------'|
| |1 - Enable Interrupt 0 - Disable Interrupt|
-------+-----+-------------------------------------------+----------
$FFFA09|byte |Interrupt Enable B BIT 7 6 5 4 3 2 1 0|R/W
$FFFA0D|byte |Interrupt Pending B BIT 7 6 5 4 3 2 1 0|R/W
$FFFA11|byte |Interrupt In-service B BIT 7 6 5 4 3 2 1 0|R/W
$FFFA15|byte |Interrupt Mask B BIT 7 6 5 4 3 2 1 0|R/W
| |MFP Address | | | | | | ||
| |$11C FDC/HDC -' | | | | | ||
| |$118 Keyboard/MIDI ---' | | | | ||
| |$114 (200hz clock) Timer C -----' | | | ||
| |$110 (USART timer) Timer D -------' | | ||
| |$10C Blitter done ---------' | | ||
| |$108 RS-232 CTS - input -----------' | ||
| |$104 RS-232 DCD - input -------------' ||
| |$100 Centronics Busy ---------------'|
| |1 - Enable Interrupt 0 - Disable Interrupt|
-------+-----+-------------------------------------------+----------
$FFFA17|byte |Vector Register BIT 3|R/W
| |1 - Software End-of-interrupt mode (Default)|
| |0 - Automatic End-of-interrupt mode |
-------+-----+-------------------------------------------+----------
$FFFA19|byte |Timer A Control BIT 3 2 1 0|R/W
$FFFA1B|byte |Timer B Control BIT 3 2 1 0|R/W
| +-----------------------------------------+
| |0000 - Timer stop, no function executed |
```

```
| |0001 - Delay mode, divide by 4 |
| |0010 - : : 10 |
| |0011 - : : 16 |
| |0100 - : : 50 |
| |0101 - : : 64 |
| |0110 - : : 100 |
| |0111 - Delay mode, divide by 200 |
| |1000 - Event count mode |
| |1xxx - Pulse extension mode, divide as above|
| +----------------------------------------+
$FFFA1F|byte |Timer A Data |R/W
$FFFA21|byte |Timer B Data |R/W
-------+-----+-----------------------------------------+----------
$FFFA1D|byte |Timer C & D Control BIT 6 5 4 . 2 1 0|R/W
| | Timer Timer|
| | C D |
| +----------------------------------------+
| |000 - Timer stop |
| |001 - Delay mode, divide by 4 |
| |010 - : : 10 |
| |011 - : : 16 |
| |100 - : : 50 |
| |101 - : : 64 |
| |110 - : : 100 |
| |111 - Delay mode, divide by 200 |
| +----------------------------------------+
$FFFA23|byte |Timer C Data |R/W
$FFFA25|byte |Timer D Data |R/W
-------+-----+-----------------------------------------+----------
$FFFA27|byte |Sync Character |R/W
$FFFA29|byte |USART Control BIT 7 6 5 4 3 2 1 .|R/W
| |Clock divide (1 - div by 16) ' | | | | | | ||
| |Word Length 00 - 8 bits -------+-+ | | | | ||
| | 01 - 7 bits | | | | | | ||
| | 10 - 6 bits | | | | | | ||
| | 11 - 5 bits -------+-' | | | | ||
| |Bits Stop Start Format ------------+-+ | | ||
| |00 0 0 Synchronous | | | | ||
| |01 1 1 Asynchronous | | | | ||
| |10 1 1.5 Asynchronous | | | | ||
| |11 1 2 Asynchronous ------+-' | | ||
| |Parity (0 - ignore parity bit) --------' | ||
| |Parity (0 - odd parity,1 - even) --------' ||
| |Unused -----------------------------------'|
$FFFA2B|byte |Receiver Status BIT 7 6 5 4 3 2 1 0|R/W
| |Buffer full -----------------' | | | | | | ||
| |Overrun error -----------------' | | | | | ||
| |Parity error --------------------' | | | | ||
| |Frame error ----------------------' | | | ||
| |Found - Search/Break detected -------' | | ||
```

```
| |Match/Character in progress -----------' | ||
| |Synchronous strip enable ----------------' ||
| |Receiver enable bit -----------------------'|
$FFFA2D|byte |Transmitter Status BIT 7 6 5 4 3 2 1 0|R/W
| |Buffer empty ----------------' | | | | | ||
| |Underrun error ----------------' | | | | | ||
| |Auto turnaround -----------------' | | | | ||
| |End of transmission ---------------' | | | ||
| |Break -----------------------------' | | ||
| |High bit --------------------------------' | ||
| |Low bit ---------------------------------' ||
| |Transmitter enable ------------------------'|
$FFFA2F|byte |USART data |R/W
-------+-----+-------------------------------------------+----------
###############Floating Point Coprocessor (in MSTe) ############
-------+-----+-------------------------------------------+----------
$FFFA40|???? |FP_stat Response-Register |??? (MSTe)
$FFFA42|???? |FP_ctl Control-Register |??? (MSTe)
$FFFA44|???? |FP_save Save-Register |??? (MSTe)
$FFFA46|???? |FP_restor Restore-Register |??? (MSTe)
$FFFA4A|???? |FP_cmd Command-Register |??? (MSTe)
$FFFA4E|???? |FP_ccr Condition-Code-Register |??? (MSTe)
$FFFA50|???? |FP_op Operanden-Register |??? (MSTe)
$FFFA54|???? |FP_selct Register Select |??? (MSTe)
$FFFA58|???? |FP_iadr Instruction Address |??? (MSTe)
-------+-----+-------------------------------------------+----------
################MFP 68901 #2 (MFP2) - TT Only ############
-------+-----+-------------------------------------------+----------
$FFFA81|byte |Parallel Port Data Register |R/W (TT)
-------+-----+-------------------------------------------+----------
$FFFA83|byte |Active Edge Register BIT 7 6 5 4 . 2 1 0|R/W (TT)
| +-----------------------------------------+
| | When port bits are used for input only: |
| |0 - Interrupt on pin high-low conversion |
| |1 - Interrupt on pin low-high conversion |
-------+-----+-------------------------------------------+----------
$FFFA85|byte |Data Direction BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |0 - Pin becomes an input |
| |1 - Pin becomes an output |
-------+-----+-------------------------------------------+----------
$FFFA87|byte |Interrupt Enable A BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA8B|byte |Interrupt Pending A BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA8F|byte |Interrupt In-service A BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA93|byte |Interrupt Mask A BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |MFP Address | | | | | | ||
| |$17C ------------------------' | | | | | ||
| |$178 -------------------------' | | | | ||
| |$174 --------------------------' | | | ||
| |$170 ------------------------------' | | ||
| |$16C -------------------------------' | ||
```

```
| |$168 ---------------------------------' | ||
| |$164 -----------------------------------' ||
| |$160 ------------------------------------'|
| |1 - Enable Interrupt 0 - Disable Interrupt|
-------+-----+-------------------------------------------+----------
$FFFA89|byte |Interrupt Enable B BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA8D|byte |Interrupt Pending B BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA91|byte |Interrupt In-service B BIT 7 6 5 4 3 2 1 0|R/W (TT)
$FFFA95|byte |Interrupt Mask B BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |MFP Address | | | | | | ||
| |$15C ------------------------' | | | | | ||
| |$158 -------------------------' | | | | ||
| |$154 --------------------------' | | | ||
| |$150 -------------------------------' | | ||
| |$14C ---------------------------------' | ||
| |$148 -----------------------------------' ||
| |$144 -------------------------------------' ||
| |$140 ---------------------------------------'|
| |1 - Enable Interrupt 0 - Disable Interrupt|
-------+-----+-------------------------------------------+----------
$FFFA97|byte |Vector Register BIT 3|R/W (TT)
| |1 - Software End-of-interrupt mode (Default)|
| |0 - Automatic End-of-interrupt mode |
-------+-----+-------------------------------------------+----------
$FFFA99|byte |Timer A Control BIT 3 2 1 0|R/W (TT)
$FFFA9B|byte |Timer B Control BIT 3 2 1 0|R/W (TT)
| +-----------------------------------------+
| |0000 - Timer stop, no function executed |
| |0001 - Delay mode, divide by 4 |
| |0010 - : : 10 |
| |0011 - : : 16 |
| |0100 - : : 50 |
| |0101 - : : 64 |
| |0110 - : : 100 |
| |0111 - Delay mode, divide by 200 |
| |1000 - Event count mode |
| |1xxx - Pulse extension mode, divide as above|
| +-----------------------------------------+
$FFFA9F|byte |Timer A Data |R/W (TT)
$FFFAA1|byte |Timer B Data |R/W (TT)
-------+-----+-------------------------------------------+----------
$FFFA9D|byte |Timer C & D Control BIT 6 5 4 . 2 1 0|R/W (TT)
| | Timer Timer|
| | C D |
| +-----------------------------------------+
| |000 - Timer stop |
| |001 - Delay mode, divide by 4 |
| |010 - : : 10 |
| |011 - : : 16 |
| |100 - : : 50 |
```

```
| |101 - : : 64 |
| |110 - : : 100 |
| |111 - Delay mode, divide by 200 |
| +----------------------------------------+
$FFFAA3|byte |Timer C Data |R/W (TT)
$FFFAA5|byte |Timer D Data |R/W (TT)
-------+-----+-----------------------------------------+----------
$FFFAA7|byte |Sync Character |R/W (TT)
$FFFAA9|byte |USART Control BIT 7 6 5 4 3 2 1 .|R/W (TT)
| |Clock divide (1 - div by 16) ' | | | | | | ||
| |Word Length 00 - 8 bits -------+-+ | | | | ||
| | 01 - 7 bits | | | | | | ||
| | 10 - 6 bits | | | | | | ||
| | 11 - 5 bits -------+-' | | | | ||
| |Bits Stop Start Format ------------+-+ | | ||
| |00 0 0 Synchronous | | | | ||
| |01 1 1 Asynchronous | | | | ||
| |10 1 1.5 Asynchronous | | | | ||
| |11 1 2 Asynchronous ------+-' | | ||
| |Parity (0 - ignore parity bit) --------' | ||
| |Parity (0 - odd parity,1 - even) --------' ||
| |Unused -----------------------------------'|
$FFFAAB|byte |Receiver Status BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |Buffer full -----------------' | | | | | | ||
| |Overrun error -----------------' | | | | | ||
| |Parity error --------------------' | | | | ||
| |Frame error ----------------------' | | | ||
| |Found - Search/Break detected -------' | | ||
| |Match/Character in progress -----------' | ||
| |Synchronous strip enable ----------------' ||
| |Receiver enable bit ----------------------'|
$FFFAAD|byte |Transmitter Status BIT 7 6 5 4 3 2 1 0|R/W (TT)
| |Buffer empty ----------------' | | | | | | ||
| |Underrun error ----------------' | | | | | ||
| |Auto turnaround -----------------' | | | | ||
| |End of transmission ---------------' | | | ||
| |Break -------------------------------' | | ||
| |High bit -----------------------------' | ||
| |Low bit ------------------------------' ||
| |Transmitter enable ----------------------'|
$FFFAAF|byte |USART data |R/W (TT)
-------+-----+-----------------------------------------+----------
################6850 ACIA I/O Chips ###########
-------+-----+-----------------------------------------+----------
$FFFC00|byte |Keyboard ACIA control |R/W
$FFFC02|byte |Keyboard ACIA data |R/W
$FFFC04|byte |MIDI ACIA control |R/W
$FFFC06|byte |MIDI ACIA data |R/W
-------+-----+-----------------------------------------+----------
################Realtime Clock ###########
```

```
-------+-----+-------------------------------------------+----------
$FFFC21|byte |s_units |???
$FFFC23|byte |s_tens |???
$FFFC25|byte |m_units |???
$FFFC27|byte |m_tens |???
$FFFC29|byte |h_units |???
$FFFC2B|byte |h_tens |???
$FFFC2D|byte |weekday |???
$FFFC2F|byte |day_units |???
$FFFC31|byte |day_tens |???
$FFFC33|byte |mon_units |???
$FFFC35|byte |mon_tens |???
$FFFC37|byte |yr_units |???
$FFFC39|byte |yr_tens |???
$FFFC3B|byte |cl_mod |???
$FFFC3D|byte |cl_test |???
$FFFC3F|byte |cl_reset |???
-------+-----+-------------------------------------------+----------
$FA0000| | |
: | |128K ROM expansion cartridge port |R
$FBFFFF| | |
-------+-----+-------------------------------------------+----------
$FC0000| | |
: | |192K System ROM |R
$FEFFFF| | |
-------+-----+-------------------------------------------+----------
```

Cookie Jar
Atari "Official" Cookies

This section is preliminary. I can't think of a better format yet for this section, so it will be messy for a while. I know I'm missing most of the new cookies in the F030, can someone provide docus for these cookies?

```
Cookie Description
-------+-----------------------------------------------------------
_CPU | CPU Type (Decimal) (0 - 68000, 40 - 68040)
_VDO | Shifter Type 0 - ST, 1 - STe, 2 - TT
_SND | Sound Hardware BIT 4 3 2 1 0
| Connection Matrix ----' | | | |
| DSP56001 ---------------' | | |
| 16 Bit DMA Sound ---------' | |
| 8 Bit DMA Sound ------------' |
| YM2149 -----------------------'
_MCH | Hardware Description High Word + Low word
| $00000000 - ST $00010000 - Mega 1/2/4 ST $00020000 - STe
| $00030000 - TT $00010010 - MSTe (?)
_SWI | State of configuration switches (MSTe/TT only)
_FRB | Fast Ram Buffer (TT specific) 64k buffer for ACSI DMA
| 0 - no buffers assigned >0 - address of FastRam buffer
```

```
_FPU | FPU Type High word - hardware Low word - software
| 0 - No FPU
| 1 - SFP004 or compatible 68881
| 2 - 68881 or 68882 unsure which one 3 - plus SFP004
| 4 - 68881 for sure 5 - plus SFP004
| 6 - 68882 for sure 7 - plus SFP004
| 8 - 68040's internal FPU 9 - plus SFP004
_OOL | Poolfix ID
-------+-------------------------------------------------------------
```

68000 Exception Vector Assignments

```
Vector Number Address Space Assignment
---------------+---------+-------+--------------------------------
0 |0/$0 |SP |Reset:Initial SSP
1 |4/$4 |SP |Reset:Initial PC
Reset vector (0) requires four words, unlike other vectors which only
require two words, and is located in the supervisor program space.
---------------+---------+-------+--------------------------------
2 |8/$8 |SD |Bus Error
3 |12/$C |SD |Address Error
4 |16/$10 |SD |Illegal Instruction
5 |20/$14 |SD |Zero Divide
6 |24/$18 |SD |CHK, CHK2 Instruction
7 |28/$1C |SD |cpTRAPcc, TRAPcc, TRAPV Instruction
8 |32/$20 |SD |Privilege Violation
9 |36/$24 |SD |Trace
10 |40/$28 |SD |Line 1010 Emulator (LineA)
11 |44/$2C |SD |Line 1111 Emulator (LineF)
12 |48/$30 |SD |(Unassigned, Reserved)
13 (68030)|52/$34 |SD |Coprocessor Protocol Violation
14 (68010)|56/$38 |SD |Format Error
15 |60/$3C |SD |Uninitialized Interrupt Vector
16-23 |64/$40 |SD |(Unassigned, Reserved)
|95/$5F |SD |-
24 |96/$60 |SD |Spurious Interrupt
Spurious interrupt vector is taken when there is a bus error
during interrupt processing.
---------------+---------+-------+--------------------------------
68000 Auto-Vector Interrupt Table
---------------+---------+-------+--------------------------------
25 |100/$64 |SD |Level 1 Int Autovector (TT VME)
26 |104/$68 |SD |Level 2 Int Autovector (HBL)
27 |108/$6C |SD |Level 3 Int Autovector (TT VME)
28 |112/$70 |SD |Level 4 Int Autovector (VBL)
29 |116/$74 |SD |Level 5 Int Autovector
30 |120/$78 |SD |Level 6 Int Autovector (MFP)
31 |124/$7C |SD |Level 7 Int Autovector
---------------+---------+-------+--------------------------------
32-47 |128/$80 |SD |Trap Instruction Vectors
|191/$BF |SD |(Trap #n = vector number 32+n)
```

```
---------------+---------+-------+--------------------------------
Math Coprocessor Vectors (68020 and higher)
---------------+---------+-------+--------------------------------
48 |192/$C0 |SD |FFCP Branch or Set
| | | on Unordered Condition
49 |196/$C4 |SD |FFCP Inexact Result
50 |200/$C8 |SD |FFCP Divide by Zero
51 |204/$CC |SD |FFCP Underflow
52 |208/$D0 |SD |FFCP Operand Error
53 |212/$D4 |SD |FFCP Overflow
54 |216/$D8 |SD |FFCP Signaling NAN
55 |220/$DC |SD |(Unassigned, Reserved)
---------------+---------+-------+--------------------------------
56 |224/$E0 |SD |MMU Configuration Error
57 |228/$E4 |SD |MC68851, not used by MC68030
58 |232/$E8 |SD |MC68851, not used by MC68030
---------------+---------+-------+--------------------------------
59-63 |236/$EC |SD |(Unassigned, Reserved)
|255/$FF |SD |-
---------------+---------+-------+--------------------------------
64-254 |256/$100 |SD |User Defined Interrupt Vectors
|1019/$3FB|SD |-
255 |1020/$3FC|SD |DSP-IRQ Vector (F030)
---------------+---------+-------+--------------------------------
```

3178. 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 18:23:56 UTC
From: stusoft@hardy.u.washington.edu
Message-ID: <1v013sINN5hu@news.u.washington.edu>
Source record: 38227

Does anyone have the instruction clock cycles on the 68030? I can't imagine that it would be the same as on the 68000! While I'm asking, does anyone have timings for the 68882 or 68881?

Thanks,

__
/ / Stuart Denman
/ / T U stusoft@u.washington.edu
\ \
\ \ O F T
/ /
/_/tm

3179. Re: 680X0 Linux -- Why not BSD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 18:23:57 UTC
From: llunch@randell.cba.csuohio.edu
Message-ID: <1993Jun7.182357.7965@news.csuohio.edu>
Source record: 38226

In article <STIGB.93Jun5221208@fiolilla.pvv.unit.no> stigb@pvv.unit.no (Stig Saether Bakken) writes:
>In case some of you did not know - Atari, Amiga and Mac people are now
>"joining forces" and working on a port of Linux (free UNIX for [34]86
>machines) for 68k processors. The development is still in the
>earliest stages, with console and device drivers being coded. It will
>not work on anything less than a '030 or (maybe?) '020 with MMU. If
>you are interested, join the 680X0 channel of the Linux mailinglist.
>Send a mail to linux-activists-request@joker.cs.hut.fi for more
>information on how to join.

I don't have an 030, I'm just curious. Wouldn't it be easier to work on a port of netBSD, since this is mostly machine independent? Also,

3180. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 18:42:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1v026e$772@elroy.jpl.nasa.gov>
Source record: 38228

In article <1993Jun3.181611.2918@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:
>Not meaning to flame anyone, but is there really any point in having a
>shared text gcc ? I mean, you rarely run *several* gcc's at once ???
>This is the only time that shared text gains you anything... In fact,
>shared text runs quite a bit slower, since extra cycles are needed to
>compute the offset. I tested this on a dhrystone program, and if i
>remember correctly, the code ran some 20% slower with -mbaserel...

That's rather hard to believe. The base-relative code actually runs faster than absolute-addressed code. Fewer cycles are used to compute a 16-bit displacement off an address register than to load a 4 byte absolute address. Really, the shared-text compilation of gcc is intended to save execution time only; you're probably right that no one needs to run multiple copies of it at once.

I've been thinking for a long time that it might be a good idea to splinter completely from the FSF distribution, and trim things down into a 68k-specific compiler. But, aside from the added work it would require to get off the ground, it would also add more confusion to an already chaotic situation...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

3181. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 18:58:57 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Jun7.185857.21095@cs.yale.edu>
Source record: 38229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

W.A.B.Evans (wabe@ukc.ac.uk) wrote:
: I have just downloaded a new utility (RECLAIM.ZOO) to a.a. @umich.
: The text file begins as follows and tells you what it's about:
: Cheers,
: W. Alan B. Evans.[wabe@ukc.ac.uk]
:
: -------------------- From RECLAIM_V2 textfile ----------------------------
:
: For some reason best known to Atari, TOS "wastes" 4 sectors (or 2
: 1024 byte clusters) of formatted disk space. For example, with the standard
: double-sided Atari format we have 1 bootsector, 2 sets of fats each 5
: sectors long and a root directory which is 7 sectors long. The disk is
: formatted to 80 9-sector tracks on both sides i.e. 1440 512-byte sectors
: in all. Since the "disk management" accounts for 18 of these, one might
: reasonably expect there would be 1422 left over to hold data i.e. we'd
: expect 711 clusters of data. But NO! - as is well-known there's only 709
: clusters available for data. What has TOS done with the other 2? I'm sure
: I don't know - I've never seen any explanation for this documented! But
: there _MAY_ be a good reason - and, IN CASE THERE IS, and in any case
: as this software is FREEWARE, I give NO GUARANTEES WHATSOEVER for any
: consequences that might arise out of using RECLAIM. Therefore, it would
: be wise to be wary (esp. with valuable data) until one has gained full
: confidence in the usage of RECLAIM. All I can say is that I have
: personally been using RECLAIM for some while with no adverse-effects.

This was a bug on Atari's part. When they found out about it, they
decided not to fix it, out of concerns of incompatability. Consider
the situation. Suppose they had fixed it by making newer Ataris use
all the clusters. You write a floppy on a new Atari, using all the
clusters. Suppose you now try to read it on an old Atari. Chances
are, you wouldn't be able to finish reading the disk, since the old
buggy Atari will decide you've written past the end of the disk.

Suppose instead, Atari had changed the format routines to do as
RECLAIM.ZOO does. Now, you format on a new Atari. Consider what
happens when you write to that disk on a PC!! This would forever make
Atari- formatted disks incompatible with the PC world. This option
does sound like the best available to Atari, but I can still see why
they decided to do nothing.

In the meantime, if you feel that 2K per disk is that important, I see
now reason why using RECLAIM should cause any problems, as long as you
don't give those RECLAIM-formatted disks to your friends.

--- Bob Fischer

3182. RS 232 and MIDI Handling in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 19:15:32 UTC
From: bert@bigwpi.WPI.EDU
Message-ID: <1v044k$lpn@bigboote.WPI.EDU>
Source record: 38231

I'm programming some MIDI software, so I am wondering:

If I have to applications running, both receiving from the same port, say the MIDI port, who gets the incoming data?

Answers:
a) one of them
b) both of them
c) nondeterministically distributed

3183. TT-RAM board....????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 19:38:53 UTC
From: paul@leda.arizona.edu
Message-ID: <1993Jun7.123906.4614@arizona.edu>
Source record: 38234

Yes, I know this has been hashed through a few times, but I'm finally in a position to buy one, so...

I'm looking to buy a TT-RAM expansion board (one that takes SIMMs), and I'd like to get the latest opinions on what kind I should get and where I should get it from. I'm looking for a place that could sell it fairly cheap and not give me a lot of run around.

-Thanks!!

p.s. Where's a good place to get SIMMs?

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

3184. Re: Unix/Linux/Minix etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 20:50:18 UTC
From: crissman@btree.uucp
Message-ID: <1993Jun7.205018.7492@btree.uucp>
Source record: 38233

One thing that is NOT true relates to rumors that Bell Laboratories was at one time working on an upgraded UNIX to be called "Executive UNIX". According to the rumor, the people in Marketing figured out the acronym for "Executive UNIX" (guess how long it took them to think this one through?) and promptly killed the project.

****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****
UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com

--
****
Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation
George Crissman San Diego, California
****

3185. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 21:01:47 UTC
From: wabe@ukc.ac.uk
Message-ID: <4689@eagle.ukc.ac.uk>
Source record: 38232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jun7.185857.21095@cs.yale.edu> bobf@milne.geology.yale.edu (Bob Fischer) writes:
W.A.B.Evans (wabe@ukc.ac.uk) wrote:

: -------------------- From RECLAIM_V2 textfile ---------------------------
:
: For some reason best known to Atari, TOS "wastes" 4 sectors (or 2
: 1024 byte clusters) of formatted disk space. For example, with the standard
: double-sided Atari format we have 1 bootsector, 2 sets of fats each 5
: sectors long and a root directory which is 7 sectors long. The disk is
: formatted to 80 9-sector tracks on both sides i.e. 1440 512-byte sectors
: in all. Since the "disk management" accounts for 18 of these, one might
: reasonably expect there would be 1422 left over to hold data i.e. we'd
: expect 711 clusters of data. But NO! - as is well-known there's only 709
: clusters available for data. What has TOS done with the other 2? I'm sure
: I don't know - I've never seen any explanation for this documented! But
: there _MAY_ be a good reason - and, IN CASE THERE IS, and in any case
: as this software is FREEWARE, I give NO GUARANTEES WHATSOEVER for any
: consequences that might arise out of using RECLAIM. Therefore, it would
: be wise to be wary (esp. with valuable data) until one has gained full
: confidence in the usage of RECLAIM. All I can say is that I have
: personally been using RECLAIM for some while with no adverse-effects.
>
>This was a bug on Atari's part. When they found out about it, they
>decided not to fix it, out of concerns of incompatability. Consider
>the situation. Suppose they had fixed it by making newer Ataris use
>all the clusters. You write a floppy on a new Atari, using all the
>clusters. Suppose you now try to read it on an old Atari. Chances
>are, you wouldn't be able to finish reading the disk, since the old
>buggy Atari will decide you've written past the end of the disk.
>
Very interesting! - but still Atari _could_ have fixed the bug
and, to keep owners of older Ataris (who receive "full" disks from owners
of newer Ataris) happy, they could have made available the equivalent
of RECLAIM.TOS. Then even those with older Ataris could read all the
clusters. Further the newer machines should not complain either if they
see a RECLAIMed disk - for the 2 extra clusters which they _could_ read
(if only they existed!) are MARKED_BAD.

So I'm afraid the mystery remains (for me at least).

Cheers,
W. Alan B. Evans

3186. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 21:39:24 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jun7.213924.20031@tdb.uu.se>
Source record: 38235

Stuart Denman (stusoft@hardy.u.washington.edu) wrote:
> Does anyone have the instruction clock cycles on the 68030?

Counting clock-cycles on the '030 is really nothing you would want to do! :-) First of all you've got the data and instruction caches to take into account. Secondly, if I remember correctly the '030 has a far superior instruction-pre-fetch function than the old 68000. The 68000 pre-fetches one instruction but does nothing with it until the current instruction has finished. I _think_ the '030 does process more than one instruction at a time which, if it's correct, will make instruction-timing dependant on what the previous and next instructions do. I'm sure there are even more problems involved in counting 68030-cycles. Maybe some 68030-wiz could enlighten us. :-)

Here's a small example of 68000 pre-fetch:

```
***

any.silly instructions

move.l dummy,d0
move.l d0,fool
fool bsr anywhere

more.silly instructions

dummy: move.w #whatever,d0

***
```

If you trace through this piece of code step-by-step then the bsr-instruction will not be executed since it has been replaced by a move-instruction. However, if you run this code without trace then the bsr-instruction will be executed since it has been pre-fetched by the 68000. This has been know to people involved in protection-schemes from the dawn of time (:-), but that doesn't make it less interesting. :-)

> I can't imagine that it would be the same as on the 68000!

Not even close! :-)

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

3187. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 22:01:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.299701@cix.compulink.co.uk>
Source record: 38237

In article <njale.126.739449986@dhhalden.no>, njale@dhhalden.no (NJAL EIDE) writes:
>
>Well, I guess you should have posted this to advocasy, but anyway, as an
>owner of three computer-systems, Amiga 4000/030, Atari ST and a PC386 I
>guess I could give it a try.
>

I am rather bored with this subject, but I'd like to add that the poster
of the above message is using a top of the range Amiga and a bottom of
the range Atari which obviously influences his judgement.
If you get a Falcon, get NVDI and the screen refresh issue will be
resolved. Unless there is an NVDI equivalent for the Amiga.
If you want to play games get an Amiga, for anything else - Falcon.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

3188. Re: RS 232 and MIDI Handling in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-07 23:31:01 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun7183101@kropotkin.gnu.ai.mit.edu>
Source record: 38238

In article <1v044k$lpn@bigboote.WPI.EDU> bert@bigwpi.WPI.EDU (Bertram V Dunskus) writes:
>If I have to applications running, both receiving from the same port, say the
>MIDI port, who gets the incoming data?
>
>Answers:
>a) one of them
>b) both of them
>c) nondeterministically distributed

C. Whichever process gets an Fread() call in first when there is data
available on the port will read the data and flush the buffer.

Previous versions of MiNT (around 0.98) would prevent this by
generating a SIGTTIN signal when the port was read by a second
process, causing that process to stop. Unfortunately the job-control
code responsible for handling this was a little buggy (processes were
being stopped unexpectedly at strange times) and when MiNT became
"production" code, Eric removed this code. Hopefully it will be back
in some future version.

So, the real answer is "d) you may or may not be able to have two
processes reading the same port, and anything at all may happen if you
do."

Cheers,
entropy

3189. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 00:26:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13807@uqcspe.cs.uq.oz.au>
Source record: 38239

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>... you're probably right that no one needs to run multiple copies
>of it at once.

Don't be so sure. I have at times run multiple G++'s... usually resulting
in "virtual memory exhausted". If it was shared-code it would fit.
(Note that I don't think G++ can be shared-code yet).

>I've been thinking for a long time that it might be a good idea to splinter
>completely from the FSF distribution, and trim things down into a 68k-specific
>compiler. But, aside from the added work it would require to get off the
>ground, it would also add more confusion to an already chaotic situation...

With the number of massive improvements made to the C++ compiler (and C
too, I assume) over time, I'm sure glad this "splintering" hasn't
occurred.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3190. Re: CD-ROM for atari*

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 03:51:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.D32oci02x&M@semprini.tdkcs.waterloo.on.ca>
Source record: 38102

In <1ukm54$1co@obelix.uni-muenster.de>, Julian F. Reschke writes:
> > And which ondes are need to use Kodak PHOTO-CD? And which programs
> > are needed and available? I would really like to join the group
> > of CD-ROM users, but I need some introduction...
>
> You can use Metados, as long as you don't have a multisession CD. For
> *using* the pictures, you'll need software capable of reading PCD
> files (the only package I am aware of is from Color Concept, Germany).

A new version of the PhotoCD to PPM converter was just posted to
alt.sources; pity I've never seen a full suite of _working_ PBMPlus
utils for the Atari platform.

--
------------------==------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'

3191. Re: objc_edit() - GemFast (Bug?) OR: Generic AES Call?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 04:13:09 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun8.041309.5393@mnemosyne.cs.du.edu>
Source record: 38240

> GemFast objc_edit bug

That binding was built to the old original AES docs, which (apparently erroniously) included that pnewidx parameter. I've sent you (by mail) a fixed source module that you can compile with JAS and patch into aesfast.a.

--
==========
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==========

3192. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 04:19:07 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun8.041907.5662@mnemosyne.cs.du.edu>
Source record: 38092

> Does anyone have the instruction timings for teh 68030.

Look in your phone book white pages for Motorola. If you're in a small town, call 555-1212 and ask for the number for Motorola in the nearest large city. Call them. Tell the person that answers that you want to order a manual. They will transfer you to their national publications order line. Tell that person that you want the MC68030 User's Manual.

They will send it to you, absolutely free.

(If Atari behaved like this, their machines might be more prevelant in the marketplace, huh?)

--
==========
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==========

3193. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 04:24:44 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun8.042444.5815@mnemosyne.cs.du.edu>
Source record: 38093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> RECLAIM ... if Atari fixed the bug, older STs and MSDOS wouldn't be
> able to read the disks.

I don't buy that. I typically format disks that use only 3 sectors per
FAT instead of the wasteful 5 per that the desktop creates. The number of
clusters per disk is thus even more than the extra 2k RECLAIM would give
you. I have no problem using such disks on either older version of TOS,
or on MSDOS.

--
==
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==

3194. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 04:53:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1v160dINN649@golem.wcc.govt.nz>
Source record: 38091

] So if you want a machine for doing MIDI-stuff, then you would do all righ
] with a Falcon. Even though you can do fine even here with an Amiga. Bars
] Pipes Pro are breathing Cubase in the neck, and the new Bars & Pipes that
] coming (with DSP-support) looks very interesing indeed. For ANYTHING else
] get an Amiga. No doubt about it.

No way, get an Acorn! Saw one yesterday, WOW! I'm impressed!

Sound output at over 90Khz! 8-voices (only 8-bit). MOD files at
90Khz sound IMPRESSIVE!
Animated desktop background (aquarium) complete with 'bloop' samples,
and the Multi-tasking OS still kept going with no apparent slow-down,
even while performing UUCP, and playing a 16-bit movie!. This thing
is older than both the Falcon and A1200, but it kills both of them!
(Sure, not as much software but the machine works a lot better!)

Sorry to all the Atari-only folks out there, but I WANT one of these
things, problem is, at around $2300US, It's a bit beyond my price
range!

Now, back to our regularly scheduled tech..... (No flames, just stating
a view - If you get a chance, have a look at one of these things,
the next one is adding a DSP chip to it's collection too!)

3195. Re: RS 232 and MIDI Handling in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 06:14:21 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC8AHBx.JDA@netcom.com>
Source record: 38094

In article <1v044k$lpn@bigboote.WPI.EDU> bert@bigwpi.WPI.EDU (Bertram V Dunskus) writes:
>If I have to applications running, both receiving from the same port, say the
>MIDI port, who gets the incoming data?

>c) nondeterministically distributed

Unfortunately, the answer is (c).
--
Eric R. Smith ersmith@netcom.com ersmith@atari.uucp

3196. WANTED:: HARDDISK FOR ATARI-PORTFOLIO

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 08:09:56 UTC
From: Joost.Andrae@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Jun8.081600.2970@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 38096

Is there anybody out there who can tell me about a harddisk (> 20MB)
for my Portfolio ???

Please email me to : andrae@bis1.pcnet.uni-oldenburg.de
or the address above.

Joost Andrae

PS:

If there is anybody who wants to talk about the Portfolio please
contact me.

3197. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 08:37:24 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <1v1j44$1r21@info2.rus.uni-stuttgart.de>
Source record: 38097

In article <njale.126.739449986@dhhalden.no> njale@dhhalden.no (NJAL EIDE) writes:
>Well, I guess you should have posted this to advocasy, but anyway, as an
>owner of three computer-systems, Amiga 4000/030, Atari ST and a PC386 I
>guess I could give it a try.

Very interesting. I hope you have already seen a Falcon...

>First of all, you should have stated what you will use your computer for.
>That would have made your question a lot easier to handle. But OK, here we
>go.

Yes, allright...

>Graphics: Amiga scores high above the Falcon. It has more colours, larger
> palette, hardware sprites, and a faster, more advanced blitter.
> The Falcon has a DSP that can be used to good effect
> manipulating screen-data which the Amiga lacks. But most
> important, the Falcon has great problems handling 256-colour
> graphics. The machine halts to a crawl. It's been some confusion
> over the flickering (interlaced) screens that the Amiga offers.
> Yes, they still exists, but if you don't like them, don't
> use them. The 1200 offers plenty of non-interlaced hi-res screen-
> resolutions.

It's right: The Amiga 1200 has better graphic abilities than a Falcon 030.
BUT: The 256-colour mode of the Falcon isn't that slow (i've seen!).
Second is: the Video Shifter of the Falcon can do better graphics if you
simply plug in an external clock in the video port. I wonder why Atari has
only implemented these lower resolutions - the Shifter is really able to do
better!
Third: You can plug anything with a screen at the falcon video port (TV/RGB/
VGA/Multiscan/SM124).
The hardware-sprites of the Amiga have some limitations and the HAM (True
Colour) mode of the Amiga is NOT a real True Colour mode because the Colours
can't be choosen freely.
After all: If you have 640x480 with 256 colours it is difficult to find the
applications which need more...

>Sound: Falcon wins. The DSP-makes better quality sound, with more voices.
> The Falcon also offers a built-in MIDI-port that lets you connect
> MIDI-peripheral.

The sound of the Falcon can do without the DSP. The Falcon has 8 channels
with 16bit 50KHz sound (CD!), 4 channels with 8bit 25KHz sound (Amiga) and
that old PSG sound from the ST (ugly).
Here is the same as with graphics: most people won't need that much sound...

>Processor: The Falcon has a 68030 CPU running at 16Mhz, wile the Amiga has a
> 68020 running at 14Mhz. That would make you think the Falcon
> is the faster machine, but that is not the case. The Falcon is
> really a 16-bit machine using a 32-bit processor (bus is 16 bits
> wide). This means that the Falcon has to do two memory fetches
> for every word, whereas the Amiga do only one. In addition, the
> Falcon shares the same bus as the display, meaning that it can
> only work in the time left over from screen-refreshing. In a 256
> colour-mode , the display steals just about all the bus-bandwith
> leaving the Falcons CPU very little time to do it's work. This
> means the machine will crawl. The Amiga also suffers from a slow-
> down with 256-colour displays, but not near as much the Falcon.
> In addition, you can add fast-ram to the Amiga, and it will run
> at a 100% speed. Both machines has CPU-caches that will help them
> deal with bus-contention, but for other things than small loops,
> it will not help very much.

Still nobody knows which of both machines is the faster one (cause it's very difficult to compare two different machines). QuickIndex 2.1 indicates that memory fetches are two times faster with the cache on the Falcon (isn't this very much help?). Slow-down of the bus with 256 colours is only about 3%, that can only be recocnized with a benchmark. You can also add FAST-RAM to the Falcon.
Also the same as the two above: the speed of both machines is enough for the most applications.

>OS: 10-0 to the Amiga. The Amiga was built with a multi-tasking OS in mind,
> and now they have had 8 years of improving and refing it. And it
> shows. Very stable, very efficent and very userfriendly. The
> Falcons offering is a cludgy, first offering and even that shows. Slow,
> bug-ridden and completely minimal. Lacks lots of features that the Amiga
> offers.

That's right. The Amiga OS is better. But differences aren't that great.

>Software-support: A poor machine can get away with it, if it has lots of
>software (look at the PCs). Well, the Falcon has a very small user-base and
>software support really could not get much lower. The Amiga market sure
>could be larger as well, but is in a much healthyer situation. I guess there
>are released software for the Amiga-Atari in a ratio of al least 10:1.

I think you are talking about games...
There are about ten very well wordprocessors on the Falcon (Script3, Papyrus, Cypress, Tempus Word, 1st Word 4.0, the outstanding Signum!3, Calligrapher, Proword, That's Write, old WordPerfect and more), a lot of Graphic applications (MegaPaint, Arabesque, X-Act, Outline Art, DA's Vektor, Papillion, PixArt, True Paint and more more more) lots of buisness and calculation soft (LDW Power Calc, K-Spread4 , Basichart, FibuMan, First Million, BAAS, K-Fakt, Comptable etc.) and some of the best DTP-programms (Calamus, Timeworks Publ., Didot prof, Publishing Partner) and so on...
In the professional or semiprofessional market the Atari platform still has more and better software than the Amiga.

>So if you want a machine for doing MIDI-stuff, then you would do all right
>with a Falcon. Even though you can do fine even here with an Amiga. Bars &
>Pipes Pro are breathing Cubase in the neck, and the new Bars & Pipes that is
>coming (with DSP-support) looks very interesing indeed. For ANYTHING else,
>get an Amiga. No doubt about it.

I HAVE doubts.

Ciao, Heiko.

3198. Re: Catch Meg-TT fast-RAM Card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 08:43:10 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1993Jun8.084310.7507@ericsson.se>
Source record: 38098

Yes,

I do. I bought the card with 8 Mb. Works perfect with me (easy to install, but I recon that all TT-RAM boards are easy to install).

If I remember correctly you can install upto 128 Mb (using 16 Mb SIMMs, when they are available).

Vi ses
/Rob

3199. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 11:07:24 UTC
From: wabe@ukc.ac.uk
Message-ID: <4698@eagle.ukc.ac.uk>
Source record: 38099
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jun8.042444.5815@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> RECLAIM ... if Atari fixed the bug, older STs and MSDOS wouldn't be
>> able to read the disks.
>
> I don't buy that. I typically format disks that use only 3 sectors per
>FAT instead of the wasteful 5 per that the desktop creates. The number of
>clusters per disk is thus even more than the extra 2k RECLAIM would give
>you. I have no problem using such disks on either older version of TOS,
>or on MSDOS.

Likewise! But actually the "full" documentation of RECLAIM goes
on to explain that if you feed it a disk with absolutely NO data on it
e.g. a freshly-formatted disk - then it gives you the option to change
the No. of sectors per fat (FSIZE) and the number of Rootdirectory sectors
(ROOT). As you say FSIZE=5 is just too much for normal DD disks. Up to
850 Kbytes or more only 3 fatsectors will ever be needed.

Cheers,
W. Alan B. Evans

3200. Falcon VGA Adapter Wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 11:55:58 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Jun8.115558.6501@unix.brighton.ac.uk>
Source record: 38101

Does anyone know of a place in the Uk where I can get one. I need it like asap. By next thursday at the very latest.

Place, Phone No and price would be ideal, but just a phone no will do.

Many thanks

M.May

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

3201. Hard disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 12:04:44 UTC
From: mark@physchem.ox.ac.uk
Message-ID: <1993Jun8.120444.3007@physchem.ox.ac.uk>
Source record: 38100

I am not an atari user, but I am asking for a friend.

Is it possible to fit a hard disk (the type fitted to a PC, SGI, SUN, or
any other standard machine) to an Atari ST.

--
Mark What I say is what I think. mark@uk.ac.ox.physchem Just because I work at Oxford
_____ University, it doesnt make me a snob.

3202. Re: gcc vs mgcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 12:45:11 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.739543511@mi.el.utwente.nl>
Source record: 38103

In <1v026e$772@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>I've been thinking for a long time that it might be a good idea to splinter
>completely from the FSF distribution, and trim things down into a 68k-specific
>compiler. But, aside from the added work it would require to get off the
>ground, it would also add more confusion to an already chaotic situation...

Don't do that! This will mean getting out of sync with FSF, and thus
missing future enhancements (Or getting them later.)

It might be nice to trim down to a 68k-specific compiler, but keep in sync
with FSF. However, reading a current tread in gnu.misc.discuss (about
stripping down the size of gcc), this might be difficult as FSF policy
is more to diverse into more platforms (and front-ends.)

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

3203. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 13:24:51 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <1v23v3$kp3@irz401.inf.tu-dresden.de>
Source record: 38130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

In article <1993Jun8.042444.5815@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> I don't buy that. I typically format disks that use only 3 sectors per
>FAT instead of the wasteful 5 per that the desktop creates. The number of

Hm. Think it over: you save 2048 Bytes per disc, and you *might* get into trouble with newer versions of TOS or DOS in general. You have to process *every* disc you've got to save these 2048 Bytes per disc! The meaning: If do do this with 512 disc, you can save 1 Meg (maybe that's wrong, I'm not a computer).

And all these articles, the program and the replies are - hm, maybe 20 kb. You have to format about 10 discs to save the space we're wasting here.

Funny, isn't it?

BTW: What about HD- or ED-discs?

ketchup

3204. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 13:34:51 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <1v24hr$kp3@irz401.inf.tu-dresden.de>
Source record: 38129

Hi!

Do you like Atari? Ok, buy an Atari. Or do you want an Amiga? Well, buy it. Acorn? No problem. PC? Ok, maybe a PC. DEC? Cray? Nintendo? Casio? Toyota? Kelloggs?

B U Y I T !!! W E A R T - S H I R T S !!!

But, please, post every day the same boring stuff: Atari is better than Amiga is better than Acorn is better tha PC is better tha DEC is better than Cray is better than Casio is better than Toyota is better than Kellogs is better than Atari is better...

Maybe there's an interesting /dev/null-group or (if you *really* want to read the comments and statements of `the other side') an .avocado-with pizza-group or anything else.

thats all. thanx for reading this impressive and important statement of

ketchup

3205. Re: Warp 9

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 14:46:02 UTC
From: gmwg@uk.ac.st-and
Message-ID: <1993Jun8.144602.1540@st-andrews.ac.uk>
Source record: 38105

Get TOS 2.06 - that says it all faster, better & with icons on the desktop.

Giles M.W. Guthrie.

---
gmwg@uk.ac.st-and

To hate computers is to not know them. To like computers is to know them. To know computers is to want one that is faster.

3206. Resetting an Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 14:56:41 UTC
From: gmwg@uk
Message-ID: <1993Jun8.145641.1800@st-andrews.ac.uk>
Source record: 38106

Does anyone know how to perform a **soft** reset in a C program? I'm looking to write an AUTO folder program to change files on my hard disk, but it then needs to reboot in order to take effect. I've got a coldbooting program, but that makes SuperBoot run again, which I don't want. A soft reset whilst still in the AUTO folder is picked up by SuperBoot, which doesn't then re-run.

Any ideas?

Giles.
gmwg@uk.ac.st-andrews

3207. Re: Falcon VGA Adapter Wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 15:21:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.302325@cix.compulink.co.uk>
Source record: 38107

In article <1993Jun8.115558.6501@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Allanon) writes:
>Does anyone know of a place in the Uk where I can get one. I need it like
>asap. By next thursday at the very latest.
>

Atari Workshop 081-693 3355
HiSoft 0525-718181

Price about 10 pounds.

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

3208. Re: Hard Disk Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 16:19:44 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C8B9Cx.F8n@hpbbrd.bbn.hp.com>
Source record: 38111

A few days ago I made the claim that even in TOS 1.04 and TOS 2.06
there are bugs that effectively restrict the size of partitions
to 32768 sectors, i.e. 16 MB with the standard sector size of
512 bytes. This claim was based on some facts that a fellow
netter, Juergen Lock, found some time ago. Juergen tried to post
the following details to the net, but for some reason (local
news problems), his message didn't make it into c.s.a.s.t (at least
I didn't see it), therefore I post it for him:

---------cut here----
From: nox@jelal.north.de (Juergen Lock)
Reply-To: nox@jelal.north.de, d09c@alf.zfn.uni-bremen.de
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Hard Disk Partitions; mails to me...
Message-ID: <3847.05.93@jelal.north.de>
Distribution: world
Date: 31 May 93 20:32:22 GMT
References: <1993May25.165534.13749@bmers95.bnr.ca>
<C7onGC.DL6@hpbbrd.bbn.hp.com> <4534@eagle.ukc.ac.uk>

In <4534@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:

>In article <C7onGC.DL6@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus
Brod) writes:

>>Many people have used oversized partitions, and in most cases they didn't
>>have problems. A fellow netter (Juergen Lock) has disassembled quite
>>a few parts of GEMDOS (both in TOS 1.04 and TOS 2.06) and found problems
>>in internal functions that are called by Fread/Fwrite when you are
>>writing large chunks of data. Juergen, are you listening?
>>
> This does not ring true!! I have been using a 32 Mbyte (logical
>sector size 512) partition for years on my STE with no problems that I've
>detected. FURTHER I have saved huge ramdisk files (i.e. containing ramdisk
>contents) of up to 2 Mbyte sizes on these partitions with no detectable harm.
>May I suggest your pal, Juergen, re-examine the code again and he may find
>that what he "thought" was a bug is not one in fact. Or, if indeed there is

:-)

>a bug with large file sizes, do tell us how to reproduce it - and at what
>file sizes does it manifest itself.

mixed `long' (more than 1 sector/cluster) and `short' (less than...)
access (Fread/Fwrite) to the the same place is the problem.. if everything
on the disk will only ever be read and written in long _or_ short chunks

without seeking around it may well be you never notice the bug.

technical: `short' read/writes go thru GEMDOS' buffer lists (root in
_bufl, $4b2) that work like sort of single-sector caches. when there
is a read or write request longer than one or two sectors it is not
splitted into single-sector requests that go thru the `cache' but
instead its done in one Rwabs, and all cache entries that are in the
sector range are flushed (forgot, written back) before. and that
check-if-in-the-range has a bug, it still thinks sector numbers are
15 bit + sign.

> Someone opined once in this Newsgroup (or allied one) that 32 Mbyte
>partitions became possible when Atari suddenly discovered "unsigned" ints!!

yes they just forgot one place... (at least) this is in TOS 2.06:

```
(gdb) disas 0xe10c10 0xe10d80
Dump of assembler code from 0xe10c10 to 0xe10d80:
0xe10c10: linkw fp,#0
0xe10c14: moveml d4-d7/a5,sp@-
0xe10c18: movew fp@(12),d5
start of sector range

0xe10c1c: movew d5,d6
0xe10c1e: addw fp@(10),d6
end of sector range

0xe10c22: moveal fp@(18),a0
0xe10c26: movew a0@(6),d7
0xe10c2a: movew d7,sp@
0xe10c2c: movew #9,sp@-
0xe10c30: jsr @#0xe0fa76
0xe10c36: addql #2,sp
0xe10c38: cmpl #1,d0
0xe10c3e: bne 0xe10c46
0xe10c40: movew d7,sp@
0xe10c42: bsr 0xe10a6c
0xe10c46: moveal @#0x4b6,a5
buffer list...

0xe10c4c: bra 0xe10c74
0xe10c4e: cmpw a5@(4),d7
0xe10c52: bne 0xe10c72
0xe10c54: cmpw a5@(8),d5
0xe10c58: bgt 0xe10c72
this is a signed check! unsigned would be bhi...

0xe10c5a: cmpw a5@(8),d6
0xe10c5e: ble 0xe10c72
ditto here, unsigned would be bls

0xe10c60: tstw a5@(10)
0xe10c64: beq 0xe10c6c
```

```
0xe10c66: movel a5,sp@
0xe10c68: bsr 0xe10ab0
flush entry

0xe10c6c: movew #-1,a5@(4)
0xe10c72: moveal a5@,a5
0xe10c74: movel a5,d0
0xe10c76: bne 0xe10c4e
climb the list

0xe10c78: moveal fp@(18),a0
0xe10c7c: movew a0@(6),sp@
0xe10c80: movew d5,sp@-
0xe10c82: moveal fp@(18),a0
0xe10c86: movew a0@(4),d0
0xe10c8a: addw d0,sp@
0xe10c8c: movew fp@(10),sp@-
0xe10c90: movel fp@(14),sp@-
0xe10c94: movew fp@(8),sp@-
0xe10c98: movew #4,sp@-
0xe10c9c: jsr @#0xe0fa76
bios (4, ...) == Rwabs

0xe10ca2: addaw #12,sp
0xe10ca6: movel d0,@#0x59d4
0xe10cac: beq 0xe10cce
0xe10cae: moveal fp@(18),a0
0xe10cb2: movew a0@(6),@#0x6730
0xe10cba: movel @#0x59d4,sp@
0xe10cc0: movel #26226,sp@-
0xe10cc6: jsr @#0xe0fb34
0xe10ccc: addql #4,sp
0xe10cce: tstl sp@+
0xe10cd0: moveml sp@+,d5-d7/a5
0xe10cd4: unlk fp
0xe10cd6: rts

0xe0fa76: movel sp@+,@#0x29b2
0xe0fa7c: trap #13
0xe0fa7e: movel @#0x29b2,sp@-
0xe0fa84: rts

and while i'm at it... here's another GEMDOS bug nobody seems to
believe me :-) open a file, read from it. open the same file again,
write (append) something at the end, then close both. if you do it
`right' and your lucky the stuff you just wrote now is lost, without
warning. (example: two processes with MiNT, like less and cat >>...)

still waiting for a multitos with fast GEM and a decent multitasking
BSD-type filesystem... :-)
Juergen
```

PS: north.de lost mail, apparently for weeks now... if your wondering
i did not get something you might want to send it again, preferably with
a copy to my other address, d09c@alf.zfn.uni-bremen.de. sorry :-(
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

This should clarify my claim. Tnx, Juergen! I guess that the bug
occurs rarely enough that you don't have to panic about your
32 MB partitions, but there is a bug, and I wouldn't want to rely
on such a configuration. Maybe Eric has more on this, since he has
access to the GEMDOS source code 8-)

--
--clausb@hpbeo79.bbn.hp.com----------
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>----------

3209. Re: Seagate HD problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 19:24:34 UTC
From: m0ali001@ulkyvx.louisville.edu
Message-ID: <1993Jun8.152434.1@ulkyvx.louisville.edu>
Source record: 38108
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <93156.150238BOYHC@CUNYVM.BITNET>, <BOYHC@CUNYVM.BITNET> writes:
> Hi There, I have a 40 MB Seagate HD and cannot format it because I don't konw
> all the information about my controler. Does anyone know those things about
> how many hedas, cylinders, sectrors, SCSI etc...

I have an older pamphlet by Seagate listing all their hard drives. If you can read the label on the unit, you can tell us about it. It usually starts with an STxxxx with the xxxx being the number of the unit. That will tell us about it and what we can do to help out.

3210. Re: Catch Meg-TT fast-RAM Card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 20:25:16 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.62.739571116@dhhalden.no>
Source record: 38109

In article <johan.nordlander-070693130819@nod.eng.umu.se> johan.nordlander@engelska.umu.se (Johan Nordlander) writes:
>From: johan.nordlander@engelska.umu.se (Johan Nordlander)
>Subject: Catch Meg-TT fast-RAM Card
>Date: Mon, 7 Jun 1993 11:54:45 GMT
>Is there anybody out there who knows anything about the TT fast-RAM
>expansion card sold by the German Company Catch-Computer?
>
>Johan Nordlander
>Department of English
>University of Umea
>S-901 87 Umea
>Sweden
>Tel. int. + 46-90-166236
>Fax. int. + 46-90-166023
>E-mail:johan.nordlander@engelska.umu.se
>Finger: johan.nordlander@nod.eng.umu.se

YES !!! contact me .... I have it ..

Proud owner of: TT 10meg, 425MB HD, 24-Bit card
Falcon030, 4/65
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

3211. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-08 21:48:22 UTC
From: jdm@sma2.rain.com
Message-ID: <1993Jun8.214822.584@sma2.rain.com>
Source record: 38121

In article <1993Jun7.213924.20031@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>The 68000 pre-fetches one instruction but does nothing with it
>until the current instruction has finished. I _think_ the '030 does

Actually, the 68000 has a three stage pipeline. [fetch, decode, execute]

-Jesse

3212. Re: GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 00:15:02 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13825@uqcspe.cs.uq.oz.au>
Source record: 38110

spook@cyberhm.royle.org (Steve Caple) writes:

> o What is the minimum memory requirement for running GNU C++
> on an ST (FM or E)

4 Megabytes.

> o Is there any ANSI standardization of C++ yet?

C++ is in the process of ANSU standardization. Many documents have been
written, and GNU C++ is trying to keep inline with those documents.
(see comp.std.c++ for more)

> o What other (if any) implementations of C++ are available
> for the ST range of micros, and what configuration is
> necessary for each?

Comeau C++ sounds like a good compiler, and the Atari port is in progress
(for all I know, it's finished). It uses less memory than G++, and may
be faster (or may not). 4M is still probably an expected amount - it
just means you'll be able to have a few more things loaded: with G++ and
4M, you cannot use TOSWIN under MiNT with 2 windows, for example (but
you can with 8M!).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3213. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 09:07:10 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1993Jun9.090710.3704@cee.hw.ac.uk>
Source record: 38112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <4677@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>-------------------- From RECLAIM_V2 textfile ----------------------------
>...
>(long expanation on how to reclaim two wasted clusters on a disk by
>increasing sector count in bootsector deleted)
> It occurred to me that this might also work on Floppies
>and, indeed, it seems to. However I know of no formatter program that will
>format floppies in this "RECLAIMed" state.

Well I did put that feature in my formatter (AFMT) once but removed it once I
realised the implications. If you increase the sector count on a floppy then
you are also effectively increasing the track count. So an 80 track disk
becomes an 81 track disk. We all know that disks with >80 tracks are a no-no
since their usage can trash some drives and not only that but the 81st track
of an 80 track disk is usually not formatted. Disk copiers won't like that.

I guess the procedure is fine for RAMdisks though.

+-----------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! Neil Forsyth !
! Department of Computing and Electrical Engineering !
! Heriot-Watt University !
! Edinburgh, Scotland !
! United Kingdom Email: neil@uk.ac.hw.cs, ..!ukc!cs.hw.ac.uk!neil !
! "'Have you got any?' he asked, expecting the answer no" - Monty Python !
+-----------------------------------------------------------------------------+
```

3214. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 09:30:35 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C8CL30.Fvp@hpbbrd.bbn.hp.com>
Source record: 38137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bob Fischer (bobf@milne.geology.yale.edu) wrote:
> Suppose instead, Atari had changed the format routines to do as
> RECLAIM.ZOO does. Now, you format on a new Atari. Consider what
> happens when you write to that disk on a PC!!

Right, the PC would think that it there are two more clusters on the
disk than are actually available, and would run into write errors.
Therefore, the approach used by RECLAIM is dangerous. Ancient
versions of my "Hyperformat" program did the same, but I soon
removed this feature. Instead, I once wrote a TSR that hooks
into Getbpb() and manipulates the disk's BPB *in memory*, so that GEMDOS
thinks the disk is bigger than it actually is. Thus, you don't
have to change anything on the disks (-> PC no compatibilty
problems). I wonder if this utility still exists somewhere on
my HD ... if somebody is interested in this TSR, drop me a line.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

3215. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 09:48:09 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Jun9.094809.16517@Informatik.TU-Muenchen.DE>
Source record: 38154

In article <1utj4bINNt2t@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

|> Graphics -Falcon can win if someone writes a 1280*960 screen enhancer
|> program! (Can't be far off, we've already got 1600*600!)

The Programm is ready to buy:
1280*960 but: 22kHz , 44Hz Int.

You need our hardware to get better frequencies.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS
==========

3216. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 12:39:57 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C8CtuM.n06@cs.bham.ac.uk>
Source record: 38113

In article <ersmithC8987E.BIv@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>In article <1993Jun7.102101.8356@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry)
writes:
>>MOVE.B ...,-(SP)
>>in fact decrements SP by 2 rather than 1 in order to keep the stack pointer
>>even (for obvious reasons).
>> However, you cannot use this feature when pushing the opcode just before a
>>TRAP because (in a typical piece of bad programming) TOS checks all 16 bits
>>of its opcodes even though neither Gemdos, Bios or Xbios have anything like
>>256 different functions.
>
>There are examples of bad programming in TOS. Checking the value of inputs
>to a system call is definitely *not* one of them. If TOS ignored the
>high byte, then it would never be possible to have more than 256 functions
>on any of the traps. Since the Falcon XBIOS is already getting up towards
>that number (and MiNT's GEMDOS is about halfway there), that could in fact
>be a problem.
>
>Besides, is MOVE.B ...,-(SP) really a win? It takes the same amount of
>memory, since in order to preserve word boundaries in the instruction
>stream any immediate data is always stored as a word. It takes
>the same number of cycles to execute. So why bother?
>--
>Eric R. Smith ersmith@netcom.com

Is shaving one or two cycles going to affect your code, considering
TRAPs take so long anyway (including register save/restores, on the
order of 70 cycles)? Just wondering!

3217. Re: TOS 4.0X, AES window size

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 12:42:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C8Ctz9.n16@cs.bham.ac.uk>
Source record: 38114

In article <1993Jun7.103300.4588@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>[Atari will then finally *have* to start using wind_get(work) and wind_calc in
>their own applications (for a proof that they don't at the moment check
>different versions of Xcontrol with different versions of the GEM windows)]

BTW, what is the latest version of XControl, and is it available
on-line anywhere? I picked up one from a.a, but that was only v1.0 I
recall.

--Chris

3218. Re: GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 13:27:27 UTC
From: comeau@csanta.attmail.com
Message-ID: <C8Cw1r.L2s@well.sf.ca.us>
Source record: 38116

In article <13825@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>spook@cyberhm.royle.org (Steve Caple) writes:
>
>> o Is there any ANSI standardization of C++ yet?
>
>C++ is in the process of ANSI standardization

That is correct. It has been in progress for some 3 years now and
a goal of a public review is expected in some 1.5 years. I'm a voting
committee member if anybody has questions.

>> o What other (if any) implementations of C++ are available
>> for the ST range of micros,
>
>Comeau C++ sounds like a good compiler, and the Atari port is in progress
>(for all I know, it's finished).

Yes and no. The "compiler proper" of Comeau C++ 3.0 With Templates for
the ATARI has been finished for months now and has been shown to be at
least as stable as any of our other phethora of ports. Ditto for the
RTL and helper kinda commands. They seems stable. What's left is
nitpicks and loose ends.

We hope to start taking order in mid-July and begin shipping end of July
or early August.

>and except It uses less memory than G++, and may
>be faster (or may not). 4M is still probably an expected amount - it

We won't know if it's faster until folks actually do *genuine* comparisons.
We checked out the memory situation a few months ago (and it shouldn't have
changed) and Comeau C++ was comfortable in 2M.

>> and what configuration is
>> necessary for each?

The *current* situation for the ST is that you will need Lattice C.
As above it can run in < 2M RAM, and uses approx 1.5M of disk.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

3219. Re: GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 13:34:51 UTC
From: comeau@csanta.attmail.com
Message-ID: <C8CwE3.L8v@well.sf.ca.us>
Source record: 38117

In article <H.ea.B17lpKkAssY@cyberhm.royle.org> spook@cyberhm.royle.org writes:
>I have asked this before but got no replies:
> o What other (if any) implementations of C++ are available

Comeau C++ 3.0 With Templates is an up-to-date, robust implementation
of C++ literally based up (we're licensed from) AT&T USL cfront 3.0.
It is uncontestably the most diversely ported commercial C++ anywhere.
It will be available for the ST in a few weeks! Stay tuned.
(Yes, we'd made comments here months ago, but we now have things in an
imminent state of release.)

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

3220. Gemini-patch for MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 13:46:28 UTC
From: diederik@stack.urc.tue.nl
Message-ID: <1v4pjk$qfa@tuegate.tue.nl>
Source record: 38118

I read that there is a patch for Gemini so that it can be used with
MTOS. Does anyone know something about this?

Greetz, Diederik
h osotsread

3221. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 13:53:25 UTC
From: jimomura@tndb.UUCP
Message-ID: <jimomura.02x8@tndb.UUCP>
Source record: 38124

In article <1v160dINN649@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] So if you want a machine for doing MIDI-stuff, then you would do all righ
>] with a Falcon. Even though you can do fine even here with an Amiga. Bars
>] Pipes Pro are breathing Cubase in the neck, and the new Bars & Pipes that
>] coming (with DSP-support) looks very interesing indeed. For ANYTHING else
>] get an Amiga. No doubt about it.

Between the Falcon and the new AGA Amigas, right now I'd say
that the Amigas have clearly superior graphics technology, and the
Falcon has clearly superior sound technology. The "side issues"
are less clear. In general, though they are both better than their
predecessors (the older Amigas and Atari ST's), they both still
have strange compromises. Take MultiTOS for example. The only
reason to bother with getting it done was to maintain some semblance
of compatibility with older software. Yet when guys went down to
a local store last week they found most of their software didn't
run. I'd say that Atari could easily have thrown out TOS as a
"basis" for the OS and gone with a better OS (OS-9000, MultiFlex)
and simply ran a TOS emulator under a new OS, and wound up with
about the same level of compatibility. MultiTOS was a complete
waste of effort. It essentially insured that Atari will NOT be
able to catch up to other OS's for at least the next 5 years.

>No way, get an Acorn! Saw one yesterday, WOW! I'm impressed!

Yeah, the Acorn is nice. I'd really like to have a Falcon,
an Amiga 1200 *and* and Acorn -- and a Silicon Graphics Indigo2,
and a SPARC, and . . . , oh well. :-)

>Sound output at over 90Khz! 8-voices (only 8-bit). MOD files at
>90Khz sound IMPRESSIVE!

Nope. Not impressive. 8 bit sound was impressive in '84.
This is '93. 12 bit sound is the minimum for "impressive" and
that's only impressive if you are comparing low end computers.
Sample rates beyond 50Khz are generally not impressive on an 8 bit
system unless you you can use it to fudge the lack of amplitude
resolution. And in that case, you're just being wasteful.
Putting it another way, the only thing 90Khz 8 bit is good for
is to create more interesting aliasing whistles to annoy your
pet dog with. :-)

--

Jim Omura, (416) 652-3880
'jimomura@lsuc'

3222. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 13:56:11 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jun9.135611.27525@dcs.warwick.ac.uk>
Source record: 38119

In article <ersmithC8987E.BIv@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>In article <1993Jun7.102101.8356@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk (Leo Hendry)
writes:
>>MOVE.B ...,-(SP)
>>in fact decrements SP by 2 rather than 1 in order to keep the stack pointer
>>even (for obvious reasons).
>> However, you cannot use this feature when pushing the opcode just before a
>>TRAP because (in a typical piece of bad programming) TOS checks all 16 bits
>>of its opcodes even though neither Gemdos, Bios or Xbios have anything like
>>256 different functions.
>
>There are examples of bad programming in TOS. Checking the value of inputs
>to a system call is definitely *not* one of them. If TOS ignored the
>high byte, then it would never be possible to have more than 256 functions
>on any of the traps. Since the Falcon XBIOS is already getting up towards
>that number (and MiNT's GEMDOS is about halfway there), that could in fact
>be a problem.
>
>Besides, is MOVE.B ...,-(SP) really a win? It takes the same amount of
>memory, since in order to preserve word boundaries in the instruction
>stream any immediate data is always stored as a word. It takes
>the same number of cycles to execute. So why bother?

I had imagined that MOVE.B was a 16 bit instruction like Bcc.S, but thinking
about it, it probably isn't (and certainly isn't if you say so).

- Leo

3223. Re: 68000 instruction timing ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 13:56:11 UTC
From: leo@dcs.warwick.m
Message-ID: <1993Jun9.135611.27525@dcs.warwick.mc.uk>
Source record: 38122

In article <ersmithC8987E.BIv@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:
>In article <1993Jun7.102101.8356@dcs.warwick.mc.uk> leo@dcs.warwick.mc.uk (Leo Hendry) writes:
>>MOVE.B ...,-(SP)
>>in fact decrements SP by 2 rather than 1 in order to keep the stack pointer
>>even (for obvious reasons).
>> However, you cannot use this feature when pushing the opcode just before a
>>TRAP because (in a typical piece of bad programming) TOS checks all 16 bits
>>of its opcodes even though neither Gemdos, Bios or Xbios have anything like
>>256 different functions.
>
>There are examples of bad programming in TOS. Checking the value of inputs
>to a system call is definitely *not* one of them. If TOS ignored the
>high byte, then it would never be possible to have more than 256 functions
>on any of the traps. Since the Falcon XBIOS is already getting up towards
>that number (and MiNT's GEMDOS is about halfway there), that could in fact
>be a problem.
>
>Besides, is MOVE.B ...,-(SP) really a win? It takes the same amount of
>memory, since in order to preserve word boundaries in the instruction
>stream any immediate data is always stored as a word. It takes
>the same number of cycles to execute. So why bother?

I had imagined that MOVE.B was a 16 bit instruction like Bcc.S, but thinking
about it, it probably isn't (and certainly isn't if you say so).

- Leo

3224. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 14:14:35 UTC
From: wabe@ukc.ac.uk
Message-ID: <4729@eagle.ukc.ac.uk>
Source record: 38115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jun9.090710.3704@cee.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <4677@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>>-------------------- From RECLAIM_V2 textfile ----------------------------
>>...
>>(long expanation on how to reclaim two wasted clusters on a disk by
>>increasing sector count in bootsector deleted)
>> It occurred to me that this might also work on Floppies
>>and, indeed, it seems to. However I know of no formatter program that will
>>format floppies in this "RECLAIMed" state.
>
>Well I did put that feature in my formatter (AFMT) once but removed it once I
>realised the implications. If you increase the sector count on a floppy then
>you are also effectively increasing the track count. So an 80 track disk
>becomes an 81 track disk. We all know that disks with >80 tracks are a no-no
>since their usage can trash some drives and not only that but the 81st track
>of an 80 track disk is usually not formatted. Disk copiers won't like that.
>
This is quite possibly a valid criticism (although all ST's I've used
can easily manage 82 tracks!). Nevertheless Neil's point is that some disk
copiers, when they read the bootsector and discover there are declared (say)
1644 sectors (10 sectors per track) would assume that 83 rather than 82
tracks would be needed. However this is _NOT_ the case with the diskcopier
I (and many others) use namely DCFORMAT (form Double Click Software). The
fact that the last 2 clusters are MARKED_BAD ensures that in the "Disk Copy"
option of DCFORMAT at least, only 82 tracks will be formatted and written
i.e. you get an exact copy of the RECLAIMed disk.

So the message is (if you use RECLAIM) to check whether your
favourite diskcopier as as "intelligent" as DCFORMAT and, if not, change
to DCFORMAT. Sorry, I don't have an encyclopaedic knowledge of disk-copiers
so cannot comment further.

Cheers,
W. Alan B. Evans

3225. NEC HD problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 14:35:22 UTC
From: p91063@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <37018@castle.ed.ac.uk>
Source record: 38120

[No readable article body recovered]

3226. Re: GCC problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 14:55:54 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.eg.hCsiLC9o2Y6@lionbbs.escape.de>
Source record: 38164

In <1993Jun3.000409.1552@sactoh0.sac.ca.us>, Jim H. Puga writes:

>When I compile, I get nothing but errors. The errors seem to
>indicate that a semicolon or comment delimiter is missing
>somewhere since it complains on every line.

Seems as if old <LF> - <CR><LF> trouble strikes back again!
For a try remove all <CR>s from the file, copy it before you do
so in case something weird happens, and compile it aain.

Uwe
--
Eliminiere das Unmoegliche. Was immer uebrig bleibt, so
unwahrscheinlich es auch wirkt, muss die Wahrheit sein.
Aber was ist, wenn einmal NICHTS mehr uebrig bleibt?
(nach: John Brunner - Mehr Dinge zwischen Himmel und Erde)
- -
Uwe Kloss UUCP: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig neu: 38102 Braunschweig

3227. Re: Graphics Upgrade for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 17:56:55 UTC
From: jam@uni-paderborn.de
Message-ID: <1v5897$qce@news.uni-paderborn.de>
Source record: 38123

cse0947@desire.wright.edu wrote:
: [..] want better graphics resolution [...] adding a graphics card [...] ?
Yup, mam it'll help. There are two occasions for low-cost-solutions:
the Pixel-Wonder and AS-Overscan distributed here in Germany. I orderd
an Overscan-add-on last week (coz' people who I now use it) last week.
I will report when I reach it and ``brought it to my ST''.

Have fun,

Jan.

--
****
** Jan Wegner ** e-mail: jam@uni-paderborn.de **
*** ***
** If it jams force it to fit if it breaks it needed **
** replacement anyway **
****

3228. Need SM124 wiring help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 19:23:18 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Jun9192318@wpi.WPI.EDU>
Source record: 38127

My ST came with both the SM124 and SM1224 monitors. Unfortuinately, the previous owner had decided to try to get the SM1224 to work as a VGA monitor and in the process has destroyed the Atari connector on the end of the cable. So I have one connector and two monitors...

I have the pinouts as presented by Atari in the manual, but I don't know which wire goes to which pin. Can someone help me out? I'd really like to get at least the SM124 working... It's got a yellow wire, a red wire, a green wire, a "clear" wire surrounded by copper insulation, and this all is surrounded in a weave of silver wire. According to my manual, the pinouts for Monochrome are:

1 - audio out (does this go to the speaker in the monitor?)
2 - composite video (is this any use?)
3 - general purpose out (what's this?)
4 - mono detect (this gets grounded I guess)
5 - audio in (does this go to some sort of A/D?)
6 - green
7 - red
8 - plus 12 volts
9 - h sync (I think this is the green wire on the SM124)
10 - blue
11 - monochrome
12 - v sync (I think this is the red wire on the SM124)
13 - ground (this goes to the shield, right?)

So why can't I get my monitor to work? It flickers like it's either getting no sync or like the vertical and horizontal hold are way off. The same happens for the SM1224.

Does anyone know more about the wires in those monitor cables?

Thanks a lot!

.s.

This newsgroup has been just great... Thanks to everyone who responded about my earlier questions. I'll write to you all as soon as I can!

--
- lancer@wpi.wpi.edu - - 0{{ Der Neubauten Kuss: -
- Hoer mich nur atmen, doch das beweist nichts -

3229. HSC 2.0 and my IDE drive - the nightmare ends

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-09 21:39:47 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun9.213947.4383@mnemosyne.cs.du.edu>
Source record: 38125

Well, apparently there WILL be an HSC 2.0 release after all. I got the munged IDE drive on my Falcon back on the air today, and apparently haven't lost so much as a byte of information. (I'm about to run out and buy some disks and get HSC 2.0 backed up!)

The problem I was having in recovering the disk turned out to be caused by a bit of a bug in Atari's SHDRIVER program, not in Diamond Edge at all. Once I found a workaround for the SHDRIVER bug, Diamond Edge did exactly what it was supposed to do. It (Diamond Edge) is a fine program, I highly recommend it.

I've reported the SHDRIVER bug to Atari, and they're gonna look into fixing it. (And if you ever get a symptom where, after loading SHDRIVER, *every* drive on your system becomes inaccessible, even ramdisks and floppies, you've found the bug. Opening a desktop window on any drive will show 0 bytes in 0 items. This problably indicates that a boot sector on an HD partition somewhere got nuked, and shdriver is reading an impossibly large number for the logical cluster size. It can't allocate a buffer big enough to handle such clusters, and ends up leaving DOS with no buffers at all, so all drives become inaccesible. I'm not certain of this being the cause, but Atari agreed that it sounded likely, and they're gonna investigate it and fix it whether it's this or something else.)

--
==========
- Ian Lepore | In Bosnia-Pottsylvania today, Serb leaders rejected the new
ianl@bix.com | peace plan, and ordered troops to "Keel moose & squirrel".
==========

3230. MiNT library, Patchlevel 31

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 00:00:12 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun9190012@kropotkin.gnu.ai.mit.edu>
Source record: 38126

I have posted Patchlevel 31 of the MiNT library to
atari.archive.umich.edu in atari/Mint/mntlib31.zoo and mntinc31.zoo.
This is a source-only release as it contains a large number of
changes, most of which have not yet received extensive testing.

Please note that this patchlevel (like most previous patchlevels,
unfortunately) has not yet been tested on Pure C, Lattice C, or HSC.
Patchlevel 32 will be released as soon as I get patches from the
maintainers for those compilers.

It compiles cleanly with GCC 2.X, but does not support GCC 1.X. It
also requires either a cross-compiler or a MiNT minixfs filesystem to
build; there are name conflicts that will cause a bad library to be
produced on a normal TOS filesystem.

See the file __readme.31 in the zoo archive, for more details.

New features you can expect to see in the next release (PL 32):

- a functional setsid()
- emulation for BSD ioctl(fd, TIOCNOTTY, 0)
- a complete set of POSIX signal-set handling functions sigaddset(),
sigdelset(), etc.
- POSIX signal mask functions sigprocmask(), sigsetjmp() and siglongjmp()
- POSIX function ctermid()

If anyone as working on (or would like to work on) termios emulation,
please let me know, as I intend to start working on this soon unless
there's something already out there or in the works.

As always, comments and patches go to
entropy@terminator.rs.itd.umich.edu and NOT to this address.

Cheers,
entropy

3231. Re: Graphics Upgrade for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 03:06:14 UTC
From: neurom@u.washington.edu
Message-ID: <1v68f6INNcs0@news.u.washington.edu>
Source record: 38128

There's also a mod that you can do to upgrade a standard ST to 32k colors!
Use Archie and look for 32kcolor, I read it and it _seems_ simple enough...

--Neuromancer

3232. Re: Spectre GCR on a Mega STE-4??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 03:35:35 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun10033535@hal.cerfacs.fr>
Source record: 38131

>>>>> On Sat, 5 Jun 1993 00:09:14 GMT, vpm3q@poe.acc.Virginia.EDU
>>>>> (Vivek P. Mohan) said:

Vivek> when I bought the cable last year, they couldn't do credit card
Vivek> orders, but they would do COD; I just prepaid the whole thing
Vivek> by personal check.

Now they accept VISA.
--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

3233. Re: Zip/Unzip for the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 04:00:53 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun10040053@hal.cerfacs.fr>
Source record: 38132
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

my problem was having metados2 active in my auto folder. that kills
stzip and friends.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

3234. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 04:10:27 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun10041027@hal.cerfacs.fr>
Source record: 38133
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> On 8 Jun 93 04:24:44 GMT, ilepore@nyx.cs.du.edu (Ian Lepore) said:

> RECLAIM ... if Atari fixed the bug, older STs and MSDOS wouldn't be
> able to read the disks.

Ian> I don't buy that. I typically format disks that use only 3 sectors per
Ian> FAT instead of the wasteful 5 per that the desktop creates. The number of
Ian> clusters per disk is thus even more than the extra 2k RECLAIM would give
Ian> you. I have no problem using such disks on either older version of TOS,
Ian> or on MSDOS.

I agree with Ian! I often formatted my disks on my Sun SPARC at work,
and on occasion filled it all the *way* up. On my ST I was still able
to read the files. After all, it just follows the FAT pointers. I
suppose that the problem would be a file that starts in these last 2
clusters!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a rejuvenated Mega 4ST with TOS 2.06! Do I *really* want a Falcon/Next/Sun?

3235. more on SM124 wiring...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 10:14:13 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jun10101413@ramanujan.WPI.EDU>
Source record: 38138

I think I've got vsync, hsync, signal, and ground isolated, but now I don't know what to do with the mono detect pin. Anyone have any ideas? I tried grounding it (the system reset), I tried connecting it to lots of things, but nothing seems to work. Also, does the shield/ground of the cable need to be connected to the shield of the monitor jack into the ST?

thanks again!

.s.
--
- lancer@wpi.wpi.edu - - The Fuses Have Been Lit: -
- I've got a little blue tube to give my views -
- Of a world in dischord, my life's unmoved -

3236. a game in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 11:12:00 UTC
From: klassa@aurs01.UUCP
Message-ID: <63342@aurs01.UUCP>
Source record: 38189

Hi Everybody-

Question for y'all... I've read, on numerous occasions, that the best tack to take with regard to writing a game (or a utility or anything else) that's intended to be useful on future (and present high-end) machines is to make the thing run "in a window" so that it'll co-exist nicely with other things running under, say, MiNT or MultiTOS.

My situation is this... Using the Setscreen() animation hack & vdi blit copies & all of the stuff that goes along with scarfing up the whole display for your own use is easy and within my grasp. On the other hand, setting up windows & managing "topped" messages & whatever else comes along isn't nearly so clear to me.

So, the question is something like this -- say I wanted to write a game that runs "in a window." To do the animation, I pretty much have to use the Setscreen() hack (no?). How (in general terms -- or much more specific, written-in-HSC terms, if you'd like :-)) does one accomplish this? What pitfalls do I need to look for?

Thanks!
John

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

3237. NEC HDproblems...(again)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 11:19:36 UTC
From: p91063@cplab.ph.ed.ac.uk
Message-ID: <37075@castle.ed.ac.uk>
Source record: 38134

Sorry I mucked up the first post, but here's the old article in it's
entirety.

OK, to put it simply, I need a WINCAP file to allow me to reformat
my hard disk. The old ICD utilities (version 6.something) no longer
work now I have the drive plugged directly into the back of my
Falcon (yes I do have one!).

All the hardware is now fixed, i.e. SCSI id #0, etc. ,but the driver
supplied on the language disk only supports the official atari hard
drives, and contains a specific warning not to touch the WINCAP file.
(Strangely enough, the file itself tells you how to modify it).

Anyway, what I need are: the no. of cylinders
the no. of heads
no. of sectors/track
the data pattern to test the disk
any other relavent details needed to set up
a suitable WINCAP file (using HDX 6.something)

Alternatively, if anyone out there is using a similar drive with the
Atari disk utilities, could they mail me a copy of the relavent files.

The drive is a NEC D3861, 115Mb embedded SCSI, and didn't come with a
manual. I've spoken to the dealer that sold me the drive (~1991) but
they can't help.

It could be that the HDX utilities doesn't recognise the disk format,
(but AHDI does!?), since when I select format in HDX.6 not even the
initial dialogue appears, it just bees, then returns back to the main menu.

Any replies to e-mail if possible, as I won't have the chance to read
news for the next week or so (The university insists that I have to do
exams at this time of year, how odd?)

Thanks in advance,

john

p91063@cplab.ph.ed.ac.uk

3238. Setting up G++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 12:28:32 UTC
From: grw@ukc.ac.uk
Message-ID: <7373@falcon.ukc.ac.uk>
Source record: 38135

I've been using GCC quite happily for over a year now, compiling C code, but I've decided to take the plunge and learn C++ (I'm studying it next year and I'd like to get a head start!)

So what I'd like to know is : How do I go about adding G++ to my GCC setup..?

I know that I have to download some C++ header files, but what about libraries and things - I'm not sure where to get them from.

Any help would be most appreciated...

--
"Given that God is infinite, and given that the Universe is also infinite ... Would you like a toasted tea cake" - Talkie Toaster

Gazza. University of Kent at Canterbury

3239. Re: HSC 2.0 and my IDE drive - the nightmare ends

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 12:38:14 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1361@usdtsg.DaytonOH.NCR.COM>
Source record: 38139

In article <1993Jun9.213947.4383@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> I've reported the SHDRIVER bug to Atari, and they're gonna look into
>fixing it. (And if you ever get a symptom where, after loading SHDRIVER,
>*every* drive on your system becomes inaccessible, even ramdisks and
>floppies, you've found the bug. Opening a desktop window on any drive
>will show 0 bytes in 0 items. This problably indicates that a boot sector
>on an HD partition somewhere got nuked, and shdriver is reading an
>impossibly large number for the logical cluster size. It can't allocate a
>buffer big enough to handle such clusters, and ends up leaving DOS with no
>buffers at all, so all drives become inaccesible. I'm not certain of this
>being the cause, but Atari agreed that it sounded likely, and they're
>gonna investigate it and fix it whether it's this or something else.)

I noticed that recently (as of the past couple days) that a new
version of Atari's HDX utiities (5.03?) was uploaded to GEnie by
Bill Rehbock (sp?). I think the docs mentioned something about
a bug happening when you filled up a partition (the next partition
getting screwed up?).

In any case, the new version is supposed to fix this problem.
So it might not hurt to get the latest copy (assuming Atari doesn't
mind it being uploaded, I'll send it to atari.archive)...

Robert Anisko
anisko@usdtsg.daytonoh.ncr.com

"why is it you send a shipment by car,
but yet send a cargo by ship?"

3240. GEM libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 13:05:04 UTC
From: grw@ukc.ac.uk
Message-ID: <7374@falcon.ukc.ac.uk>
Source record: 38136

I've just downloaded the GEM++ libraries for use with G++ and the docs
say that I have to have patchlevel 28 or higher of bammi's GEM libs.
It also says that these are available everywhere, but the patchlevel on
atari.archive is 27.

Where can I find patchlevel 28 (or higher) ?

Anybody?

--
"Given that God is infinite, and given that the Universe is also infinite
... Would you like a toasted tea cake" - Talkie Toaster

Gazza. University of Kent at Canterbury

3241. 520ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 15:00:54 UTC
From: michaela@tau-ceti.isc-br.com
Message-ID: <3583@tau-ceti.isc-br.com>
Source record: 38140

Anyone got a power supply for the old 520ST that they might want to sell
cheap?

Thanks

--

Michael Albo | michaela@isc-br.ISC-BR.COM
ISC-Bunker Ramo | uunet!isc-br!michaela
An Olivetti Company |

--

Michael Albo | michaela@isc-br.ISC-BR.COM
ISC-Bunker Ramo | uunet!isc-br!michaela
An Olivetti Company |

3242. Sending SCSI commands to an ICD Hard Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 17:09:59 UTC
From: bert@bigwpi.WPI.EDU
Message-ID: <1v7pt7$cc0@bigboote.WPI.EDU>
Source record: 38142

Hi,

I have a DEC RZ 24 Hard Drive hooked up to my
ICD Micro ST adapter.

I want to send a 'start' command to the device.
The syntax of the command is: 'sr 0' (the unit is 0)

How do I do it (using an ICD program or a small C prog)?

Any help is welcome,

Thanx, Bert :)

3243. Re: HSC 2.0 and my IDE drive - the nightmare ends

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 17:12:36 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun10.171236.10279@mnemosyne.cs.du.edu>
Source record: 38141

> new version of HDX available...

Well, now that I have Diamond Edge, I plan to never touch HDX again.
(Well, I suppose if I ever have to reformat my SCSI drive I'll have to use
HDX, since Diamond Edge doesn't do formatting. But once the formatting is
done, I'll use Diamond Edge to partition it.)

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3244. HSC 2.0 - new features

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 17:23:40 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun10.172340.10960@mnemosyne.cs.du.edu>
Source record: 38143

Since I posted that message yesterday about getting my IDE drive fixed and saying there would be an HSC 2.0 release, I've gotten several mails asking what's new in 2.0. The answer is easy: long external names. The old 7-character function/variable name limit is removed; external names can now be up to 22 chars long. This was done by modifying JAS and LD to work with standard GST-format object modules by default. (You can force them to use the old DRI-format if you want to.) There are a few other minor modifications too; for example, JAS can now also create Unix a.out format object modules (but LD can't handle them). This means that you can use JAS to assemble Motorola-format source code into object modules that you can link with GNU's linker. (For that matter, you can compile C source into GNU-compatible modules too.) The linker now emits a usable link map. The preprocessor is a little more ANSI-compliant in the way it handles comments. Other minor things like that.

I could still use a few HSC 2.0 beta testers. If you're interested, reply by mail, and in the mail, state whether you're a GEM programmer or not. I have two beta distributions available, one with and one without GEM programming libraries and docs. The one without is about 200k smaller. To be a beta tester, you have to be able to receive UUEncoded mail of approximately 500k in a single message. The next beta release will go out this weekend.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3245. Fixing my IDE drive: what I did

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 17:32:07 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun10.173207.11452@mnemosyne.cs.du.edu>
Source record: 38144

I mentioned finding a workaround for an SHDRIVER bug and using it to help fix my IDE drive. I've gotten several emails asking what I did.

What I did was a Bad Thing. The current version of Diamond Edge requires that SHDRIVER be present to access an IDE drive. (Future versions will have a builtin low-level driver, I hear, to eliminate this need.) My problem was that SHDRIVER wouldn't run properly because of the way my IDE drive was hosed. Once SHDRIVER was loaded with the munged IDE drive attached to the system, all drives on the system (even ramdisks) became innaccessible, so I had no way to run Diamond Edge after loading SHDRIVER.

The Bad Thing I did was to remove the 42mb IDE drive from my rev-2 Falcon and put it in the rev-4 Falcon in place of the munged 64mb IDE drive. I booted from the 42mb drive and got SHDRIVER loaded using it. Then I pulled the cable from the 42mb drive and plugged in the 64mb drive.

Hot-switching drives is a good way to ruin the drive electronics, but I was pretty desperate. And, luckily, it worked. Once I had the 64mb drive connected with SHDRIVER running, I was able to use all of Diamond Edge's builtin smarts to fix the munged partition map, boot sectors on the partitions, and the bad FAT#1 on my D: partition.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3246. Re: GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 18:19:46 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <739774942.0@cyberhm.royle>
Source record: 38158

On stardate 09.06.93, Warwick Allison entered in the Personal Log:
WA> C++ is in the process of ANSU standardization. Many documents have
WA> been written, and GNU C++ is trying to keep inline with those
WA> documents. (see comp.std.c++ for more)

What's the traffic like in those groups ? I've considered picking them up before but never found out the volume I'd be letting myself in for...

WA> Comeau C++ sounds like a good compiler, and the Atari port is in
WA> progress (for all I know, it's finished). It uses less memory than

I've not heard of that one. Where do I get more information about it??

* Origin: CyberHome Fido<==>UseNet Gateway... (Fido 2:255/404)

3247. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 18:52:53 UTC
From: wabe@ukc.ac.uk
Message-ID: <4765@eagle.ukc.ac.uk>
Source record: 38145
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.93Jun10041027@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:
>>>>> On 8 Jun 93 04:24:44 GMT, ilepore@nyx.cs.du.edu (Ian Lepore) said:
>
>> RECLAIM ... if Atari fixed the bug, older STs and MSDOS wouldn't be
>> able to read the disks.
>
>Ian> I don't buy that. I typically format disks that use only 3 sectors per
>Ian> FAT instead of the wasteful 5 per that the desktop creates. The number of
>Ian> clusters per disk is thus even more than the extra 2k RECLAIM would give
>Ian> you. I have no problem using such disks on either older version of TOS,
>Ian> or on MSDOS.
>
>I agree with Ian! I often formatted my disks on my Sun SPARC at work,
>and on occasion filled it all the *way* up. On my ST I was still able
>to read the files. After all, it just follows the FAT pointers. I
>suppose that the problem would be a file that starts in these last 2
>clusters!
>
Almost! (Your last sentence is not quite true).

Although I almost never use a PC, I've looked into this business of compatibility between the PC format and the ST. I found that the TOS "bug" merely prevents WRITES to the last two clusters - the ST will quite happily READ them and (Dr. Sobek!) it _is_ quite happy to read a small file of <= 2 clusters that may exist there - indeed it will even DELETE it, but if you do that you will NOT be able to _write_ anything in its place (without using RECLAIM or similar trick to kid TOS there are more clusters on the disk). I should add I did these tests using an IBM formatted disk on a TOS 1.2 machine.

As far as my tests show, RECLAIMed disks are fully compatible with the PC format in the sense that you can both READ and WRITE a disk full on either machine. Some comments made on this Newsgroup seem to ignore the fact that the non-existent declared clusters on a RECLAIMED disk are MARKED_BAD and so, even on a PC, no attempt will be made to overwrite them.

As far as I can see, Claud Brod's utility that does not alter the floppy but alters the total Clusters No. held in memory in the Bios Parameter Block for drive A:\ achieves exactly the same thing as RECLAIM. However it needs to be memory-resident if it is to do this automatically and thereby deprives your machine of some RAM. It also needs to worry about what you put in drive B:\ if you have one. It does, however, safeguard against using utilities (like DISK_TOOL (DT.TTP) with option "-w" that will wipe off ALL the fats including MARK_BAD marks (0xFF7)). If such a RECLAIMed disk that

subsequently had its FATS wiped were used on the PC then there could be trouble if you attempt to fill the disk. The documentation I included with RECLAIM warns against these things.

W. Alan B. Evans.

3248. Re: RECLAIM (claim back 2 clusters on floppies) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 20:00:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <1v83srlNNku6@golem.wcc.govt.nz>
Source record: 38147
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Hm. Think it over: you save 2048 Bytes per disc, and you *might* get into
] trouble with newer versions of TOS or DOS in general. You have to process

Why all this fuss over *2K*?

3249. Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 20:41:20 UTC
From: gustavo@barkai.uchicago.edu
Message-ID: <1993Jun10.204120.3978@midway.uchicago.edu>
Source record: 38146

A question for Gulam wizards: The PATH and path variables allow one to run programs residing in other directories from whatever directory one happens to be working in. However, sometimes a program needs an .RSC file to run (case in point: FLASH), and Gulam does not seem to be able to find that file (even if the path is correctly set), and the program crashes. Is there any way aroun this problem?

Thanks

3250. Re: Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-10 23:37:26 UTC
From: au215@cleveland.Freenet.Edu
Message-ID: <1v8gjm$6qa@usenet.INS.CWRU.Edu>
Source record: 38148

In a previous article, gustavo@barkai.uchicago.edu (Gustavo Comezana) says:
+A question for Gulam wizards: The PATH and path variables allow one to
+run programs residing in other directories from whatever directory one
+happens to be working in. However, sometimes a program needs an .RSC
+file to run (case in point: FLASH), and Gulam does not seem to be able
+to find that file (even if the path is correctly set), and the program
+crashes. Is there any way aroun this problem?

This isn't Gulam's problem. Flash (et al) look in the current directory
for the resource file. So you must either copy the .RSC file into your
current directory (ouch) or change into Flash's directory before running it.

Stephen

3251. Re: more on SM124 wiring...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 00:57:15 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1993Jun11.005715.12599@trl.oz.au>
Source record: 38149

lancer@ramanujan.WPI.EDU (Stephe Lewis Foskett) writes:
> I think I've got vsync, hsync, signal, and ground isolated, but now I
> don't know what to do with the mono detect pin. Anyone have any
> ideas? I tried grounding it (the system reset),
This is normal. You ground the mono detect line and the system will
reboot so it can switch to monochrome mode. If the mono detect line is
grounded before power on, it will boot to mono mode, as is the normal
situation with a mono monitor connected.
Trevor.

3252. Re: Setting up G++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 03:09:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13862@uqcspe.cs.uq.oz.au>
Source record: 38151

grw@ukc.ac.uk (G.R.Wagner) writes:

>I've been using GCC quite happily for over a year now, compiling C code, but
>I've decided to take the plunge and learn C++ (I'm studying it next year and
>I'd like to get a head start!)

>So what I'd like to know is : How do I go about adding G++ to my GCC setup..?

There isn't much to it really, once you've got GCC setup. All you need is:

The executable.
gcc-cc1plus.ttp
(called gcc-cc1p.ttp or, wrongly, gcc-cc1+.ttp)

Just get the latest version you can find (2.4.3 yet?). 2.3.1 at the VERY LEAST

The library (libg++).
g++.olb (in a file like "gplibo15.zoo" or such.

Find this either packaged with G++, or separately in a file like
"g++olb.zoo" or such. Again, try to get the most recent version you
can find.

The header/include files for the library.
in a file like "gpincl15.zoo".

Set the include files in a DIFFERENT directory to you GCC files, and
set env variable GXXINC to point there.

That should be all.

Any problems, I should be able to help.

BTW, you'll want 4M of RAM.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3253. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 07:50:39 UTC
From: et@pita.cs.huji.ac.il
Message-ID: <1v9dgf$r7b@bagel.cs.huji.ac.il>
Source record: 38155

In article <jimomura.02x8@tndb.UUCP>, jimomura@tndb.UUCP (Jim Omura) writes:
|> Nope. Not impressive. 8 bit sound was impressive in '84.
|> This is '93. 12 bit sound is the minimum for "impressive" and
|> that's only impressive if you are comparing low end computers.

The future is 1-bit sound! (I suppose that with 8 bit sound and a high
enough sample rate, like 1Mhz, you can get 1 bit quality.)

ET

3254. Re: Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 11:17:22 UTC
From: wabe@ukc.ac.uk
Message-ID: <4771@eagle.ukc.ac.uk>
Source record: 38152

In article <1993Jun10.204120.3978@midway.uchicago.edu> gustavo@barkai.uchicago.edu (Gustavo Comezana) writes:
>
>A question for Gulam wizards: The PATH and path variables allow one to
>run programs residing in other directories from whatever directory one
>happens to be working in. However, sometimes a program needs an .RSC
>file to run (case in point: FLASH), and Gulam does not seem to be able
>to find that file (even if the path is correctly set), and the program
>crashes. Is there any way aroun this problem?
>
As someone else said, this is not a Gulam Problem. Some programs
(I don't know about FLASH) will search other directories for their .RSC
files if they don't find it in the current working directory.

From the Gulam viewpoint, the most appealing solution would appear
to be to define an alias in your gulam.g file - something like (assuming
FLASH.PRG and FLASH.RSC are on drive D:\ (say))

```
alias gemflash ' pushd d:\ ; gem flash ; popd '
```

Cheers,
W. Alan B. Evans

3255. Re: Fixing my IDE drive: what I did

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 11:43:36 UTC
From: julian@math.uni-muenster.de
Message-ID: <1v9r58$h7b@obelix.uni-muenster.de>
Source record: 38153

In article 11452@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>(long description of IDE problems)

I just wanted to mention that there are other products, that might have solved
the problem too (Diskus and SCSI-Tool come to mind :-).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

3256. BlowUp030 vs ScreenBlaster?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 13:55:58 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1993Jun11.155558.287@cathy.ijs.si>
Source record: 38159
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I expect to buy a Falcon and a SVGA monitor within the next month or so.

Can anybody please tell me what is the difference between screen blaster
and BlowUp030? Will NVDI Falcon work with both?

Should I take both? How much would they cost and where can I buy them in
Germany or Austria?

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
Slovenia I speak for no one but myself.

3257. I NEED HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 14:35:13 UTC
From: hirst@minster.york.ac.uk
Message-ID: <739809313.25017@minster.york.ac.uk>
Source record: 38169

I'm not sure if this is the right group to mail but....
I've just bought an Atari ST with a printer but the printer had no manual.
The printer`s make and model are 'Mannesmann Tally' and 'MT 81' respectively.
I desperately need to find out what kind of printer it emulates (I'm pretty sure it's Epson) and what the dip switches do.
It would be much appreciated if you could e-mail me if you own such a printer or if you have used one,thanks in advance,
Simon

3258. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 15:04:18 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jun11.150418.11710@dcs.warwick.ac.uk>
Source record: 38160

In article <739776701.AA01610@cheswicks.toadnet.org> Nick.Hard@f0.n8685.z86.toadnet.org (Nick Hard) writes:
> Here is a technical comparison between Atari's new Falcon 030 and
>Commodore's new Amiga 1200. Both of these manufacturers are well known
>in Europe, yet neither has made a huge impact on the IBM\Apple dominated
>United States. Will either of these new model's get their makers
>recognition in the states?

etc.

This seems a reasonably unbiased summary and not totally out of place in .tech, but there are a few mistakes/bits missing:

> Atari Falcon CBM Amiga 1200

>MIPS 3.84 2.5

One of these figures is clearly wrong - The Amiga is almost as fast as the Falcon, and faster with fastram added. The MIPS rating for the Falcon ignores the DSP, but assumes you running in a very small video mode.

>data path(bit) 16(used) 32
>address space(bit) 24 24
>max ram 14 MB 10 MB(more w/3rd party)
>type proprietary board proprietary & PCMCIA 2.0

3rd party memory expansions for the Falcon allow 32 bit RAM with an address space >24 bits using SIMMS. I suspect the same is true for the Amiga.

>DSP yes no

Perhaps you should have pointed out some of the special features of the Amiga graphic co-processor wise?

>VIDEO
>resolution-minimun 320x200 320x200
> -maximum 640x480 1280x400\640x960(interlaced)
>palette(colors) 262,144 16.8 million
>maximum displayed 65,536(640x400) 256,000(all res)
>overscan yes yes

The Falcon is capable of any resolution with 2/4/16/256/65535 colours possible with a pixel clock of either 22 or 44 khz. It can also do interlaced and line-doubling modes. Other modes are possible with an external pixel clock. So the graphics capabilities of the two machines are similar except that the Amiga has better custom graphics chips and a bigger palette.

>type multitasking gui multitasking gui

Falcon's has memory protection. Amiga's is notorious for crashing the whole machine horribly.

> As of this writing(2/8/93), only the Amiga 1200 is currently

Well, since you are American and it is currently June, this is likely to be out of date.

>include a DSP. The NEXT computer is the only other computer with a DSP,

And it is no longer made (although may be made by another company in the future).

- Leo

3259. Re: Setting up G++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 16:45:28 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Jun11124528@acae127.cadence.com>
Source record: 38166

In article <7373@falcon.ukc.ac.uk> grw@ukc.ac.uk (G.R.Wagner) writes:

> I've been using GCC quite happily for over a year now, compiling C code, but
> I've decided to take the plunge and learn C++ (I'm studying it next year and
> I'd like to get a head start!)
>
> So what I'd like to know is : How do I go about adding G++ to my GCC setup..?
>
> I know that I have to download some C++ header files, but what about libraries

You need 3 additional things at the minimum:

-- gcc-cc1plus.ttp (or gcc-cc1p.ttp if you are UNIXMODE impaired). put
this in the same place that you have gcc-cc1.ttp/gcc-cpp.ttp etc.

-- libg++ include files. put these in a directory and have the
environment variable GXXINC point to it.

-- libg++ library binaries (g++.olb). put this in $GNULIB.

All of the above should be on atari.archive. the current Patchlevels
are:
gcc 2.4.2 pl1
libg++ pl 19

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3260. Re: Fixing my IDE drive: what I did

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 17:09:25 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun11.170925.171@mnemosyne.cs.du.edu>
Source record: 38161

```
>> IDE drive problems
> other products might have solved the problem (Diskus and SCSI-Tool)

Will those tools work with Falcon IDE drives? I've been led to believe
that Diamond Edge is the only available tool that understands how to
access IDE drives at the physical level.

--
==============================================================================
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==============================================================================
```

3261. Re: Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 17:18:04 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun11.171804.479@mnemosyne.cs.du.edu>
Source record: 38162

>> Gulam and PATH and .RSC files
> some programs only search the current directly, some search other dirs

Hang on a sec here -- it's the AES that searches for .RSC files, not the program. And, the AES will search all the paths listed in the PATH= env var in the current program's environment.

I've never had a problem with the AES failing to find a .RSC file that appears in one of the directories in the PATH= list. I do always use semicolons (not commas) to delimit the paths in the list, and I always put a terminating backslash on each pathname, eg:

PATH=C:\USR\BIN\;C:\BIN\;C:\LC\BIN\

It might be that the AES requires either the terminating backslashes or the semicolons as opposed to commas. I'm not sure.

--
==========
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==========

3262. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 17:39:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A4568@K.maus.de>
Source record: 38059

>Counting clock-cycles on the '030 is really nothing you would want to
>do! :-) First of all you've got the data and instruction caches to
>take into account. Secondly, if I remember correctly the '030 has a far
>superior instruction-pre-fetch function than the old 68000. The 68000
>pre-fetches one instruction but does nothing with it until the current
>instruction has finished. I _think_ the '030 does process more than one
>instruction at a time which, if it's correct, will make instruction-
>timing dependant on what the previous and next instructions do. I'm
>sure there are even more problems involved in counting 68030-cycles.
>Maybe some 68030-wiz could enlighten us. :-)

No, the 68030 is executing always one instruction per cpu cycle.

> any.silly instructions
> move.l dummy,d0
> move.l d0,fool
>fool bsr anywhere
> more.silly instructions
>dummy: move.w #whatever,d0

This piece of code will never work on a 68030 properly because of the
instruction-pipeline and the instruction-cache.

Regards,
Robert

3263. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 18:27:32 UTC
From: hasse@dront.solace.hsh.se
Message-ID: <1vaiqk$70i@dront.solace.hsh.se>
Source record: 38168

In <739776701.AA01610@cheswicks.toadnet.org> Nick.Hard@f0.n8685.z86.toadnet.org (Nick Hard) writes:

[stuff deleted]

>MEMORY & EXPANSION
>ram(base model) 1 MB of 16bit 2 MB of 32bit CHIP RAM

The RAM in the Falcon is still 32 bits. Allthough the CPU only has a 16 bit datapath.

>max ram 14 MB 10 MB(more w/3rd party)

The Falcon can have more than 14MB w/ a 3rd party memory-expansion board.

>type proprietary board proprietary & PCMCIA 2.0
>rom 512K 512K to 2MB

[stuff deleted]

>SOUND
>resolution 16bit\50Khz 8bit\50Khz
>channels 8 4

Falcon also has 8bit\50KHz in 2(4) channels.

>input yes\stereo no
>output stereo stereo
>internal speaker yes no

>VIDEO
>resolution-minimun 320x200 320x200
> -maximum 640x480 1280x400\640x960(interlaced)
>palette(colors) 262,144 16.8 million
>maximum displayed 65,536(640x400) 256,000(all res)
>overscan yes yes

Allthough the Falcon can do 1600x600 intl in 16 colours non vga mode (with no additional hardware) it's not a very productive mode (it has an aspect ratio of 2.66, which is better than the Amiga's 1280x400 which gives 3.2 in aspect ratio, but still stinks). Maybe I'm confusing this with overscan-mode.

>Information compiled by Ken Baum 1992/93
>Sources: Amiga World, Amiga Format, AtariUser & ST Format

Anyone care to point out the faults on the specs on the 1200?

/Hasse
--

/ email: hasse@solace.hsh.se, irc: Knightman, mud: Kniggit@VikingMud \
\ snail-mail: Hans Holmberg, Sommarvagen 5, 854 67 Sundsvall, Sweden /
/ phone: +46 60 569169, fax: +46 60 569266 \
\ "In a crazy world a sane person would appear to be crazy." /

3264. Re: GNU C, MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 18:46:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1vajul$fu1@elroy.jpl.nasa.gov>
Source record: 38163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C85x29.E37@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>HELP ME! I have about a million questions about GNU C and MiNT.
>For instance, how do I use the MiNTLIB instead of the standard libraries?
>How do I know I have the latest archives? What are the updates directory
>for? What are the GNU things in the MiNT directory for? How do they
>differ from the archives in the GNU directories (on a.a.u.e). If I want
>to use GNU C to compile UNIX programs for MiNT and TOS what is the best
>way to do this? And what type of UNIX system should I compile for (sys V,
>BSD, etc.). What are the naming conventions for the libraries, because I
>want to delete all the archives except for the 16 bit 68000 and 32 bit
>68020, not the other combinations. How do I specifiy the libraries? Will
>GNU C choose the proper variations?
>
>Anyone know how to use GNU C as a cross-compiler for generating 80x86 code?
>
>Thanks, please send any help to evanlang@sdf.lonestar.org
>
>

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

3265. Re: GNU C, MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 23:14:00 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun11181400@kropotkin.gnu.ai.mit.edu>
Source record: 38165
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C85x29.E37@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:

>HELP ME! I have about a million questions about GNU C and MiNT.
>For instance, how do I use the MiNTLIB instead of the standard libraries?

You have two choices: either use the MiNT library exclusively, or have them both coexistent on your system. The normal names are gnu.olb (the library) and crt0.o (run-time initialization). The alternate names are mint.olb and mcrt0.o. If you choose to have both libraries on your system you use "gcc -mint" to select the alternate library names. If you have only one version of the library, you may just use the gnu.olb and crt0.o names and never use the -mint flag.

>How do I know I have the latest archives? What are the updates directory

You have the latest archives if you don't see any newer ones :-).

>for? What are the GNU things in the MiNT directory for? How do they
>differ from the archives in the GNU directories (on a.a.u.e). If I want

The updates files contain source code patches for the library and many programs ported to the TOS library, by bammi@cadence.com. If you're only concerned with the library, and not the other programs, then download the most recent version of the TOS library source code and any updates that are more recent, apply any patches for the library from the updates, and then build the patched library. Thanks to Howard Chu we applied pretty much all of the updates to the source archives a few months ago; but things have moved on since then and I'm not sure how in-synch we are at the moment.

The GNU programs in the Mint directory are compiled with the MiNT library. They respond better to MiNT signals and some of them are compiled base-relative (see other threads for related discussion).

>to use GNU C to compile UNIX programs for MiNT and TOS what is the best
>way to do this? And what type of UNIX system should I compile for (sys V,
>BSD, etc.). What are the naming conventions for the libraries, because I

Both libraries provide UNIX emulation. Of course MiNT is more UNIX-like than TOS so it's easier to port some UNIX software to MiNT and the MiNT libraries.

Both libraries currently provide a mishmash of BSD, SysV, and POSIX emulation, and often not very consistently one or the other (though I'd venture that most functions are more SysV-ish.) I'm working on cleaning this up a bit; hopefully in the future you'll be able to

define a preprocessor symbol _POSIX_SOURCE, _BSD_SOURCE, or
_SYSV_SOURCE when compiling your program, to select the emulation type
you desire (this feature is new to the soon-to-be-released patchlevel
32 of the MiNT library, and will be used to select differing
behaviours of setpgrp(), getpgrp(), setjmp(), and longjmp()
functions.) The _BSD_PGRP flag used in patchlevel 31 will be replaced
with _BSD_SOURCE in PL 32.

>want to delete all the archives except for the 16 bit 68000 and 32 bit
>68020, not the other combinations. How do I specifiy the libraries? Will
>GNU C choose the proper variations?

The standard name of the 32 bit library is gnu.olb, and the alternate
name is mint.olb.

The debugger-symbolic-information version (for use with gcc -g) has a
'g' postpended to the basename (e.g. gnug.olb). There is a problem
with the -g flag that produces strange errors and warnings (at least
on my somewhat out-of-date gcc) so these files are not produced by
default for the MiNT library.

The 16 bit library has the number 16 postpended to the base name (e.g.
gnu16.olb).

The base-relative version has a 'b' prepended to the name (e.g.
bgnu.olb, bgnu16.olb).

The 68020/68030 version has 020 postpend, bgnu16.olb).

The 68020/68030 version has 020 postpended to the basename (e.g.
gnu020.olb, gnu16020.olb)

>Anyone know how to use GNU C as a cross-compiler for generating 80x86 code?

Sorry, can't help you with that! (No, I'm not Intel-bashing here, I
just don't know :-)

>Thanks, please send any help to evanlang@sdf.lonestar.org

Hope I've helped...
entropy

3266. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-11 23:59:58 UTC
From: alex@falcon.demon.co.uk
Message-ID: <739843198snz@falcon.demon.co.uk>
Source record: 38167

In article <1993Jun11.150418.11710@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk writes:

>...
>3rd party memory expansions for the Falcon allow 32 bit RAM with an address
>space >24 bits using SIMMS. I suspect the same is true for the Amiga.
>...

I've no real wish to get involved in this drivel which should be in .advocacy
but the A1200 uses an 68EC020 which has only a 24 bit address bus; replace
the CPU and you can get past 16M but with the onboard CPU you are 'limited'
to 16M (which personally I don't consider a limitation for a home computer).

>...
>Falcon's has memory protection. Amiga's is notorious for crashing the whole
>machine horribly.
>...

I'm sorry I simply don't buy this for modern versions of C= WB/KS. For
versions of WB/KS >=36 they are reliable; >=39 they're downright good.

--
Alex Kiernan
akiernan@falcon.demon.co.uk

3267. MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-12 02:56:25 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C8HMu2.JqH@sdf.lonestar.org>
Source record: 38047
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've compiled MiNT 1.04 but the MINIX.XFS crashes my system now. How can I fix it? I've tried to recompile MINIX.XFS but GCC gives about a thousand warnings and then gives up and tells me Error 1. If anyone has a version of MINIX.XFS that actually works with MiNT 1.04 then please E-Mail it to me. My address is evanlang@sdf.lonestar.org

The second problem is that many programs die a horrible death. MiNT tells me it encountered an illegal instruction, and I KNOW these programs don't have any illegal instructions. Could MiNT itself have gotten some non-68000 instruction in the compilation by mistake. For instance, I can crash the system just by first moving the item selector (LGSELECT), and then clicking outside the selector. Instead of dinging, it crashes with illegal instruction. If I do this from within a program instead of from the desktop then I can continue, the next file selector call pulls up the standard selector. And any program that crashes does NOT free memory properly (after 3 or 4 crashes of a decent size program, I run out of RAM, on a 4MB machine)!!!

Next is that when I compiled MiNT, the Dlock function had aliasdrv defined as an external declaration, and it shouldn't have been (according to GCC - file dosdir.c, lines 1254, and 46). How can I fix this, and has anyone else had thisproblem?

t also couldn't find prgflags. The only one I have is a GEM version, where do I get a TOS version that accepts the same arguments that MiNT's makefile wants to send it (I just set the 2 TT flags and the fastload flag)? If it's uuae then give me a full path and filename so's I can get it.

If anyone that knows is reading, like ERS, can I get bios device numbers for devices by using Fxattr on the files in the U:\dev\ directory? It didn't seem to work (should it have worked and I just programmed it wrong?). How does one find out if \dev\aux and \dev\modem2 refer to the same device without checking in the Bios (my idea was to use Fxattr and check the 'dev' field.

OK, where can I get developer documentation for MiNT/MultiTOS. I have some man pages for v.0.9 of MiNT but those are highly outdated it seems, and it doesn't tell how to use the "modified" versions of old OS calls. It looks like Fopen has some new options?? I didn't see an Flock in the manual pages, is this in MiNT, is it automatic, or it is a flag used in the Fopen mode?? File locking is pretty important in a multitasking enviroment. Also, I wanted to use Dlock to lock serial ports by getting their device numbers as above. But I have no idea at all if that will work (I think it should work that way, but what do I know???!!)

Let's see here ... I guess that's the last question, for now. Thanks...

evanlang@sdf.lonestar.org

3268. Re: Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-12 12:11:31 UTC
From: wabe@ukc.ac.uk
Message-ID: <4787@eagle.ukc.ac.uk>
Source record: 38170

In article <1993Jun11.171804.479@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>> Gulam and PATH and .RSC files
>> some programs only search the current directly, some search other dirs
>
> Hang on a sec here -- it's the AES that searches for .RSC files, not the
>program. And, the AES will search all the paths listed in the PATH= env
>var in the current program's environment.
>
> I've never had a problem with the AES failing to find a .RSC file that
>appears in one of the directories in the PATH= list. I do always use
>semicolons (not commas) to delimit the paths in the list, and I always put
>a terminating backslash on each pathname, eg:
>
> PATH=C:\USR\BIN\;C:\BIN\;C:\LC\BIN\
>
I was intrigued when I read this - I thought this is a new trick with GULAM that I'd been unaware of. But when I redefined the PATH in my GULAM.G file in the way suggested above, far from GEM programs suddenly managing to find their .RSC files without pushdirecoring into their home directories, I found that my GULAM simply vomited i.e. would not accept the above form of PATH at all!!

And, as far as I know, the GULAM I use is the latest released version.

What am I doing wrong?

W. Alan B. Evans

3269. Re: Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-12 17:36:26 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun12.173626.13317@mnemosyne.cs.du.edu>
Source record: 38171

```
>> PATH=C:\USR\BIN\;C:\BIN\;C:\LC\BIN\

> I was intrigued when I read this - I thought this is a new trick with
> GULAM that I'd been unaware of. But when I redefined the PATH in my
> GULAM.G file in the way suggested above

Ooops. I guess I should have mentioned I don't use Gulam. What I
showed is the PATH= variable as I use it with GEMENV. (And, as it
appears in the environment passed to spawned programs.)

--
==============================================================================
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==============================================================================
```

3270. Re: BlowUp030 vs ScreenBlaster?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-12 20:05:06 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea._wv3SLIoaEg@nasim.sta.sub.org>
Source record: 38179
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Matija.Grabnar@ijs.si (Matija Grabnar) writes:

>I expect to buy a Falcon and a SVGA monitor within the next month or so.

If you want to install *any* resolution extension (Hardware: BlowUp030, Screenblaster or Software: FalconScreen2 (PD), BlowUp030(Soft) or BlowUP(from ddd), you should get the best monitor you can afford. The monitor should scan the horizontal frequency from (at least) 30 to 50 kHz. These monitors are often (but not always) called Multiscan monitors. If you want to use the RGB/TV resolutions on the same monitor it should scan down to 15 kHz.

>Can anybody please tell me what is the difference between screen blaster
>and BlowUp030? Will NVDI Falcon work with both?

The hardware seems to work similar but the software of both are very different:

With Screenblaster you have to use the 10 or 15 resolutions the programmers meant were nice. Every time you boot or switch the resolution you get a TOS-Screen where you have to select your next resolution. I've seen it at a local dealer in V0.9beta and it seems neither flexible nor user-friendly.

The BlowUp030 Software allows you to set any resolution at any vertical frequency interlaced or noninterlaced (if the FALCON is fast enough and the monitor good enough for that). You can use many sliders to manipulate Vsync, Hsync, etc. in order to get the best picture on your monitor. You can save for each colour mode (2, 4, 16, 256, TC) two favourite resolutions. With a small ACC (PRG) you now can set your default resolutions for each colour mode (User defined 1 and 2 and the original resolution). If you change the number of colours on the desktop the default resolution will appear without rebooting or a bad TOS-Screen. The compatibility modes still work fine.

Both products support virtual screen (very fast and really nice).

NVDI 2.50 works fine with both Hardware products but not with FalconScreen2. The problem is that the author of FalconScreen still didn't receive the NVDI-Update!

>Should I take both? How much would they cost and where can I buy them in
>Germany or Austria?

Both makes no sense until you can use only one of them the same time.

Screenblaster (Overcan GbR, Berlin) costs DM 149.- and DM 199.- with NVDI 2.5 (without manual). BlowUp030 Hard 2 (EMail: acher@informatik.tu-muenchen.de) costs DM 129.-.

Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3271. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-12 20:16:12 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.ea.68WMaeL9pLo@nasim.sta.sub.org>
Source record: 38180

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>In article <739776701.AA01610@cheswicks.toadnet.org> Nick.Hard@f0.n8685.z86.toadnet.org
(Nick Hard) writes:
>>VIDEO
>>resolution-minimun 320x200 320x200
>> -maximum 640x480 1280x400\640x960(interlaced)
^^^^^^^
Wrong: 768*480*65536 (interlaced)

>>palette(colors) 262,144 16.8 million
>>maximum displayed 65,536(640x400) 256,000(all res)
>>overscan yes yes

>The Falcon is capable of any resolution with 2/4/16/256/65535 colours possible
>with a pixel clock of either 22 or 44 khz. It can also do interlaced and

Either 25 or 32 kHz.

>line-doubling modes. Other modes are possible with an external pixel clock.

I use 868*608*16 in 73 Hz noninterlaced now on my FALCON.

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3272. Noise interference on my TT's audio RCA outs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-12 23:21:50 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <C8J7KF.BLC@ccu.umanitoba.ca>
Source record: 38173

There is considerable noise intereference on my TT's RCA audio out jacks. It includes humming and fuzzy sounds, which can get quite loud and cause considerable degradation in the quality of the sound my TT is actually trying to play.

I have tried many things, but it seems as though the problem is internal in the TT. I noticed that the power supply is right next to the audio ports. Could this be the problem?

Would it help if I somehow was able to add more shielding in my computer (between the ps & audio ports)? If so, how would I go about doing this.

--

<Trevor_Cordes@ccu.umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV

3273. Re: Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-12 23:51:18 UTC
From: au215@cleveland.Freenet.Edu
Message-ID: <1vdq5m$nsn@usenet.INS.CWRU.Edu>
Source record: 38172

In a previous article, wabe@ukc.ac.uk (W.A.B.Evans) says:
+In article <1993Jun11.171804.479@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore)
writes:
+> I've never had a problem with the AES failing to find a .RSC file that
+>appears in one of the directories in the PATH= list. I do always use
+>semicolons (not commas) to delimit the paths in the list, and I always put
+>a terminating backslash on each pathname, eg:
+> PATH=C:\USR\BIN\;C:\BIN\;C:\LC\BIN\
+ I was intrigued when I read this - I thought this is a new trick with
+GULAM that I'd been unaware of. But when I redefined the PATH in my GULAM.G
+file in the way suggested above, far from GEM programs suddenly managing to
+find their .RSC files without pushdirecoring into their home directories,
+I found that my GULAM simply vomited i.e. would not accept the above form
+of PATH at all!!

Nope. Gulaam uses ; to separate commands, so it will try to execute c:\bin\
and then c:\lc\bin\ when you do set path= etc. If you enclose the path in
quotes, it seems to treat the semicolon as part of the directory name.
Something of a no-win situation. (: I think that chap's pushd solution is
the best way to do what you want.

Stephen

3274. Re: GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-13 13:18:33 UTC
From: comeau@csanta.attmail.com
Message-ID: <C8KAAx.Ktv@well.sf.ca.us>
Source record: 38174

In article <739774942.0@cyberhm.royle> Steve.Caple@cyberhm.royle.org (Steve Caple) writes:
>On stardate 09.06.93, Warwick Allison entered in the Personal Log:
> WA> C++ is in the process of ANSU standardization. Many documents have
> WA> been written, and GNU C++ is trying to keep inline with those
> WA> documents. (see comp.std.c++ for more)
>
>What's the traffic like in those groups ? I've considered picking them up before but never found out the volume I'd be letting myself in for...

Not too bad. Bandwith can get ridiulous at times. I'm referring to
comp.std.c++ though. comp.lang.c++ is much traffic and at many
times has a nut or two wasting everybodies time.

> WA> Comeau C++ sounds like a good compiler, and the Atari port is in
> WA> progress (for all I know, it's finished). It uses less memory than
>
>I've not heard of that one. Where do I get more information about it??

Look at my .signature ;-}, or as I'm here, you can ask here.
The brief rundown is that Comeau C++ 3.0 With Templates is the most
robust, up-to-date, and diversely ported commercial C++ anywhere.
The ST port has been going on for a while and has reached a good stability
port and hence will be released soon (we hope to start taking order in July).

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

3275. Help MiNT 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-13 13:45:45 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jun13.134545.7648@ibr.cs.tu-bs.de>
Source record: 38181

Help!

After using MiNT 0.95 for some time, i want to have a more
recent version.
I got MiNT 1.04 source, MiNTLiB PL30 and tried to compile
everything, were i got some errors:

I can't build genmagic.ttp because of some errors in string.h,
i'll try again when i get MiNTINC30.
I used Turbo C (1.1) to build genmagic without problems.

I can't build asmtrans because of a missing ___main, well,
gcc242.txt said i should bind a dummy ___main to fix this, which
i did.
The same thing with mint.prg.

After that, i copied everything to my auto folder, moved mint.prg to
mintnp.prg and rebooted.

MiNT came up with copyright message saying it is a multitos kernel,
which it isn't, because i commented -dmutitos. After that
nothing happens (I asume MiNT is looking for multitos).
The system does *not* throw bombs, as i expected, because i'm using
a ahdi4.0 compatible HD-driver.
I have no other autofolder programms active and only TOSWIN.acc in my
root.

Where is my error?

Thanks in advance

Axel Kielhorn
c0031098@ws.rz.tu-bs.de

3276. How do I send keyboard messages with appl_write()???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-13 14:38:15 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <g3535B1w165w@sys6626.bison.mb.ca>
Source record: 38175

I want to send a keyboard event message using the appl_write() function.
Is this possible?

Thanks in advance.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

3277. Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 01:19:47 UTC
From: hoga0006@student.tc.umn.edu
Message-ID: <C8L7qx.3CH@news.cis.umn.edu>
Source record: 38176

[No readable article body recovered]

3278. Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 02:02:51 UTC
From: hoga0006@student.tc.umn.edu
Message-ID: <C8L9wt.4LA@news2.cis.umn.edu>
Source record: 38177

I am writing to ask about Multisync monitors. What do you look for when you are buying one. Are there any brands/models to look for, or avoid?? I have a Mega 4 STe if that matters.

Thanks

Joe Hogan

3279. How do I read the system timer?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 02:12:14 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <47145B1w165w@sys6626.bison.mb.ca>
Source record: 38178

How can I read the system timer? (Y'know, that timer that only starts over when you reset the computer.)

Thanks in advance.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

3280. Re: 680X0 Linux -- Why not BSD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 09:27:22 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <SGFEBX9F@heaven7.in-berlin.de>
Source record: 38187

In <1993Jun7.182357.7965@news.csuohio.edu>, Jason Baker (llunch@randell.cba.csuohio.edu) writes:

: I don't have an 030, I'm just curious. Wouldn't it be easier to work
: on a port of netBSD, since this is mostly machine independent? Also,

Also what?

BTW, while porting BSD might be promising at first, remember that you'd end up with a BSD system. That means: big, fat, ugly, and not certified free of AT&T (USL, rather) code (isn't USL still bugging at the BSD folks?)

If you port Linux, you get Linux: That means: small, fast, good-looking and not a byte of USL code in it!

--
__*__ | Martin Ibert, Fï¿½rstenweg 11, D-13589 Berlin; old: D-1000B20
----| |---- | martini@heaven7.in-berlin.de/Fon +4930-3753479,Fax -3753699
============ | ----------
| | | | | | | "Blind faith in your leaders, or in anything,
| | | | | | | will get you killed." (Bruce Springsteen)

3281. Re: Fixing my IDE drive: what I did

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 10:10:09 UTC
From: julian@math.uni-muenster.de
Message-ID: <1vhiq1$kht@obelix.uni-muenster.de>
Source record: 38184

In article 171@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> >> IDE drive problems
> > other products might have solved the problem (Diskus and SCSI-Tool)
>
> Will those tools work with Falcon IDE drives? I've been led to believe
> that Diamond Edge is the only available tool that understands how to
> access IDE drives at the physical level.

Yes, they are able to do that.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: julian@math.uni-muenster.de, jr@ms.maus.de

3282. Re: Help MiNT 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 10:11:03 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <4g74ury00WB7MDW2Bj@andrew.cmu.edu>
Source record: 38182

The makefile for MiNT 1.04 (I *just* finished compiling it myself about an hour ago... what a coincidence...) has 3 lines mentioning MultiTos and something about the 030. 1 of them was already commented out. I commented out the other 2 as well, to use no MultiTos and no (I think this was the other option) memory protection (I have an old Mega 4 ST). I also had to change gcc in the Makefile to /usr/bin/gcc, and set RM = /bin/rm; apparently the version of make I have doesn't check the PATH variable correctly. I compiled it using the newest version of GCC in the Distrib_Kit on atari.archive, running under MiNT 0.95.

I had tried to compile v1.04 a couple of months ago, without success. It worked fine this time, though. Just make sure you turn off any MultiTOS and 030 switches (if you have an older ST) in the makefile and it should work fine.

This .sig is $hareware. If you use it for more than a month, send me all of your money, then see a psychologist. Or kill me.

3283. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 10:42:59 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C8Lxro.6yt@newcastle.ac.uk>
Source record: 38185

In article <H.ea.68WMaeL9pLo@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels) writes:
>>In article <739776701.AA01610@cheswicks.toadnet.org> Nick.Hard@f0.n8685.z86.toadnet.org (Nick Hard) writes:
>>>VIDEO
>>>resolution-minimun 320x200 320x200
>>> -maximum 640x480 1280x400\640x960(interlaced)
> ^^^^^^^
> Wrong: 768*480*65536 (interlaced)
^^^^^^^^^^^^^---wrong 903*732 Non-interlaced,
1600*600 Non-noninterlaced.

No extra hardware required at all.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3284. readline and MiNT 0.95?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 10:44:32 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Jun14.105307.29380@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 38183

hello,world!

Recently, i decided to re-compile BASH, the bourne-again-shell
for mint and minix filesystems.
Everythings is ok, except for the readline library.
This Library is resposible for the "line-editing" features.
I have a valid /etc/termcap and i am using the termcap.olb from
the mint libraries, but i did not make the readline stuff work, yet.
I can use it to read input from my keyboard, but i cannot
use the cursor keys for editing or for recalling commands from
the history function.

Does anyone have a working "readline.olb" or can you tell me what to do
to make it work ? (I am using gcc 2.3.2, the MiNT libs at PL 30 and MiNT 0.95.

Thanx for any help,

Frank.
--
==
CS Student | I may be late,
Real : Frank Moehle, 2900 Oldenburg, west germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<---------------------------------
**** It`s how you DO it, not how you don't. ****

3285. Hard Disk problems with Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 11:29:30 UTC
From: vctec@sun.pcl.ac.uk
Message-ID: <1993Jun14.112930.18989@westminster.ac.uk>
Source record: 38186
Cross-posted to: comp.os.minix,comp.sys.atari.st,comp.sys.atari.st.tech

Dear folks,

Please help me.

I recently bought Minix v1.5 for the Atari ST, second hand.

My problem seems to be that I cannot install it onto my hard drive, because of the fact that my controller is not recognised by minix using the command:

dd if=/dev/hd5 of=/dev/null count=200

I get the error message:
0.00 in
0.00 out

My set up is:
Atari 1040 STe with 2Mb RAM and TOS 2.06
720 K external Disk Drive
48 Mb Disk Drives Ltd Autobooting Hard Disk.
the components of which are:
48Mb Seagate ST157N SCSI Disc
Disc Drives Ltd DMA-SCSI interface
SCSI out, DMA out ports
Inbuilt clock
Switch for SCSI and AHDI compatability.
I use the SCSI compatability option (however, I tried the AHDI with minix and it still did not work).
Mono and Coulour monitors
Daatascan Scanner.

All the above are plugged in at the same time.

Is there any way of getting around this problem without having to resort to buying another interface?

I have tried to get in touch with Disc Drives Ltd, but it seems that they do not exist anymore. Even the reputable companies here haven't heard of them. The company was based in Kent.

I bought the drive second hand, so I do not know who to turn to.

Please help.

All replies to:
D.Bhabuta@alpha.qmw.ac.uk
vctec@westminster.ac.uk

Thanx everyone,
Danny
=);-)

3286. MDK tar is faulty(maybe)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 13:58:14 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1993Jun14.135814.1142@sol.ctr.columbia.edu>
Source record: 38188
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

A word of warning here.

I've just had an error under minixfs 0.6p4 that fsck couldn't cure
(I ran it several times, and all it did was alter the location as
far as I could see). Anyway, I decided to tar everything to floppies,
run the new minit and untar back from floppy. Tarring went fine...

tar cvMf /a/unix.tar

[Create Verbose Multivol tarFile]

... for multi-volume archives (it just asks
you to put in a new disk when it gets full). So then I minit'd the
disk, and started to re-install...

tar xvMf /a/unix.tar

... which worked great for the 1st floppy.
Then it said "put in vol #2..." and I did, and it said this was out
of sequence. (alarms start ringing). The problem was that tar had
the wrong blocking factor (between the end of the files on vol #1
and the beginning of the files on vol #2 it had missed bytes, so it
couldn't restore the files which traversed volumes. Oh B***er.)
(B***er == Bother, for the humour impaired :-)

So, my advice (if you use tar to back up) is to set the amount that
tar writes to each volume (using the -b option), otherwise you'll lose
stuff.

It's quite an amazing proof of Sod's law, actually. I mean, I didn't
lose anything useless - it was stuff like gcc-cc1p, gcc-cc1, tcsh, ls,
rm, mv etc. Incredible!

I'm writing a newer version of SETUP and INSTALL using Warwick's gem++
library. Hopefully this will sort out the problems GFA was having with
TOS versions less than 1.4... At least, this is my excuse for why I've
not done anything to the MDK for the last month or so...

Simon.

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlim.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3287. help getting MIDI in faster

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 14:25:26 UTC
From: censjg@clust.hw.ac.uk
Message-ID: <1993Jun14.142526.10259@cee.hw.ac.uk>
Source record: 38190
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm writing code to grab midi data and retransmit it on the RS232 port
so I can send/recieve MIDI stuff on my Sun. It works ok as long as the
block of data from the MIDI device is smallish. When I dump all patches
in my MIDI FX, I seem to be loosing some data.

None of this is a surprise. I'm using Turbo C/Bconin/Bconout to talk to
the ports, so I tried prioritising my polling (eg only think about doing
anything else if there's no MIDI data to read) and buffering the MIDI port
in my code (ie made MIDI read a tight loop to grab data & stuff in a buffer)
which helps, but it's still less than ideal. What I really need to do
is either:

a) Increase the hardware buffer associated with the MIDI port
to ~6K (is this possible?)

b) Use assembler routines, preferably interrupt driven, to get
MIDI data and stuff it into a software buffer.

I've done b) before with a lowly Sinclair(Timex?) ZXspectrum and it managed
to keep up with MIDI traffic, I'd like to do the same with the ST.

I need help with how to do this. I would prefer to use C, but could use
assembler though I don't know much about 68000. Can anyone offer help?
Things like "Here's an assembler routine to handle interrupts caused by
MIDI data arriving" get a BIG gold star, though even little things like
references to other code, books, etc are all gratefully received.

Here's hoping....

Simon

Simon Greaves | Janet: censjg@uk.ac.hw.clust
Systems & Comms programmer | Internet: censjg@clust.hw.ac.uk
Computer Centre | Fax: +44 31 451 3261
Heriot-Watt University | Voice: +44 31 451 3265
Edinburgh EH14 4AS |
Uk | "Pretty with hairy legs" --A.Belew

3288. Re: GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 14:31:36 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <740099512.1@cyberhm.royle>
Source record: 38066

On stardate 13.06.93, Greg Comeau entered in the Personal Log:

>> those WA> documents. (see comp.std.c++ for more)
>>
>> What's the traffic like in those groups ? I've considered picking them
GC> Not too bad. Bandwith can get ridiulous at times. I'm referring
GC> to comp.std.c++ though. comp.lang.c++ is much traffic and at many
GC> times has a nut or two wasting everybodies time.

Great... don't you just love it when that happens :-)

GC> The brief rundown is that Comeau C++ 3.0 With Templates is the most
GC> robust, up-to-date, and diversely ported commercial C++ anywhere.
GC> The ST port has been going on for a while and has reached a good
GC> stability port and hence will be released soon (we hope to start
GC> taking order in July).

Am I correct in understanding that it produces 'C' code that must then be
compiled with lattice 5 ?? I thought I saw a reference to this method in one of
your earlier posts... I may be wrong though
<grin>

Also - what benefits does Comeau C++ have over GNU C - taking into
account the price difference :^>

* Origin: CyberHome Fido<==>UseNet Gateway... (Fido 2:255/404)

3289. Re: How do I read the system timer?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 14:43:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.321303@cix.compulink.co.uk>
Source record: 38042

In article <47145B1w165w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (John Perry) writes:
>How can I read the system timer? (Y'know, that timer that only starts
>over when you reset the computer.)
>

The timer is found at address 0x4BA (32 bit).

Ofir ogal@cix.compulink.co.uk

"Anything worth doing is worth overdoing"

3290. New versions of cpp and mit2mot uploaded to a.a

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 15:14:34 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <740070872@amazon.cs.duke.edu>
Source record: 38041

I've corrected some minor bugs in cpp and mit2mot (thanks to Bill Rosenkrantz for pointing out many of the latter), and uploaded cpp v1.0.2 and mit2mot v1.0.1 to atari.archive. Look for them in the Programming/ directory as cpp102.zoo resp. mit2mot101.zoo

The fixes, in a nutshell:

- cpp now interprets its -f and -W options correctly (apparently I broke it just before the first release -- sigh...).

- mit2mot parses string literals correctly, and accepts more GAS-specific extensions to the MIT syntax, including temporary labels, #comments, and labels with .'s at the end. It should now be able to handle the output of gcc -S correctly.

And while we're on the subject of MIT assembler syntax, a few questions arose during my recent work on mit2mot that perhaps someone here can help answer:

- According to the GAS docs, '|' can be used both as an arithmetic operator (presumably bitwise OR) and a comment delimiter. The obvious question is, how does the parser tell the difference?

- There are a few addressing modes (notably the `020-specific ones like `memory indirect postindexed') that mit2mot can't translate, simply because I don't know the appropriate Motorola syntax to generate. If someone could provide me with a pointer there, I'd be much grateful.

And as always, in the event of the unthinkable, bug reports can be sent to this address.

-sbigham
--
Scott Bigham | The opinions expressed above are
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| copied or distributed without a
| Darn Good Reason(tm).

3291. MegaSTE HD problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 16:26:30 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun14.132630.14390@ac.dal.ca>
Source record: 38043

My MegaSTE 4 has been running happily for nearly 2 1/2 years now, but this morning when I switched on the monitor and tried to run Uniterm from the HD, I found I couldn't access the internal hard drive (ST157N). I had left it on Friday with everything except the monitor turned on, and it was still set up in STalker when the monitor came on this morning; so there clearly hadn't been any power interruptions causing a reset.

To continue the story, when I coldboot, the hd light blinks 8 times. I have a list somebody once posted for blinking error codes for some other Seagate drives, which say that 8 blinks means: "The controller is unable to read its own control microcode from the drive".

Does anyone know if this is the case for the ST157N, and much more importantly, what does it signify (in practical terms) for me? i.e. what can be done about it?

Any advice on this problem will be gratefully received. Thanks.

John

3292. No more GESoft TT-RAM board??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 19:11:50 UTC
From: paul@leda.arizona.edu
Message-ID: <1993Jun14.121151.4630@arizona.edu>
Source record: 38044

I've been attempting to purchase a GESoft TT-RAM board, but after talking with a few dealers across the country, and them talking with their suppliers, etc, etc, I'm getting word back that it's no longer available. So what am I to do--the dealers don't seem to have heard of any other brand-name board--so what should I specifically ask for?

thanks.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

3293. Re: a game in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 19:34:03 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun14.193403.3267@mnemosyne.cs.du.edu>
Source record: 38045

> making a game run in a window

IMAO, trying to make a non-trivial game run in a window, especially a game that involves animation, is a silly idea. You're gonna have enough trouble with MultiTOS making your system run so slow that the game will be unplayable as it is, trying to do your animation via VDI calls on top of that will result in something nobody wants to play anyway.

To be MuliTOS friendly, just have a way to suspend play and put up a menu bar that has a 'resume' option, so that the user can suspend play and access other applications. While the game itself is running, do a wind_update(BEG_UPDATE) and wind_update(BEG_MCTRL), then take over the full screen, change video modes if you need to, and let your game run. When the user suspends the game, restore the original video mode, do a form_dial(FMD_FINISH, 0,0,0,0, RECTVALS(&gl_rwdesk)), wind_update(END_UPDATE) and END_MCTRL, then put up your menu bar again.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3294. Re: How do I read the system timer?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 19:37:34 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun14.193734.3418@mnemosyne.cs.du.edu>
Source record: 38046

```
> How do I read the system timer?

If you're programming in C, you can do it like this:

long gettimer(void)
{
return *(long *)0x4BA;
}

int main(void)
{
long thetimer;

thetimer = Supexec(gettimer);
}

The main point being, you have to access the timer in supervisor mode.

--
================================================================================
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
================================================================================
```

3295. Re: Noise interference on my TT's audio RCA outs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-14 20:58:11 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C8Mq90.983@sdf.lonestar.org>
Source record: 38085

Well, the STE is the same way, and I was going to add some shielding but when I opened the case I found the shielding inside could withstand a nuclear blast should the need arrise. It was just full of shieling on top of shielding.

However, the Falcon has its audio section AWAY from the power-suppy and its shielding has been redesigned. I would suggest you get some sort of noise filter for your TT. I have mine running into a an expander and noise gate system on a professional rack system (OK its not FOR the computer, its for my guitar, but they all get hooked together).

3296. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 00:51:07 UTC
From: ersmith@netcom.com
Message-ID: <ersmithC8n118.2s5@netcom.com>
Source record: 38049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C8HMu2.JqH@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>The second problem is that many programs die a horrible death. MiNT tells me
>it encountered an illegal instruction, and I KNOW these programs don't have any
>illegal instructions. Could MiNT itself have gotten some non-68000 instruction
>in the compilation by mistake.

Did you define -DONLY030? If so, your version of MiNT won't work properly
on a 68000.
If not, what version of TOS do you have?

>t also couldn't find prgflags. The only one I have is a GEM version, where do
>I get a TOS version that accepts the same arguments that MiNT's makefile wants
>to send it (I just set the 2 TT flags and the fastload flag)?

It's not all that important: if you don't have a TT, only the fastload
flag will make any difference, and you can set that with the 'setfast'
program that comes with gcc. Or you can set the flags by hand, as you
did. (Indeed it is the 2 TT flags and fastload bit that are being set.)

>If anyone that knows is reading, like ERS, can I get bios device numbers for
>devices by using Fxattr on the files in the U:\dev\ directory?

No. Or at least, not for the purpose you're looking for, namely comparing
U:\DEV\AUX and U:\DEV\MODEM2, because those are very different devices.
AUX is an alias for "whatever handle -2 is pointing at", whereas
MODEM2 is a real BIOS device.

It is often possible to use Bconmap to find out where AUX is pointing
(assuming that it is pointing to a BIOS device and not to a file or pipe).
But are you sure you really need to know this particular information?

>OK, where can I get developer documentation for MiNT/MultiTOS.

Call Atari at +1 408 745 2000 and ask for developer support. If you're
not already a registered developer you'll have to become one.

> I didn't see an Flock in the manual pages, is this in
>MiNT, is it automatic, or it is a flag used in the Fopen mode??

Flock is essentially just another interface to the Fcntl file locking
operations which are described in the MiNT manual.

>Also, I wanted to use Dlock
>to lock serial ports by getting their device numbers as above.

Dlock works only on disk drives. Someday it will be possible to use
the Fcntl file locking mechanism on files in U:\DEV, but that doesn't

work yet.
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

3297. ICD sofware problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 00:58:24 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jun15.005824.3162@mnemosyne.cs.du.edu>
Source record: 38048

I wonder if anyone can help with some problems I'm having with ICD software;
the particular version I'm using is icdboot 6.06 but I've tried earlier versions
too with similar results. This is solely for the benefit of Minixfs.
The problem is using Rwabs with the extra long parameter in physical
mode. On my setup (Seagate ST277N with ICD adapter board) attempting to read
certain physical sectors (all above 0xffff) causes the software to read in
far too many sectors (though at the correct start point) if the cache is on.
With the cache off everything is as would be expected. This means that to use
some of the features of Minixfs pl4+ (e.g. huge partitions) the cache must be
switched permanently off; whereas this doesn't unduly affect minixfs
(particularly pl5 which is under construction) it slows down GEMDOS partitions
enormously.
Another problem relates to the pun_info structure; it appears to be
different for ICD; I've made educated guesses as to what it means but I'd like
something definitive.
Downloading later versions of ICD software from their BBS, here in the
UK would cost a fortune in phone bills so I rely on the versions placed on the
various archives. Also the UK company which supplied my hard disk/software
collapsed a while ago. Email to the ICD address in the docs to 6.06 has yet to
receive a reply.
I'd like Minixfs to work with ICD software since I have used it for some
time; but it appears to be so buggy I'll have to advise potential users to
either leave the cache off permanently or use other software which doesn't
suffer in this way.
Please respond via email if possible to shenson@nyx.cs.du.edu .
Steve.

3298. HSC pl30 MiNTlibs correction

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 02:25:18 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <740111117@amazon.cs.duke.edu>
Source record: 38052
Body handling: Inline uuencoded payload not displayed: dstart_8.o

Sigh. I've just been notified by Randy Hosler (thanks, Randy) that the v1.40-compatible startup file dstart_8.o in mnthlb30.zoo was in fact linked with long symbol names instead of short, rendering it incompatible with v1.40. A corrected version of mnthlb30.zoo will be placed on a.a as soon as I can connect to it; in the meantime, the actual file is small enough that I'm going to risk net.impropriety by posting it here. All other files in this distribution should work as is (and if they don't, you know who to contact). Sorry for the confusion.

-sbigham
--

[Inline uuencoded payload not displayed: dstart_8.o]

--
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3299. Re: Help MiNT 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 02:46:10 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun14214610@kropotkin.gnu.ai.mit.edu>
Source record: 38050

In article <4g74ury00WB7MDW2Bj@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
> I had tried to compile v1.04 a couple of months ago, without
>success. It worked fine this time, though. Just make sure you turn
>off any MultiTOS and 030 switches (if you have an older ST) in the
>makefile and it should work fine.

MiNT 1.04 builds and runs fine on a standard 68000 with no changes to
the makefile.

The -DMULTITOS just turns off some features Atari didn't want, such as
the U:\\DEV\\FASTTEXT device, and the error logging stuff.

Cheers,
entropy

3300. Re: Help MiNT 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 02:54:22 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun14215422@kropotkin.gnu.ai.mit.edu>
Source record: 38051

In article <1993Jun13.134545.7648@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:

>After using MiNT 0.95 for some time, i want to have a more
>recent version.
>I got MiNT 1.04 source, MiNTLiB PL30 and tried to compile
>everything, were i got some errors:
>
>I can't build genmagic.ttp because of some errors in string.h,

What errors? I've received no bug reports about string.h. Could you give more detail?

>i'll try again when i get MiNTINC30.

Never mix and match patchlevels of the library and headers. They come in matched pairs and random combinations are guaranteed to not work.

>I used Turbo C (1.1) to build genmagic without problems.
>
>I can't build asmtrans because of a missing ___main, well,
>gcc242.txt said i should bind a dummy ___main to fix this, which
>i did.
>The same thing with mint.prg.

The MiNTlibs support gcc 2.4.2 as of PL 31, which is available as SOURCE CODE ONLY on atari.archive. PL 32 will be out tuesday or wednesday and will have binaries with it.

>After that, i copied everything to my auto folder, moved mint.prg to
>mintnp.prg and rebooted.
>
>MiNT came up with copyright message saying it is a multitos kernel,
>which it isn't, because i commented -dmutitos. After that
>nothing happens (I asume MiNT is looking for multitos).

MiNT is probably very, very crashed at this point, due to the fact that PL 30 of the mintlibs do not support GCC 2.4.2.

Cheers,
entropy

3301. Cleveland Free-Net Atari SIG needs Programming/Developing SysOp

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 03:24:00 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <1vjfch$4vq@usenet.INS.CWRU.Edu>
Source record: 38057

The Cleveland Free-Net Atari SIG is in need of a 16/32-bit computers Programming/Developing SysOp.

This is a volunteer position. If you enjoy programming and hardware hacking with the ST,TT,Falcon030, etc. then this position would be great for you.

There is a Programming/Developing Forum within the 16/32-Bit Computers Forum on the Cleveland Free-Net Atari SIG. But, the Atari SIG is in need of someone to take it over and do something positive with it.

The qualifications are:

Must know some programming languages.
Must understand the inner workings of the Atari ST computer.

Must have time (at least 6 hours a week).

Must not give-up. If the Programming/Developing Forum is a little slow, many people would just give up on it. You cannot. Eventually if you work at it, it will be a great place for all programmers and hardware hackers.

Must enjoy conversing with other people.

Must have patience. There will be many Atari owners that are just learning about their computers. Some of the questions asked may be trivial, but the only way that they will be able to learn is by asking.

Must have dedication. We are looking for someone that will be around for the long-term (longer than 6 months).

If you are interested, your main duties will be to get the Programming/Developing Forum going. We would eventually like to see a FAQ list, source code library, etc.

Maybe _YOU_ can help get a place started where programmers and developers can meet, discuss things, and obtain information from.

Contact the Atari SIG (xx004@cleveland.freenet.edu).

We would prefer that you already have an ID on Free-Net.

Also, if you know programming, but not developing, or vice-versa, please reply as well. We might be willing to have TWO SysOps.

Thanks.

Sincerely,

Len Stys

3302. Wanted info on 68030 accelerators for the Atari ST and Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 06:21:00 UTC
From: d91jn@efd.lth.se
Message-ID: <1vjpoc$ome@nic.lth.se>
Source record: 38053

What 030 accelerators are available for the Atari STE/Mega ST and can someone g
ive me the fax-numbers for the various companies that makes them?

--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3303. Bconin(3) + MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 08:23:26 UTC
From: huber@cs.tu-berlin.de
Message-ID: <HUBER.93Jun15102323@gundula.cs.tu-berlin.de>
Source record: 38054

Hi,
does anybody know why MultiTOS(V1.04) crashs down by calling BCONIN(3)?
Former versions didn't !

Bye Michael

3304. .o file conversion (GST,DRI) <=> UNIX/GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 08:33:55 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13672@hardy.rl.ac.uk>
Source record: 38055

Are there any tools out there to convert between object file formats?
I'm trying to compile a program that's part ANSI C and part 68k asm (moto syntax)
using GCC & Devpak but GCC only supports UNIX object files while Devpak only supports
DRI and GST object files. And of couse GAS uses MIT syntax and isn't really
suitable for handcoded asm anyway. Any ideas most welcome.

Steven

3305. Re: a game in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 10:01:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13903@uqcspe.cs.uq.oz.au>
Source record: 38056

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> > making a game run in a window

>IMAO, trying to make a non-trivial game run in a window, especially a
^^^^^^^^^^^^^^^^
>game that involves animation, is a silly idea.

AHEM! Make that "a real-time game" - GEM NetHack runs in a window! (3 actually)
then I absolutely agree with everything you said. Real-time applications
suffer enormously in an windowing environment (ever seen how flickery X11
games run - especially on slower screens?).

Of course, this doesn't mean games cannot be MTOS friendly to a degree.
For example, in McMinos (recently uploaded to a.a - works on my ST but
not my TT), they have a "Desktop" button which brings up the desktop from
which McMinos was run. This allows the user to leave McMinos in memory
and run other applications. It may or may not multitask though - I can't
test that, because that would require MTOS.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are GNUish = Free |
_____ v ____ Brisbane, Australia. ______ |_/ || _| ___________________________|

3306. Re: Help MiNT 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 10:20:59 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <Mg7O_=a00WB70bxtMI@andrew.cmu.edu>
Source record: 38058

Hmm... it wouldn't compile right for me until I fixed the makefile.
It would always crash when I tried to execute it. I fixed the file, and
now it works fine.

3307. Re: Wanted info on 68030 accelerators for the Atari ST and Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 10:23:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.326272@cix.compulink.co.uk>
Source record: 38061

In article <1vjpoc$ome@nic.lth.se>, d91jn@efd.lth.se (Jerker Nilsson) writes:
>What 030 accelerators are available for the Atari STE/Mega ST and can someone g
>ive me the fax-numbers for the various companies that makes them?
>
>
In the UK there is the Turbo030 and Tiny Turbo both available from
Systems Solutions - tel: +44 81 693 3355.

Ofir ogal@cix.compulink.co.uk

Working on a new sig...

3308. Capture printing output of Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 10:56:26 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1993Jun15.115627.131401@mswe.dnet.ms.philips.nl>
Source record: 37903

Hello,

I am looking for a utility that captures Calamus printer output and
redirects it to a file. In that way it is possible to create printable
documents at home and print it anywhere where a laserprinter is located.

Does anybody allready have this programm or can anybody give me a
direction for writing my own? Any help is welcome. (HP laserjet IV is
really nice!)

Thanx

Greetings from the Netherlands,
Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

3309. Re: Resetting an Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 11:50:16 UTC
From: hopha@nmr.kun.nl
Message-ID: <9306151244.AA02629@nmrsun1.nmr.kun.nl>
Source record: 38060

In <1993Jun8.145641.1800@st-andrews.ac.uk> Giles M.W. Guthrie writes:
> Does anyone know how to perform a **soft** reset in a C program? ...

Resetting an 68000: the address of the reset routine (the one that
runs when you reset the computer) is stored at address 4.
In assembly the code would look like this:
move.l 4,a0 ; load the address of the reset routine
jmp (a0) ; and jump into it
Some C compilers allow you to put assembly instructions directly into the
C source, but address 4 is in a protected part of the memory.
Here is a little routine that should work with all C compilers.

```
void do_reset(void)
{
unsigned int resetcode[3] = {0x2078, 0x0004, 0x4ED0};
/* These are the assembly instructions above */
(void)xbios(38, (long)resetcode);
/* (void)Supexec((long)resetcode); might also work */
}
```

This routine performs a soft reset.
A hard reset is performed when you wipe out "memvalid" ($420).
The assembly instruction would be: clr.l $420
In the C routine, alter resetcode to the following:
unsigned int resetcode[5] = {0x42B8, 0x0420, 0x2078, 0x0004, 0x4ED0 };
This performs a hard reset.

- Hans

Hans Hoppe (currently at:) + "In the beginning the Universe was created.
Dep. of Biophysical Chemistry + This has made a lot of people very angry and
University of Nijmegen (NL) + been widely regarded as a bad move." -D.Adams

3310. Re: 680X0 Linux -- Why not BSD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 12:42:48 UTC
From: bcballi@cs.vu.nl
Message-ID: <C8nxzD.yo@cs.vu.nl>
Source record: 38062

martini@heaven7.in-berlin.de (Martin P. Ibert) writes:

>If you port Linux, you get Linux: That means: small, fast, good-looking and
>not a byte of USL code in it!
I hope you are joking...
small --> ever heard of GNU?
fast ---> with the right machine everything is fast. I run linux on a 486DX33
that is about it, you don't want to get slower or with less memory
than 8 Mbyte.
good-looking ---> this rather depends how much a BSD/POSOX/SYSV maniac you
are. There are those who like BSD (I dunno, I never used it).
not a byte of USL code in it! ---> well that is the one, the only, and
the best reason....

BTW, I like Linux, don't get me wrong. But it isn't the best thing since....
you know what.

De Mazzel,

Gerco (bcballi@cs.vu.nl)

3311. Wanted: Infos about Medusa Boards

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 13:04:01 UTC
From: IFF212@DJUKFA11.BITNET
Message-ID: <93166.150601IFF212@DJUKFA11.BITNET>
Source record: 38064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there!

Is there anybody out there who has experiences with the 68040 boards
from Medusa Computer System (CH-8610 Uster) ?

Any Information is appreciated, either here or by email !!

Thankx a lot

Markus Wollgarten

IFF212@DJUKFA11.BITNET or

wollo@iffh01.dnet.kfa-juelich.de

3312. Re: How do I send keyboard messages with appl_write()???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 13:19:48 UTC
From: hopha@nmr.kun.nl
Message-ID: <9306151413.AA02676@nmrsun1.nmr.kun.nl>
Source record: 38063

```
In a previous article <marco@sys6626.bison.mb.ca> (John Perry) writes:
> I want to send a keyboard event message using the appl_write() function.
> Is this possible?

No, it isn't. You might want to try appl_tplay(), though.
Here's an expample in C.

/* Assuming appl_init() and other stuff */
char buf[8];

buf[0]=buf[1]=buf[2]=0;
buf[3]=3; /* 0=timer, 1=mouse-button, 2=mouse-move, 3=keyboard */
buf[4]=scancode; /* Put the scancode you want to send here */
buf[5]=ascii; /* Put the ASCII code you want to send here */
buf[6]=0;
buf[7]=kbstat; /* RShift=1, LShift=2, Ctrl=4, Alt=8 */
appl_tplay(buf,1,100);

Note. This only sends a keyboard EVENT. It is not put in the keyboard
buffer (you can't get the key with Gemdos/Bios functions).

- Hans
------------------------------------------------------------------------------
Hans Hoppe (currently at:) + "In the beginning the Universe was created.
Dep. of Biophysical Chemistry + This has made a lot of people very angry and
University of Nijmegen (NL) + been widely regarded as a bad move." -D.Adams
```

3313. Re: Resetting an Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 13:24:40 UTC
From: eliot@dcs.qmw.ac.uk
Message-ID: <C8nzx5.DnC@dcs.qmw.ac.uk>
Source record: 38065

```
In <9306151244.AA02629@nmrsun1.nmr.kun.nl> hopha@nmr.kun.nl (hans hoppe) writes:
>In <1993Jun8.145641.1800@st-andrews.ac.uk> Giles M.W. Guthrie writes:
>> Does anyone know how to perform a **soft** reset in a C program? ...

>Resetting an 68000: the address of the reset routine (the one that
>runs when you reset the computer) is stored at address 4.
>In assembly the code would look like this:
> move.l 4,a0 ; load the address of the reset routine
> jmp (a0) ; and jump into it
C will allow you to case an integer to a pointer, so no assembler is needed:

(*(void (*)() 4))();

This casts 4 to a pointer to a void function taking no arguments
(void (*)() 4))
and
(* ...)()
de-references the pointer and calls it.

So a nice declaration would be

#define reset (*(void (*)() 4)

and you can write
reset();

>A hard reset is performed when you wipe out "memvalid" ($420).
>The assembly instruction would be: clr.l $420
>In the C routine, alter resetcode to the following:
> unsigned int resetcode[5] = {0x42B8, 0x0420, 0x2078, 0x0004, 0x4ED0 };
>This performs a hard reset.

Further you can cast an integer to a pointer to something; so

*((long *)0x420) = 0;

or
#define memvalid (*((long *)0x420))

memvalid = 0;
reset();

--
Eliot Miranda, Lecturer email: eliot@dcs.qmw.ac.uk
Department of Computer Science ARPA: eliot%dcs.qmw.ac.uk@nsf.ac.uk
Queen Mary Westfield College Tel: 071 975 5229 (+44 71 975 5229)
Mile End Road, LONDON E1 4NS Fax: 081 980 6533 (+44 81 980 6533)
```

3314. WANTED: Falcon Accellerator Board

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 15:49:11 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C8o6M0.n3F@newcastle.ac.uk>
Source record: 38067

Can anyone give me some info on the GESoft accellerator for the Falcon ?
I'm about to embark on some sweeping upgrades to my Falcon & this should be
one of them......

Replies by email, telephone, pen, internet news to c.s.a.s.t, by word of mouth or
by shouting 'real loud'.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3315. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 17:15:17 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun15.171517.9258@mnemosyne.cs.du.edu>
Source record: 38068

> No, the 68030 is executing always one instruction per cpu cycle.

Well, not exactly. There are many instructions that take more than one cycle to execute under even the most ideal conditions. (MUL and DIV for example.)

Also, there is a lot of overlap in instruction processing due to the pipelining. While the cpu is executing the curent instruction, say an ADD, it can also be doing effective address calculations for the source operand of the next instruction. It's a matter of semantics, but I think it's fair to say this constitutes executing more than one instruction at a time, in all but the most formal sense.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3316. Re: How do I send keyboard messages with appl_write()???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 17:19:28 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jun15101928@hpbbrn.bbn.hp.com>
Source record: 38076

You can't. appl_write() will only send MESSAGE events, and KEYBD events aren't messages. Sad but true.

Bye,
Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3317. Re: Resetting an Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 17:23:46 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun15.172346.9575@mnemosyne.cs.du.edu>
Source record: 38069

```
> [C code to rest machine]

It can be even easier than that asm-code-in-an-array stuff. For an ANSI
compiler, code like this should do it:

void do_reset(void)
{
long (*reset)(void) = 0x0004;
Supexec(reset);
}

For a non-ANSI compiler, just declare long (*reset)() = 0x0004; instead.
If you're really a minimalist, do it like this:

Supexec((long (*)(void))0x0004);

For a non-ANSI compiler, the extreme minimalist version is simply:

Supexec(4L);

Which you've got to admit is pretty short and simple. :-)

--
================================================================================
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
================================================================================
```

3318. Re: .o file conversion (GST,DRI) <=> UNIX/GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 17:34:49 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun15.173449.10065@mnemosyne.cs.du.edu>
Source record: 38070

> [DRI/GST/Unix object format, MIT/Motorola assembler syntax, getting them
> to work together]

The new version of the JAS assembler from the HSC compiler package can read Motorola-syntax assembler and emit either DRI, GST, or Unix a.out type object modules. This is part of the HSC 2.0 package, which is currently in beta testing, but I can email you just the new JAS if you're interested in trying it to see if it solves your problems.

The major limitations in JAS are that it supports *only* 68000 instructions and addressing modes; no 680x0 stuff and no 6888x stuff. And no macros. Email me if you're interested.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3319. What's the best way for an ACC to wait in the background?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 17:41:51 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <gw375B1w165w@sys6626.bison.mb.ca>
Source record: 38073

I have an ACC which I want to wait in the background for a certain amount of time, and then perform a function. What's the best way to have it come out of the background after this specified period of time?

I had thought I would just have it check to see if the correct amount of time had elapsed after every keyboard event, or something like that, but the ACC seems to only get an event message when it is selected from the Desk menu.

Thanks in advance.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

3320. Re: Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 18:52:11 UTC
From: wabe@ukc.ac.uk
Message-ID: <4862@eagle.ukc.ac.uk>
Source record: 38071

In article <1993Jun12.173626.13317@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
>>> PATH=C:\USR\BIN\;C:\BIN\;C:\LC\BIN\
>
>> I was intrigued when I read this - I thought this is a new trick with
>> GULAM that I'd been unaware of. But when I redefined the PATH in my
>> GULAM.G file in the way suggested above GULAM would not accept the PATH
>> etc. etc.
>
> Ooops. I guess I should have mentioned I don't use Gulam. What I
>showed is the PATH= variable as I use it with GEMENV. (And, as it
>appears in the environment passed to spawned programs.)
>
But you _are_ right as I learned from a communication from jean-marc zucconi (jzucconi@nyx.cs.du.edu). The key thing is to set this (AES) PATH up at boot-time (there is a tiny AUTO-folder utility ENVIRON.PRG that does this task admirably).

Then when you enter the GULAM shell you set the (GULAM) PATH as normal (NO semicolons etc. here). The point is that when you execute a GEM program with (for example)

gem DEGELITE

then DEGELITE.PRG will look for DEGELITE.RSC in the directories listed in the (AES) PATH you pre-defined at boot-time.

Hence, there is now NO NEED to pushd to the directory of the GEM program (unless it is desirable to do so for other reasons). And, of course, it also makes sense to put all your .RSC files into a common directory such as D:\RSC\ and be sure to include this in your (AES) PATH.

I've been using GULAM for years - and I'm very glad to have learnt this - it will certainly change the way I access GEM programs that have RSC files. Of course - the best-written GEM progs have their Resources built-in and this question does not come up for them.

Hope this is useful to the originator of this debate,
W. Alan B. Evans

3321. Re: Resetting an Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 19:23:54 UTC
From: wabe@ukc.ac.uk
Message-ID: <4863@eagle.ukc.ac.uk>
Source record: 38072

In article <1993Jun15.172346.9575@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> [C code to reset machine]
>If you're really a minimalist, do it like this:
>
> For a non-ANSI compiler, the extreme minimalist version is simply:
>
> Supexec(4L);
>
This will not work for it will try to execute a (nonexistent) routine begining at 0x4L - instead of begining at the VECTOR that resides at address 0x4L. However, the (minimal?) line

```
Supexec(*(long *)0x4L);
```

will work on Mark Williams C (which I guess these days is called a Non-ANSI Compiler though in Version 3.0.9 (the last) they did make an effort to conform with some ANSI conventions - presumably those they agreed with!!) and (of course!) Sozobon C (is it fully ANSI these days?).

This is for a warm boot ONLY. If you wish to cold boot, you must first enter Supervisor mode to _firstly_ put MEMVALID ((*(long *)0x420L)) to zero. i.e. something like

```
#include <osbind.h>
#define MEMVALID (*(long *)0x420L)

long lo;
lo = Super(0L);
/* Next line is ONLY needed if you want a COLD reset */
MEMVALID= 0L;
Supexec(*(long *)0x4L);
/* You should not get this far - but, in case, */
Super(lo);
```

Cheers,
W. Alan B. Evans

3322. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 20:43:54 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jun15.204354.18176@mnemosyne.cs.du.edu>
Source record: 38074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <C8HMu2.JqH@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>I've compiled MiNT 1.04 but the MINIX.XFS crashes my system now. How can I fix it? I've tried to recompile MINIX.XFS but GCC gives about a thousand warnings
>and then gives up and tells me Error 1. If anyone has a version of MINIX.XFS
>that actually works with MiNT 1.04 then please E-Mail it to me. My address is
>evanlang@sdf.lonestar.org
I take it this is v0.55 minixfs. Try 0.60 pl2 on atari.archive as mfs602b1.zoo
(binaries only) or compile up 0.60 pl4. Be warned though these are pre-alpha.
Steve.

3323. Re: a game in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-15 21:49:46 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C8onAz.2Hr@sdf.lonestar.org>
Source record: 38086

NO!! Don't use Setscreen. The BEST way is to use the VDI routines but probably isn't gonna work for an action game, so you'll have to make an assumption on how screen memory is laid out based on what you know of the machine and how is returned in the VDI work_out array.

Then you malloc() the memory you need for your images and write into the blocks and make MFDB headers for them so you can use vro_cpyfm() to actually move this data into the window (while walking the rectangles).

If this sounds hard or confusing, well, it is. The best way is to make a small window on the screen with a close box and full box. Inside you just put the name and copywrite info for your game and use the VDI to write that data. The close box ends your game. The full box is used to get out of the windowed "pause mode" and into the game. When the full box is pressed, call wind_update() to stop GEM from writing to the screen then do your Setscreen() hacks to get the game running. This is better because Setscreen will put you in a resolution your game can deal with instead of trying to deal with the resolution GEM is in. Provide a "pause" feature to return to the window mode and don't steal too many vectors (if you steal any at all, be VERY careful and restore them before back to the window - you then release wind_update() so GEM can let the user play with the other windows.

This is likely a MUCH better method.

T

3324. Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 00:59:22 UTC
From: hoga0006@student.tc.umn.edu
Message-ID: <C8owB6.Bv1@news2.cis.umn.edu>
Source record: 38075

Hello,

I left a note earlier about Multisync monitors. I found what might work, but I want some input from others, if you have one, or know about it. I can get a NEC 2A for $349. Will this work for me?? Otherwise, what others brands and models might I look at. I have tried calling many companies, and none of them say that there monitors work on the Atari. Please help me out here, thanks a lot.

Joe Hogan

3325. Re: What's the best way for an ACC to wait in the background?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 08:30:54 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.740219454@echo>
Source record: 38077

marco@sys6626.bison.mb.ca (John Perry) writes:

>I have an ACC which I want to wait in the background for a certain amount
>of time, and then perform a function. What's the best way to have it come
>out of the background after this specified period of time?

the GEM function evnt_timer will do this for you.
evnt_timer returns when the amount of time has run out.
I have programmed this in an ACC-Clock that prints the actual time, every
second in the right corner of the desktop.
but this will only work correctly with no ACC-extender loaded.

Bye Wolfgang

3326. Re: What's the best way for an ACC to wait in the background?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 09:46:59 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <740224019.2674@minster.york.ac.uk>
Source record: 37993

In article <gw375B1w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:
>I have an ACC which I want to wait in the background for a certain amount
>of time, and then perform a function. What's the best way to have it come
>out of the background after this specified period of time?

Wait for a timer event using evnt_multi -- you specify the time to wait in milliseconds. You're not guaranteed to be scheduled *exactly* when the delay expires, but this is still the easiest method.

> * John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
> * INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

3327. Re: Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 10:21:04 UTC
From: garethh@dogmatix.inmos.co.uk
Message-ID: <1993Jun16.102104.748@titan.inmos.co.uk>
Source record: 38079

In article <C8owB6.Bv1@news2.cis.umn.edu>, hoga0006@student.tc.umn.edu (James A Hogan-1) writes:

|>
|> Hello,
|>
|> I left a note earlier about Multisync monitors. I found what might work,
|> but I want some input from others, if you have one, or know about it. I
|> can get a NEC 2A for $349. Will this work for me?? Otherwise, what
|> others brands and models might I look at. I have tried calling many
|> companies, and none of them say that there monitors work on the Atari.
|> Please help me out here, thanks a lot.
|>
|> Joe Hogan
|>

With the multisync monitors all I think (I'm not certain on this) you need is scan rate of 15kHz and about 22kHz for high res. I've got a NEC xl multisync 19' monitor which will only work in high res mode on my STe , the reason is that the XL minimium scan rate is 20kHz.I think the smaller NEC monitors can got down to lower scan rates.

Gareth.

3328. Re: WANTED: Falcon Accellerator Board

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 10:28:48 UTC
From: mebeb@liverpool.ac.uk
Message-ID: <C8pMG1.Dou@liverpool.ac.uk>
Source record: 38078

In article <C8o6M0.n3F@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
> Can anyone give me some info on the GESoft accellerator for the Falcon ?
> I'm about to embark on some sweeping upgrades to my Falcon & this should be
> one of them......
>
> Replies by email, telephone, pen, internet news to c.s.a.s.t, by word of mouth or
> by shouting 'real loud'.
>
By internet please, as I'd like to hear about it too.

Kev

> Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
> BAe Space Systems || Phone : (UK) 091 2737650
> Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
> -----------------/__\---
> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
>
>
>

Kevin O'Donovan kebab@cix.compulink.co.uk
mebeb@uxb.liverpool.ac.uk

3329. Re: GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 11:24:20 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.740229712@rw8.urc.tue.nl>
Source record: 38080

comeau@csanta.attmail.com (Greg Comeau) writes:

>Look at my .signature ;-}, or as I'm here, you can ask here.

Thanks for the invitation. Probably like many others that are on tight budgets. How much will Comeau C++ cost? Any chance of student discounts ;-)?

And how much does it rely on Lattice C specifics. Can it be used with another C compiler?

Erlend.

3330. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 11:33:10 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.740230222@rw8.urc.tue.nl>
Source record: 38081

Nick.Hard@f0.n8685.z86.toadnet.org (Nick Hard) writes:

>I placed an article that compares the 2 machines here.. I am sure you will
>find it.

But you only mentioned indirectly that only the Falcon has memory
protection. So it is the only one that will multitask reliably.

No flames intended.

Erlend.

3331. Re: What's the best way for an ACC to wait in the background?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 13:24:18 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.740236831@rw8.urc.tue.nl>
Source record: 38082

wz@echo.chem.tu-berlin.de (Wolfgang Zweygart) writes:

>marco@sys6626.bison.mb.ca (John Perry) writes:

>>I have an ACC which I want to wait in the background for a certain amount
>>of time, and then perform a function. What's the best way to have it come
>>out of the background after this specified period of time?

>the GEM function evnt_timer will do this for you.
>evnt_timer returns when the amount of time has run out.
>I have programmed this in an ACC-Clock that prints the actual time, every
>second in the right corner of the desktop.
>but this will only work correctly with no ACC-extender loaded.

But isn't it necessary to do an evnt_multi to catch the AC_OPEN and
AC_CLOSE events too?
Oh and by the way I would like to thank all people that explained to me
how to use ACC's and RSC's. My idea was to have an Extend-O-Clock. It
would just load different backdrops for it Clock window upon receiving
a Change_backdrop message from the selector application. I might
program it for MultiTOS one day, but at the moment I can only use the
program from the normal desktop. If I use Teradesk it will come once,
but won't return after I have closed it. Pretty strange uh? Seems that
the internal resource got deallocated or something.

Erlend.

3332. Re: GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 14:48:05 UTC
From: comeau@csanta.attmail.com
Message-ID: <C8pyG6.9G8@well.sf.ca.us>
Source record: 38083

In article <740099512.1@cyberhm.royle> Steve.Caple@cyberhm.royle.org (Steve Caple) writes:
>On stardate 13.06.93, Greg Comeau entered in the Personal Log:
>
> >> those WA> documents. (see comp.std.c++ for more)
> >>
> >> What's the traffic like in those groups ? I've considered picking them
> GC> Not too bad. Bandwith can get ridiulous at times. I'm referring
> GC> to comp.std.c++ though. comp.lang.c++ is much traffic and at many
> GC> times has a nut or two wasting everybodies time.
>

No.

>Great... don't you just love it when that happens :-)
>
> GC> The brief rundown is that Comeau C++ 3.0 With Templates is the most
> GC> robust, up-to-date, and diversely ported commercial C++ anywhere.
> GC> The ST port has been going on for a while and has reached a good
> GC> stability port and hence will be released soon (we hope to start
> GC> taking order in July).
>
>Am I correct in understanding that it produces 'C' code that must then be
>compiled with lattice 5 ?? I thought I saw a reference to this method in one of
>your earlier posts... I may be wrong though

Yes, correct. It currently needs a backend in order to produce
native object code. The back end "is not expected to do anything else"
because we have already done syntax and error checking, etc.
The first official backend will be Lattice. Others will follow
as they are capable.

> Also - what benefits does Comeau C++ have over GNU C - taking into
>account the price difference :^>

Well, for starters, I can at least semi-validly argue that there is no
price difference... at least not the one you are thinging of ;-) in all cases.
Second, I mention some others above: robust, up-to-date, multi-platformed.
There is free shipping and handling (domestically). Free technical support
(amongst a plethora of electronic mechanisms (including our BIX vendor
support conference).

One must note that as every C++ vendor is targeting AT&T USL cfront 3.0
specification and implementation, that we literally are cfront 3.0 (we
are source code licensees).

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

3333. Re: GNU C++ or others??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 14:55:22 UTC
From: comeau@csanta.attmail.com
Message-ID: <C8pysC.9so@well.sf.ca.us>
Source record: 38084

In article <wmtwen.740229712@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Thanks for the invitation. Probably like many others that are on tight
>budgets. How much will Comeau C++ cost? Any chance of student discounts
>;-)?

The cost of Comeau C++ 3.0 With Templates for the Atari will be $250.
Re student discounts, I am sorry to say that the only way for us to do
that is to raise our price and leave the $250 as the student price.
(Being that Comeau C++ is licensed from AT&T USL C++, we've got a
bunch of license fees and royalties to accomodate, and at $250,
little is left to discount on).

Many of the Amiga details are similar to the Atari details, does it make
sense for me to post those details?

>And how much does it rely on Lattice C specifics. Can it be used with
>another C compiler?

The initial release will only have official support for Lattice C.
Other back ends will officially be added as time goes on. Folks
may find they can use the other back ends themselves, but we needed
to start from somewhere.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

3334. Re: a game in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 15:04:03 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun16.150403.25323@cs.ruu.nl>
Source record: 38087

In <63342@aurs01.UUCP> klassa@aurs01.UUCP (John M. Klassa) writes:

>Hi Everybody-
>
>So, the question is something like this -- say I wanted to write a game
>that runs "in a window." To do the animation, I pretty much have to use
>the Setscreen() hack (no?). How does one accomplish this?

One does not. I suppose the idea (if any) is that the high-end machines
will be fast enough to
do graphics without the Setscreen() hack. Very simple examples even work on
an 8 mhz machine (sprites such as the mouse which are done during vblank).
Unfortunately, that's a privilege of the AES, because as far as I know
you're not allowed to use GEM calls during Vblank time (but I'm not sure
about this), and it should be clear that you must use GEM functions for
all your graphics (this is part of what "in a window" means).

Maybe the statement ``Games should run in a window'' should be interpreted
as: ``the only good game is chess'' or similar.

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

3335. Re: a game in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 15:07:18 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun16.150718.25499@cs.ruu.nl>
Source record: 38088

In <1993Jun14.193403.3267@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> > making a game run in a window
>
> IMAO, trying to make a non-trivial game run in a window, especially a
>game that involves animation, is a silly idea. You're gonna have enough
>trouble with MultiTOS making your system run so slow that the game will be
>unplayable as it is, trying to do your animation via VDI calls on top of
>that will result in something nobody wants to play anyway.
>
> To be MuliTOS friendly, just have a way to suspend play and put up a menu
>bar that has a 'resume' option, so that the user can suspend play and
>access other applications. While the game itself is running, do a
>wind_update(BEG_UPDATE) and wind_update(BEG_MCTRL), then take over the
>full screen, change video modes if you need to, and let your game run.
>When the user suspends the game, restore the original video mode, do a
>form_dial(FMD_FINISH, 0,0,0,0, RECTVALS(&gl_rwdesk)),
>wind_update(END_UPDATE) and END_MCTRL, then put up your menu bar again.

This doesn't solve the problem that other applications slow down the system.
As long as they don't use the GEM screen (they could be running on a terminal)
they are free to take up 90% of the processor time. I think it should be
accepted that on a multitasking box playing games means shutting down most
of the applications running. But then again doesn't Xtetris usually run
fine? OK, it's a simple game, but it's got ``animation''.

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht --
Netherland -- ZFC Computing, (same phone)

3336. ST sound...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 15:36:22 UTC
From: lancer@starbird.WPI.EDU
Message-ID: <LANCER.93Jun16153622@starbird.WPI.EDU>
Source record: 37994

I gather that the ST uses a Yamaha sound chip. Can anyone tell me more about this? Apparently it produces 3-channel sound which is mixed down to one channel for the monitor speaker. This leads me to wonder how difficult it would be to separate those channels into a stereo pair and leave the third (or maybe the mix) to go to the monitor for keyclicks or warning beeps...

How easy would it be to do this? Can I just find the correct trace and solder on a wire to carry out two of the channels? Would they be standard line level? Am I hoping for too much? Do these three channels really contain separate information at all or are they just redundant?

Also, can someone tell me more about the Tweety board? I have heard it is an add-on which gives an ST stereo sound. Was it a commercial product or just a modification similar to what I suggested above?

Please post or email... Thanks!

.s.
--
- lancer@wpi.wpi.edu - - "What you did does not make sense!" -
- "It does not have to! It just has to get noticed. -
- They have to be made to understand: Oppressing people costs!" -

3337. Re: Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 15:40:58 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Jun16.154058.19794@Informatik.TU-Muenchen.DE>
Source record: 38089

In article <1993Jun16.102104.748@titan.inmos.co.uk>, garethh@dogmatix.inmos.co.uk (Gareth Husbands) writes:
|> |> I left a note earlier about Multisync monitors. I found what might work,
|> |> but I want some input from others, if you have one, or know about it. I
|> |> can get a NEC 2A for $349. Will this work for me?? Otherwise, what
|> |> others brands and models might I look at. I have tried calling many
|> |> companies, and none of them say that there monitors work on the Atari.
|> |> Please help me out here, thanks a lot.
|> |> Joe Hogan
|> With the multisync monitors all I think (I'm not certain on this) you
|> need is scan rate of 15kHz and about 22kHz for high res. I've got a
|> NEC xl multisync 19' monitor which will only work in high res mode on my
|> STe , the reason is that the XL minimium scan rate is 20kHz.I think the
|> smaller NEC monitors can got down to lower scan rates.

The NEC2A isn't suitable for an ST/E. You might use it with the TT or Falcon030. But if you want to upgrade to a Screen-Enhancer (Screen-Wonder [might be dead], Screen-Blaster or BlowUP030) you should get a very good SVGA or better a multiscan with a variable frequency of 30-50kHz (even better if the range is wider).

Jackintosh
--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS
==========

3338. Re: Resetting an Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 16:49:04 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun16.164904.19746@mnemosyne.cs.du.edu>
Source record: 38090

> Supexec(4L)
> This won't work.

Um. Yeah.

Sometimes I'm so stupid I amaze even myself.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3339. Re: a game in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 17:09:43 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun16.170943.20326@mnemosyne.cs.du.edu>
Source record: 37991

>> [my comments on making a game run fullscreen in an MTOS-friendly way]
> This doesn't solve the problem that other applications slow the system down.

Perhaps you missed a line in my posting: "You're gonna have enough trouble with MultiTOS making your system run so slow that the game will be unplayable as it is..."

I didn't make a big deal of the issue, just that one line. That's because y'all would soon tire of hearing me flame MultiTOS on this point. (Some of you surely have reached that point already.)

If there's a way, a good way, to solve this problem, I don't know what it is. You can run your program in supervisor mode, preventing MTOS from giving cycles to other tasks. That DOESN'T qualify as a 'good' way to me.

Eric Smith (and the rest of Atari), if you're listening:

MultiTOS NEEDS A WAY FOR AN APPLICATION TO HOG THE MACHINE!

I picture an appl_exclusive() call with a TRUE/FALSE parm. When you call it with TRUE, that tells MTOS that you are entering a real-time piece of code that needs the machine all to itself until further notice, and that might be a good long time.

There are some who might say that programs that want to do this aren't being good citizens of the multitasking world. Well, if you don't like programs that do that, you don't have to run them. On the other hand, there are some programs that can, by their very nature, only work properly in such a mode. If a user feels compelled to use such programs, then right now that user has to constantly reboot, without MTOS to use some programs, then with MTOS to use other programs. It won't be long before such users realize that with all the rebooting MTOS isn't doing them much good at all, and they'll just punt it.

Cyber Paint is a good example of such a real-time program. When I run it under MTOS, and it is the only application running, it runs too slow to be usable. When you're drawing, you can drag the mouse around as if to paint a circle. What you get is a thing like a stop sign, because MTOS is stealing so many cycles that Cyber Paint can't track the mouse smoothly. Animation playback is a joke under MTOS. And, the palette changes that Cyber Paint does on the fly when the menus are up doesn't work at all; MTOS steals way too many cycles for hblank processing to get the palette changes done in the time-critical way it needs.

Full-screen animation painting and playback is not the sort of thing that lends itself to running in-a-window using only VDI calls. I've done everything I can to make the program work well under MTOS, and still MTOS

gets in the way so much that the program is unusable.

JUST GIVE US A WAY! Let us inform MTOS that we're taking over the machine, going fullscreen, locking out GEM events with wind_update(), and until further notice, no time slicing or dispatching of other tasks is to happen. You give us this, and in return we'll give you our side of the compromise: our full-screen machine-hogging applications will provide the user with a way to suspend the fullscreen nature of the program, then we'll restore the screen resolution, put up a GEM menu bar, and let the user access other applications while we're suspended.

This way, the users get the best of both worlds: they can use real-time software such as games and animation programs that require realtime response, and they can also use applications that lend themselves to windowed operations. And they'll be able to do it with constantly loading and unloading multitos.

--
==========
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==========

3340. Re: Gulam question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 17:15:30 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun16.171530.20744@mnemosyne.cs.du.edu>
Source record: 37992

```
>> PATH= for GEM programs
> Use ENIRON.PRG in the auto folder

I'd like to suggest that you consider GEMENV.PRG rather than ENVIRON.
The main thing it has going for it is that it has a builtin GEM editor to
change the env var values, and you can change them at any time, even when
the system is running. (When run from the auto folder, it installs itself
as resident, using under 1k of memory. When run later, it brings up the
editor dialog.)

Look for GEMENV11.LZH at a.a (in the Programming directory, I think).

--
================================================================================
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
================================================================================
```

3341. 50 Hz monitor glitch

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 17:40:13 UTC
From: vicb@clark.edu
Message-ID: <1993Jun16.174013.22495@clark.edu>
Source record: 37996

When I do anything with the monitor speed set to 50 Hz, the top 1/5th or so of my display becomes stretched in appearance, with the distances between single pixels (vertically speaking) looking more like two or three with black space in between them.

Is this a problem with my individual monitor, or is it common to all American (60 Hz) monitors? (this is a regular SC1224, bought in '86)

Is there anything I can do to fix it? I would like my program to run using 50 Hz, and would like to know if this phenomenon will be present on every machine that it is run on.

Thanks for any help.

Victor Bruhn
vicb@clark.edu

3342. Re: more on SM124 wiring...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 19:41:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A10888@K.maus.de>
Source record: 38028

>ideas? I tried grounding it (the system reset), I tried connecting it

Grounding the MD line is right - the ST will reboot when the state of the mono detect line is changed.

Monitors capable of the ST's high res ground the pin, others ("color monitors") don't.

3343. blood...blood...blood...blood...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 19:42:46 UTC
From: ltduck@access.digex.net
Message-ID: <1vnt3m$5mo@access.digex.net>
Source record: 37995

[No readable article body recovered]

3344. Re: How do I send keyboard message

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 19:50:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A10889@K.maus.de>
Source record: 38027

```
>I want to send a keyboard event message using the appl_write() function. Is
>this possible?

No, since keyboard events are no messages.
```

3345. Re: Can I get my accessory's name with *argv?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 20:38:21 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun16203821@kropotkin.gnu.ai.mit.edu>
Source record: 38001

In article <TDg05B2w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:

>I want to have my accessory configurable by what its file name is (just
>like how FOLDRXXX.PRG works). Is it possible to get the program's name
>through *argv[] even though it's an accessory?

No. argv[0] is only filled in if your program is launched from a shell that follows one of the ARGV standards (ha!) and if your program was compiled with a library that recognizes the standard.

Since your accessory is not launched by a shell, it cannot get its name in this way, even if it is linked with a runtime startup that recognizes the ARGV mechanism.

What you should do is require that the file name have some fixed part (e.g. "FOLDR") and then do an Fsfirst/Fsnext search for a matching pattern (e.g. "FOLDR*.*") When you get a match, that's (hopefully) your program, and you can then examine its name and get your parameter.

Cheers,
entropy

3346. Re: Noise interference on my TT's audio RCA outs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 20:52:12 UTC
From: gruber@austin.ibm.com
Message-ID: <C8qFB0.37z3@austin.ibm.com>
Source record: 37997

In article <C8Mq90.983@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:
> Well, the STE is the same way, and I was going to add some shielding but when
> I opened the case I found the shielding inside could withstand a nuclear blast
> should the need arrise. It was just full of shieling on top of shielding.
>
> However, the Falcon has its audio section AWAY from the power-suppy and its
> shielding has been redesigned. I would suggest you get some sort of noise
> filter for your TT. I have mine running into a an expander and noise gate
> system on a professional rack system (OK its not FOR the computer, its for my
> guitar, but they all get hooked together).
>
>

Is there a program that can re-direct the normal sound to the TT's Stereo output ??

I would be very very interested in this if one exists.

If anyone knows please respond I have yet anyone respond to my queries here.

Thanks, Scott

3347. Trouble with unix-style a.out object modules

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 22:01:22 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun16.220122.744@mnemosyne.cs.du.edu>
Source record: 37998

I recently modified HSC's JAS assembler to output a.out style object modules. I used the manpage for a.out I found here on Nyx, and some source code for a program called DRI2GNU that I found at a.a. Now I've discovered that it doesn't seem to work quite right.

I've got (I think) two basic problems. One is in handling BSS-segment symbols, and the other in handling absolute segment-based relocations.

I found (in DRI2GNU) that data-based symbols have a value which is not their offset relative to the start of the data segment, but rather relative to the start of the text segment. But, BSS symbols (in DRI2GNU) were relative to the start of the bss segment, not relative to the start of the text segment. Now I'm wondering if this is wrong. In a program that contains references to BSS symbols, I'm finding that the symbols (at runtime, as shown by a debugger) seem to be in the data segment. Since this is flat wrong, data is getting overwritten causing crashes.

So, when creating BSS symbols in an object module, should I be setting the symbol's value as the offset from the start of the text segment?

The relocation problem is harder for me to put into words right now; I think I need to do more work on it first. I have tried, BTW, looking at the source code to GNU LD. But, as usual, there's so much conditional code in there to handle various systems that you can't really tell what the damn thing is doing.

--
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.

3348. Re: WANTED: Falcon Accellerator Board

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-16 23:07:56 UTC
From: zxmng01@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmng01.740272076@studserv>
Source record: 38006

In <C8pMG1.Dou@liverpool.ac.uk> mebeb@liverpool.ac.uk (Mr. K. O'Donovan) writes:

>In article <C8o6M0.n3F@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
>>
>> Can anyone give me some info on the GESoft accellerator for the Falcon ?
>> I'm about to embark on some sweeping upgrades to my Falcon & this should be
>> one of them......
>>
>> Replies by email, telephone, pen, internet news to c.s.a.s.t, by word of mouth or
>> by shouting 'real loud'.
>>
>By internet please, as I'd like to hear about it too.

GE-Soft in Germay has a 32MHz board with up to 128 MB Fast-Ram and a VME
Bus port. It's supposed to reach about the same speed as the TT.
Haven't seen it myself though ....

Address: GE-Soft
Landgrafenstr. 37-39
W-5210 Troisdorf

.... they may have a prospect.

hejdo

geoff

~~~~~~
Geoffrey Noyes: noyes@studserv.zdv.uni-tuebingen.de
~~~~~~

>Kev

>> Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>> BAe Space Systems || Phone : (UK) 091 2737650
>> Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
>> -----------------/__\---
>> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
>>
>>
>>

>---
>Kevin O'Donovan kebab@cix.compulink.co.uk
> mebeb@uxb.liverpool.ac.uk

3349. Re: What's the best way for an ACC to wait in the background?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 00:25:35 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <c0F05B1w165w@sys6626.bison.mb.ca>
Source record: 37999

wz@echo.chem.tu-berlin.de (Wolfgang Zweygart) writes:

> but this will only work correctly with no ACC-extender loaded.

Thanks for the help. What do you mean by no ACC-extender loaded?

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

3350. Can I get my accessory's name with *argv?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 00:28:16 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <TDg05B2w165w@sys6626.bison.mb.ca>
Source record: 38000

I want to have my accessory configurable by what its file name is (just like how FOLDRXXX.PRG works). Is it possible to get the program's name through *argv[] even though it's an accessory?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

3351. 3D Graphics Drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 03:31:55 UTC
From: pauld@umbc.edu
Message-ID: <1voojbINN3nk@umbc7.umbc.edu>
Source record: 38002

hey all.. I'm looking for some simple source code on drawing and manipulating 3D shapes... nothing very complicated, mostly polygons and wireframes. Does anyone have any C or Gfa code that has some of this in it? Thanks!

Paul

--

--- Paul Danckaert - pauld@umbc.edu ---------------------------------------
-- Beware of the Leopard -------

3352. Re: Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 04:03:46 UTC
From: hoga0006@student.tc.umn.edu
Message-ID: <C8qzCB.93r@news.cis.umn.edu>
Source record: 38003

Okay,

Jackintosh, You say that I can use a Screen blaster, screen enhancer, or blowup030. Will I still get my other ST resolutions, and what other resolutions would I get?? Where would I ask about these add-ons?? How would they insert into my Mega 4 STe?? via VME, or what. How would I have to hook up the monitor?? Are they compatible with all my software?? What kind of costs am I looking at??

Thanks

Joe Hogan

3353. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 05:29:15 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1vovfb$jk6@fido.asd.sgi.com>
Source record: 38004

In article <739776701.AA01610@cheswicks.toadnet.org> Nick.Hard@f0.n8685.z86.toadnet.org (Nick Hard) writes:
>
> Here is a technical comparison between Atari's new Falcon 030 and
>Commodore's new Amiga 1200. Both of these manufacturers are well known
>in Europe, yet neither has made a huge impact on the IBM\Apple dominated
>United States. Will either of these new model's get their makers
>recognition in the states?
...
>The Falcon is the first low cost home computer to
>include a DSP. The NEXT computer is the only other computer with a DSP,
>and it uses the same Motorola 56001 as the Falcon.

Silicon Graphics' Indigo and Indigo2 workstations also have 56001 DSPs in them. And they're still being built (unlike NeXT). We've recently reduced the price on the original Indigo wo it's a pretty good deal these days. It's not in the Falcon price range though.

--Steve Whitney / Silicon Graphics OS Group

3354. Re: Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 07:34:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1vp6qeINNo90@golem.wcc.govt.nz>
Source record: 38005

In article <wmtwen.740230222@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>Nick.Hard@f0.n8685.z86.toadnet.org (Nick Hard) writes:
>
>>I placed an article that compares the 2 machines here.. I am sure you will
>>find it.
>
>
>But you only mentioned indirectly that only the Falcon has memory
>protection. So it is the only one that will multitask reliably.
>
>No flames intended.
>
>Erlend.

One thing the Amiga Freeks will not own up to, is that all there Disk data
storage is ONLY checked by SUM checking, the same checking that was used
with the First Xmodem, its like playing Russian roulette with your disk data...

Also they have to slow there drives down (150rpm) to to read/write HD disks..

There are some of the thinks we had to put up with some 10/20 years ago, not
now with a modern computer...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3355. Re: What's the best way for an ACC to wait in the background?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 09:14:40 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C8rDoH.9J2@hpbbrd.bbn.hp.com>
Source record: 38029

John Perry (marco@sys6626.bison.mb.ca) wrote:
> I have an ACC which I want to wait in the background for a certain amount
> of time, and then perform a function. What's the best way to have it come
> out of the background after this specified period of time?

Well, that's what timer events are for! See the evnt_timer() or
evnt_multi() documentation for details. Note that using this
approach, your ACC will only be scheduled if the main application
is a GEM program (standard TOS behaviour; MultiTOS fixes this).

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

3356. Re: Can I get my accessory's name with *arg

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 09:53:25 UTC
From: reschke@math.uni-muenster.de
Message-ID: <1vpeul$19k0@obelix.uni-muenster.de>
Source record: 38007

In article 93Jun16203821@kropotkin.gnu.ai.mit.edu, entropy@gnu.ai.mit.edu (maximum entropy) writes:
> No. argv[0] is only filled in if your program is launched from a
> shell that follows one of the ARGV standards (ha!) and if your program
> was compiled with a library that recognizes the standard.
>
> Since your accessory is not launched by a shell, it cannot get its name
> in this way, even if it is linked with a runtime startup that
> recognizes the ARGV mechanism.
>
> What you should do is require that the file name have some fixed part
> (e.g. "FOLDR") and then do an Fsfirst/Fsnext search for a matching
> pattern (e.g. "FOLDR*.*") When you get a match, that's (hopefully)
> your program, and you can then examine its name and get your
> parameter.

Actually, you *can* get the name using shel_read(). But PLEASE do this only in accessories (in applications: first try argv[0]!!!!).

Regards, Julian

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3357. Re: How do I read the system timer?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 10:13:34 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993Jun17.101334.15645@fwi.uva.nl>
Source record: 38008

ilepore@nyx.cs.du.edu (Ian Lepore) writes:

```
>> How do I read the system timer?
> If you're programming in C, you can do it like this:
> long gettimer(void)
> {
> return *(long *)0x4BA;
> }
> int main(void)
> {
> long thetimer;
> thetimer = Supexec(gettimer);
> }
> The main point being, you have to access the timer in supervisor mode.
```

I'm not sure you can return the timer like that. I don't think Supexec is guaranteed to preserve D0. A more reliable way to do it is to save the value in some variable, e.g.:

```
long _timer;
void _gettimer(void)
{
_timer = *(long *)0x4ba;
}

long gettimer(void)
{
Supexec(_gettimer());
return(_timer);
}

int main(void)
{
long timer;

timer = gettimer();
return(0);
}
```

Ta! Vince
--
"Q: What's the difference between Vincent Partington
ignorance and apathy? Usenet : partingt@fwi.uva.nl
A: We don't know and we don't care." FidoNet : 2:281/202.15
-- Apple's Develop March 1993 NeST : 90:500/202.15

3358. Re: How do I read the system timer?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 10:50:03 UTC
From: reschke@math.uni-muenster.de
Message-ID: <1vpi8r$nu0@obelix.uni-muenster.de>
Source record: 38009

In article 15645@fwi.uva.nl, partingt@fwi.uva.nl (Vincent Partington) writes:
> I'm not sure you can return the timer like that. I don't think Supexec
> is guaranteed to preserve D0. A more reliable way to do it is to save
> the value in some variable, e.g.:
>
> [...]

Supexec() is guaranteed to preserve d0 (the LONG return value from Supexec
is the value of d0 returned by the called function).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3359. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 11:10:52 UTC
From: mapmh@sunlab1.bath.ac.uk
Message-ID: <C8rJ24.MJw@sunlab1.bath.ac.uk>
Source record: 38010

In the referenced article, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> No, the 68030 is executing always one instruction per cpu cycle.
>
> Well, not exactly. There are many instructions that take more than one
>cycle to execute under even the most ideal conditions. (MUL and DIV for
>example.)
>
> Also, there is a lot of overlap in instruction processing due to the
>pipelining. While the cpu is executing the curent instruction, say an

I second this, whilst I've not actually done any '030 programming as yet, I've read the Motorola manuals on the '030 and there it is pointed out that attempting to count cycles is hard at best and impossible in some cases. The only thing you can do is estimate a maximum and minimum number of cyles that an instruction can 'effectively take', indeed this is the very form of instruction timing that Motorola give in their manual. I can't remember precise details off-hand, but you could have a MOVE.W instruction taking from 0 to 4 cycles for example. As was pointed out in the previous posting this all depends on the type of instructions that follow one another (there is a high degree of parallelism in the chip architecture if I remember rightly) and also cache hits etc.

Suffice to say that gone are the days of saying 'and this code will take exactly 68 cycles to run......'

Mark

3360. Supra Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 12:21:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1vpnk0INNpsq@golem.wcc.govt.nz>
Source record: 38013

**** HELP...****

Will a Supra Corp, Host adapter work with a Quantum LPS240S Hard Drive,
in other words if I remove the 30 meg HD, and replace it with the
Quantum, will they work, I do know that I will have to use another
Format program as the Supra one does not support that drive..

Thanks.............

Roger..... sheppard_r@kosmos.wcc.govt.nz

3361. Compressing Data Files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 12:54:45 UTC
From: glens@natinst.com
Message-ID: <1vppil$j5p@falcon.natinst.com>
Source record: 38012

Does anyone have any sample code that they can send me which would
show me how to compress my data files before I write them to disk and then
uncompress them when I read them in? My files consist mostly of bit-mapped
graphics and the compression algorythem must be loss less (my data must be
identical to what I started with after going through the uncompression).

Thank you.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@falcon.natinst.com

3362. Re: Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 12:59:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.335796@cix.compulink.co.uk>
Source record: 38020

In article <C8qzCB.93r@news.cis.umn.edu>, hoga0006@student.tc.umn.edu (James A Hogan-1) writes:
>
>Okay,
>
>Jackintosh, You say that I can use a Screen blaster, screen enhancer, or
>blowup030. Will I still get my other ST resolutions, and what other
>resolutions would I get?? Where would I ask about these add-ons?? How
>would they insert into my Mega 4 STe?? via VME, or what. How would I
>have to hook up the monitor?? Are they compatible with all my software??
>What kind of costs am I looking at??
>
>Thanks
>

ScreenBlaster and BlowUP030 are Falcon Specific products. With a MegaST the cheapest way to extend resolution is AutoSwitch Overscan (price in the UK is 40 pounds). Whatever the product, you always have access to the standadrd resolutions.

Ofir ogal@cix.compulink.co.uk

"Taking too long to make a decision, usually makes the final decision invalid. I should know, but I never learn, I haven't decided why yet."

3363. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 14:05:59 UTC
From: wedemeier@vxdesy.desy.de
Message-ID: <1993Jun17.140559.1@vxdesy.desy.de>
Source record: 38011

In article <A4568@K.maus.de>, Robert_Federle@k.maus.de (Robert Federle) writes:
> No, the 68030 is executing always one instruction per cpu cycle.
>
>> any.silly instructions
>> move.l dummy,d0
>> move.l d0,fool
>>fool bsr anywhere
>> more.silly instructions
>>dummy: move.w #whatever,d0
>
> This piece of code will never work on a 68030 properly because of the
> instruction-pipeline and the instruction-cache.

It doesn't even work on a 68000. Because the 68000 already has an
instuction-prefetch, as someone in comp.sys.m68k stated recently.
Haven't checked it yet, though.

3364. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 14:08:20 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jun17.140820.8175@tdb.uu.se>
Source record: 38015

wedemeier@vxdesy.desy.de wrote:
: [...]
: It doesn't even work on a 68000. Because the 68000 already has an
: instuction-prefetch, as someone in comp.sys.m68k stated recently.
: Haven't checked it yet, though.

You are of course right about the code not working on a 68000.
It was a major mistake from me. My only apology is that it was
at least a millenium since I last wrote any code relying on the
pre-fetch mechanism in the 68000. Anyway, after looking through
some old code I came up with this (which DOES work, I've tested
it :-):

```
**********
moveq #0,d0
move.w #$4e71,fool
fool move.w #$4e71,d0
cmp.w #$4e71,d0
beq anywhere

Here execution continues if you have single-stepped through
the code.

anywhere:

Here execution continues in "normal" cases!
**********
```

For anyone who knows his way around a debugger and knows that #$4e71
is a NOP-instruction this is really simple to spot. However, it can
be made a bit more complex by manipulating both bits who already have
been fetched and ones who haven't.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

3365. Re: Compressing Data Files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 16:31:57 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <25571@mindlink.bc.ca>
Source record: 38016

> Glen Sescila writes:
>
> Does anyone have any sample code that they can send me which would
> show me how to compress my data files before I write them to disk and then
> uncompress them when I read them in? My files consist mostly of bit-mapped
> graphics and the compression algorythem must be loss less (my data must be
> identical to what I started with after going through the uncompression).
>
> Thank you.
>

I have some sample code that I could show you, but the problem is that it's
a little difficult to understand the code unless you have some underlying
knowledge of data compression. (like Huffman encoding which is not very
obvious.)

I would first recommend that you read the newsgroup comp.compression and
comp.compression.research. Be sure to get the FAQ--there is a small
introduction to data compression in the FAQ which is enough to get you
started.

There is a free data compression archive called AR002 which is used in
Zoo and Lharc that is available on FTP sites. Use Archie to find it.
Believe me, though, this code is _difficult_ to understand--I still
don't understand it completely.

Finally, a very good introductory book on data compression is
"The Data Compression Book" by Mark Nelson (M&T books, ISBN 1-55851-214-4)
It concentrates on lossless data compression, and is very easy to
understand.

Hope this helps.

Desmond

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

3366. Re: Supra Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 16:39:53 UTC
From: "Gerry O'Rourke"
Message-ID: <1993Jun17.163953.28615@ngala009.gal.nt.com>
Source record: 38014

In article <1vpnk0INNpsq@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz
writes:
>**** HELP...****
>
>Will a Supra Corp, Host adapter work with a Quantum LPS240S Hard Drive,
>in other words if I remove the 30 meg HD, and replace it with the
>Quantum, will they work, I do know that I will have to use another
>Format program as the Supra one does not support that drive..
>
>Thanks.............
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>
>
I have four hard drives on my Supra adapter;three SCSI & one old ST406/512
(via an Adaptec controller). Only three of these were "supported", ie only the
Seagate ST157 was present on the format menu. They all work o.k though.
The only problem I ever came across were the parity & start/stop jumpers.
You have to be able to disable parity on your drive.

I just formatted the drives using data from either the drive itself (labels) or
by using other models from the same manufacturer.
I don't know if this is the best way to do it, but it worked for me...

regards
Gerry O'Rourke
E-mail gigxr01@nt.com

3367. Re: How do I read the system timer?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 17:01:54 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun17.170154.4964@mnemosyne.cs.du.edu>
Source record: 38017

> I don't think Supexec() is g'teed to preserve/return D0.

As I remember it, it isn't g'teed in so many words in the docs. But, it has been doing so since day 1. The docs prototype it as a void function, but Lattice C (and others) prototype it as returning a longword. If Atari ever changes it to lose the called function's return value, I think a lot of things will die, and they'll realize that and change it back fast. :-)

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3368. Re: Trouble with unix-style a.out object modules

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 17:08:15 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun17.170815.5185@mnemosyne.cs.du.edu>
Source record: 38018

> troubles with a.out object modules

As a followup to my own posting, I figured out the answers. (Symbol values for BSS symbols are relative to the start of the text segment, not the BSS segment.) I also figured out my relocation problems. (The words to be relocated in the text/data segments for absolute segment-based relocs already contain the offset from the start of the text segment to the referenced symbol, unlike DRI/GST format.)

The upshot of all this is that the DRI2GNU program at a.a is definitely buggy. It handles both BSS-based symbols and absolute segment-based relocs improperly. I hope to write a GST2GNU (which will handle both DRI and GST input) fairly soon, but I've got HSC and GemFast bugs to fix first.

--
==========
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==========

3369. Re: Can I get my accessory's name with *arg

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 17:19:53 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun17.171953.5713@mnemosyne.cs.du.edu>
Source record: 38019

>Actually, you *can* get the name using shel_read(). But PLEASE do this
>only in accessories (in applications: first try argv[0]!!!!).

The only problem with shel_read() in applications is that many shells
don't put valid data into the buffer used by shel_read(). I found a
workaround for this to allow shells to behave properly, and Atari has just
published it as a formal "good thing to do".

The workaround is simple: if you're running under MultiTOS, use
shel_write() to start an application instead of using Pexec(). If you're
on an older version of TOS, do it like this:

```
shel_write(1,1,1,full_program_name_and_path, command_line_image);
Pexec(0, full_program_name_and_path, command_line_image, NULL);
shel_write(0,1,1,"","");
```

The shel_write(1,...) says "when this application ends, run the named
application." The Pexec() then runs the named application right away.
The shel_write(0,...) then says "when this application ends, don't run
anything" which effectively cancels the first shel_write().

While the spawned program is running, it can properly use shel_read() to
find its name and startup path, because the shel_write(1,) has put the
info into the AES buffer for it.

Properly conforming GEM applications use shel_read(), they don't rely on
ARGV. This has to be so, because the desktop still (even under TOS 4.02)
doesn't pass args via the ARGV standard. So shells with use this simple
shel_write() workaround will help properly-written GEM program work right.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3370. Re: No more GESoft TT-RAM board??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 19:25:40 UTC
From: root@discworld.oche.de
Message-ID: <2c20b9206f1676@discworld.oche.de>
Source record: 38026

In <1993Jun14.121151.4630@arizona.edu>,
Paul Harris (paul@leda.arizona.edu) wrote:

PH>I've been attempting to purchase a GESoft TT-RAM board, but after talking with
PH>a few dealers across the country, and them talking with their suppliers, etc,
PH>etc, I'm getting word back that it's no longer available. So what am I to
PH>do--the dealers don't seem to have heard of any other brand-name board--so
PH>what should I specifically ask for?

The company 'Catch Computer' here in Aachen, Germany, sells a TT-RAM
expansion board which even seems to be a bit faster than the GEsoft board.
I have heard from some users who had no problems installing it, but I have
no experience myself.

cu
Michael
--
Michael Schwingen Ahornstra&#xfffd;e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"It was true about the time measurement as well. The Tezumen had realized
long ago that everything was steadily getting worse and, having a terrible
little-mindedness, had developed a complex system to keep track of how much
worse each succeeding day was." (Terry Pratchett, Eric)

3371. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 20:04:46 UTC
From: nox@jelal.north.de
Message-ID: <3938.06.93@jelal.north.de>
Source record: 37893

In <ersmithC8n118.2s5@netcom.com> ersmith@netcom.com (Eric R. Smith) writes:

>In article <C8HMu2.JqH@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois)
writes:
>>The second problem is that many programs die a horrible death. MiNT tells me
>>it encountered an illegal instruction, and I KNOW these programs don't have any
>>illegal instructions. Could MiNT itself have gotten some non-68000 instruction
>>in the compilation by mistake.

>Did you define -DONLY030? If so, your version of MiNT won't work properly
>on a 68000.
>If not, what version of TOS do you have?

btw MiNT 1.04 sometimes(?) also calls bus errors (null pointer access
etc) `illegal instruction' (at least on a mega STe). or the stack was
too small and a return address got overwritten... (hmm pity MiNT can't
yet write core dumps :-)

and yes, there are situations where you need know the physical device
some fd points to... like when you want to use higher speeds (> 19200)
on SCC ports, need to access modem control lines (CD, DTR on modem2)
or a ports Iorec to flush buffers or do fast RAW IO to keep expensive
long distance uucp connections saturated. well _or_ MiNTs tty drivers
need to learn how to do these things themselves...

cheers, from the crazy guy how ported taylor uucp to MiNT :-)
Juergen
--
J"urgen Lock / nox@jelal.north.de / UUCP: ..!uunet!unido!uniol!jelal!nox
...ohne Gewehr

3372. 14.4K Fax/Modems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 20:51:34 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Jun17.205134.26367@src.honeywell.com>
Source record: 38021

I just bought a Zoom 14.4K Fax/modem, supporting V.32bis, V.42bis, MNP 4 & 5. I have an STE with TOS 1.6, and currently use FLASH. I'm rather new to this hi-speed stuff, and I have few questions:

1. Can FLASH, or the STE, truely utilize the speed of this modem?
2. Can I always remain connected to the modem at 19200, and will the modem always auto-negotiate to the other modem correctly?
3. Any other recommended telecomm programs?
4. Does the hardware flow work without a "serial fix"?
5. Do things get "confused" if SERIALFX.PRG resides in the AUTO folder, and the MODEM.CPX is resident with it's _own_ settings, and SERIALFX.CPX has "locked" the handshaking on, and then I run FLASH?
5. I have SERIALFX.PRG -- is this enough? Any better solutions?
7. Do I need a special RS-232 cable to utilize the hardware flow control? (Apparently Macintoshes do).
8. Regarding FAXing, are there any PD programs available via ftp for the ST?
9. Are there any docs available via ftp that can clarify this whole mess?!!

Thanks,
Scott

dunham@homer.src.honeywell.com

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

3373. More 14.4K Fax/Modem Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 22:44:31 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Jun17.224431.5745@src.honeywell.com>
Source record: 38022

I'm discovering that after connecting at 14.4K with error correction, if I read a long continuous flow of text, eventually it becomes riddled with errors, almost as if a buffer were full and the highspeed flow control was not working... Anyone recognize this type of behavior? (I'm running the Zoom modem on an STE with TOS 1.6 using FLASH)

Any help would be most appreciated!

Scott

--
Scott Dunham| Honeywell | Internet:
| Sensors & Systems Development Ctr.|
| 10701 Lyndale Ave South |
| Bloomington, MN 55420 |dunham@homer.src.honeywell.com

3374. Re: More 14.4K Fax/Modem Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-17 23:04:46 UTC
From: neurom@u.washington.edu
Message-ID: <1vqtaeINN6nn@news.u.washington.edu>
Source record: 38023

In article <1993Jun17.224431.5745@src.honeywell.com> dunham@src.honeywell.com (Scott Dunham) writes:
>I'm discovering that after connecting at 14.4K with error correction, if I
>read a long continuous flow of text, eventually it becomes riddled with
>errors, almost as if a buffer were full and the highspeed flow control was
>not working... Anyone recognize this type of behavior? (I'm running the Zoom
>modem on an STE with TOS 1.6 using FLASH)
>
>Any help would be most appreciated!
>

I get the same thing on the PC I'm using. Anybody have any ideas?

--Neuromancer

3375. 8-bit sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 00:38:29 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <1vr2q5$hp9@agate.berkeley.edu>
Source record: 38024

Can anyone send me info (or pointers to info) about how digital sampled audio is played on an old stock ST? I see (hear) it done all the time, but it seems to be something of a black art just the same.

Thanks in advance,

- John Hauser

3376. Re: More 14.4K Fax/Modem Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 00:43:55 UTC
From: dud@stein.u.washington.edu
Message-ID: <1vr34bINN87o@news.u.washington.edu>
Source record: 38025

neurom@u.washington.edu (Neuromancer) writes:

>In article <1993Jun17.224431.5745@src.honeywell.com> dunham@src.honeywell.com (Scott Dunham) writes:
>>I'm discovering that after connecting at 14.4K with error correction, if I
>>read a long continuous flow of text, eventually it becomes riddled with
>>errors, almost as if a buffer were full and the highspeed flow control was
>>not working... Anyone recognize this type of behavior? (I'm running the Zoom
>>modem on an STE with TOS 1.6 using FLASH)
>>
>>Any help would be most appreciated!
>>

>I get the same thing on the PC I'm using. Anybody have any ideas?

>--Neuromancer

I had this problem on my TT with STalker, and I fixed it by changing my
serial buffer size to 8K. I don't know if you can do that on a PC, but
STalker comes with a nifty little program called auxinit that you stick in
your auto folder that can increase it to anything up to 20K I believe...

Dan Aylward
dud@u.washington.edu

3377. Accessing laser printer from Hisoft Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 07:30:10 UTC
From: mpark@carson.u.washington.edu
Message-ID: <1vrqu2INNbqb@news.u.washington.edu>
Source record: 38030

A friend of mine uses Hisoft Basic, and he'd like to output
on his Atari laser printer. How should he go about doing
that? Plain text would be sufficient to start with,
but I think he eventually wants to do graphics too.
And what's this about a Diablo emulator?

Hoping someone can help,

--m

3378. Re: 14.4K Fax/Modems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 09:21:27 UTC
From: protzekz@minnie.informatik.uni-stuttgart.de
Message-ID: <1993Jun18.092127.3256@ifi.informatik.uni-stuttgart.de>
Source record: 38031

In article <1993Jun17.205134.26367@src.honeywell.com>, dunham@src.honeywell.com (Scott Dunham) writes:
|> I just bought a Zoom 14.4K Fax/modem, supporting V.32bis, V.42bis, MNP 4 & 5.
|> I have an STE with TOS 1.6, and currently use FLASH. I'm rather new to this
|> hi-speed stuff, and I have few questions:
|>
|> 1. Can FLASH, or the STE, truely utilize the speed of this modem?
Yes.
|> 2. Can I always remain connected to the modem at 19200, and will the modem
|> always auto-negotiate to the other modem correctly?
Yes.
|> 3. Any other recommended telecomm programs?
Connect (German Shareware, Exellent!).
|> 4. Does the hardware flow work without a "serial fix"?
No.
|> 5. Do things get "confused" if SERIALFX.PRG resides in the AUTO folder, and
|> the MODEM.CPX is resident with it's _own_ settings, and SERIALFX.CPX has
|> "locked" the handshaking on, and then I run FLASH?
Better use HSMODEM1.
|> 5. I have SERIALFX.PRG -- is this enough? Any better solutions?
HSMODEM1 replaces the whole serial routines, then they will work very good and fast.
|> 7. Do I need a special RS-232 cable to utilize the hardware flow control?
|> (Apparently Macintoshes do).
A three-wire cable is not enough! A normal cable from the store should do the job.
|> 8. Regarding FAXing, are there any PD programs available via ftp for the ST?
Yes, Hackfax 1.10 (German Freeware, but only for ZyXEL, sorry!)
|> 9. Are there any docs available via ftp that can clarify this whole mess?!!
I don't know.
|>
|> Thanks,
|> Scott
No Problem!

Greetings

Karl-Heinz
--

| Earth: mostly harmless (Douglas Adams: The hitchhiker's guide to the Galaxy)|

| FIDO: Karl-Heinz Protzer 2:2407/10.3 |
| protzer@dia.informatik.uni-stuttgart.de (cand. inf. Karl-Heinz Protzer) |
| protzekz@minnie.informatik.uni-stuttgart.de |

3379. Re: More 14.4K Fax/Modem Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 09:38:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1vs2esINN1fo@golem.wcc.govt.nz>
Source record: 38032

Scott, never use Xon/Xoff flow control, it must be RTS/CTS..

There is a very simple way to test your flow control, with out connecting to a BBS or any thing..

Have Flash running and with that patch that I was on about, put the Modem into analog loop/back...

Select file upload, select a small/large text file that you know, send it, then look at the capture buffer, also you should see the data going out in blocks, these blocks are the Modem buffer filling up and then being sent..

But you must have a bit of room in the capture buffer to do this..

Roger..... sheppard_r@kosmos.wcc.govt.nz

3380. Re: 14.4K Fax/Modems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 10:04:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1vs3urlNN1jg@golem.wcc.govt.nz>
Source record: 38034

In article <1993Jun17.205134.26367@src.honeywell.com>, dunham@src.honeywell.com (Scott Dunham) writes:
>I just bought a Zoom 14.4K Fax/modem, supporting V.32bis, V.42bis, MNP 4 & 5.
>I have an STE with TOS 1.6, and currently use FLASH. I'm rather new to this
>hi-speed stuff, and I have few questions:
>
>1. Can FLASH, or the STE, truely utilize the speed of this modem?

To a point, port speed of only 19.2k pbs..

>2. Can I always remain connected to the modem at 19200, and will the modem
> always auto-negotiate to the other modem correctly?

Yes....

>3. Any other recommended telecomm programs?
>4. Does the hardware flow work without a "serial fix"?

But get SERIALFX 2...

>5. Do things get "confused" if SERIALFX.PRG resides in the AUTO folder, and
> the MODEM.CPX is resident with it's _own_ settings, and SERIALFX.CPX has
> "locked" the handshaking on, and then I run FLASH?

Scott, there is a Patch program for Flash 1.6 as it does not use Flow Control at all, this also helps that you don't have to use the CPX program..

A German chap I think told me that there was a better Flow control fix patch program for Flash, it even lets you use the Midi ports, but I never got the name from him..

If he does read this Please let us know were this can be got from..!!

The patch for flash was in HS fix or HS232 or some file like that, I could still have it around...

>5. I have SERIALFX.PRG -- is this enough? Any better solutions?

Some one posted HS Fix 4 or some thing like that here a few weeks back..

>7. Do I need a special RS-232 cable to utilize the hardware flow control?
> (Apparently Macintoshes do).

Any PC Cable will do, or use a ribbon cable like I do..

>8. Regarding FAXing, are there any PD programs available via ftp for the ST?
>9. Are there any docs available via ftp that can clarify this whole mess?!!

Yes E-Mail me if you still have problems..

>Thanks,
>Scott
>
> dunham@homer.src.honeywell.com
>
>--
>Scott Dunham| Honeywell | Internet:
> | Sensors & Systems Development Ctr.|
> | 10701 Lyndale Ave South |
> | Bloomington, MN 55420 |dunham@homer.src.honeywell.com

P.S. I tried to e-mail this to you be it came back, the second article went
OK..!!

Roger..... sheppard_r@kosmos.wcc.govt.nz

3381. MiNT Port To New Platform

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 10:17:27 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <C8tB94.7rr@newcastle.ac.uk>
Source record: 38033

There has been some discusion here at Newcastle about porting MiNT to a new in-house designed 680x0 based system. Would this be legal ? I would like to know rather quickly, 'coz the go-ahead for the project is Monday.....

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3382. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 11:05:39 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun18.110539.12806@cs.ruu.nl>
Source record: 38037

In <1993Jun17.140820.8175@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:

>You are of course right about the code not working on a 68000.
>It was a major mistake from me. My only apology is that it was
>at least a millenium since I last wrote any code relying on the
>pre-fetch mechanism in the 68000.

Just curious... but WHAT ON EARTH do you need to do THAT for?
I have always thought of the 68k series as being nice and high
level (at least at a higher level than C64 Basic V2 which I was
used to until I started working with STs).

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht -- groenink@math.ruu.nl
Netherland -- ZFC Computing

3383. Re: Can I get my accessory's name with *arg

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 11:05:50 UTC
From: reschke@math.uni-muenster.de
Message-ID: <1vs7ie$1c8@obelix.uni-muenster.de>
Source record: 38035

In article 5713@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> >Actually, you *can* get the name using shel_read(). But PLEASE do this
> >only in accessories (in applications: first try argv[0]!!!!).
>
> The only problem with shel_read() in applications is that many shells
> don't put valid data into the buffer used by shel_read(). I found a
> workaround for this to allow shells to behave properly, and Atari has just
> published it as a formal "good thing to do".
>

This is why I said "PLEASE do this only in accessories".

> The workaround is simple: if you're running under MultiTOS, use
> shel_write() to start an application instead of using Pexec(). If you're
> on an older version of TOS, do it like this:
>
> shel_write(1,1,1,full_program_name_and_path, command_line_image);
> Pexec(0, full_program_name_and_path, command_line_image, NULL);
> shel_write(0,1,1,"","");
>
> The shel_write(1,...) says "when this application ends, run the named
> application." The Pexec() then runs the named application right away.
> The shel_write(0,...) then says "when this application ends, don't run
> anything" which effectively cancels the first shel_write().
>
> While the spawned program is running, it can properly use shel_read() to
> find its name and startup path, because the shel_write(1,) has put the
> info into the AES buffer for it.
>
> Properly conforming GEM applications use shel_read(), they don't rely on
> ARGV. This has to be so, because the desktop still (even under TOS 4.02)
> doesn't pass args via the ARGV standard. So shells with use this simple
> shel_write() workaround will help properly-written GEM program work right.

Arg! This is why I wrote: "in applications: first try argv[0]". This means:
if you've got argv[0] via ARGV, use it!!! This way, you won't miss argv[0]
when it has been passed by the method that's been supported since 1989.

Note that the workaround you mentioned has a big problem when used in TOS 1.00
and TOS 1.02: you can't invalidate the buffer, so you'll have to start *some*
other application when you leave the shell.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster

eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3384. Re: Can I get my accessory's name with *arg

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 11:06:23 UTC
From: reschke@math.uni-muenster.de
Message-ID: <1vs7jf$1c8@obelix.uni-muenster.de>
Source record: 38036

In article 5713@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> The only problem with shel_read() in applications is that many shells
> don't put valid data into the buffer used by shel_read(). I found a
> workaround for this to allow shells to behave properly, and Atari has just
> published it as a formal "good thing to do".

Where?

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3385. Re: How do I send keyboard message

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 11:10:21 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jun18.111021.14238@cs.ruu.nl>
Source record: 38038

In <A10889@K.maus.de> Peter_Missel@k.maus.de (Peter Missel) writes:

>>I want to send a keyboard event message using the appl_write() function. Is
>>this possible?
>
>No, since keyboard events are no messages.

However, some (mostly German) software will support the AV_KEY (or was is
VA_KEY) messages which Gemini uses [It's AV, because it was designed for
accessories to send a key `back' to Gemini when they can't do anything with
it].

--
Annius V. Groenink -- phone (private): +31 30 895261
Mathematics/Computer Science -- e-mail (university): avgroeni@cs.ruu.nl
University of Utrecht -- groenink@math.ruu.nl
Netherland -- ZFC Computing

3386. CD_ROM metados HELP !

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 12:22:42 UTC
From: mjw@crosfield.co.uk
Message-ID: <1993Jun18.122242.16459@crosfield.co.uk>
Source record: 38039

HELP PLEASE ....

I am having some problems getting a CD rom to work on my ST with metados2.

The system looks like :

520 STM with 4 Meg ram
Tos 1.4
170 Meg Hard disk on host adaptor as device 0. (this works fine !!)
CD_Rom on same host adaptor as device 1
AHDI (HDX5.0 driver)

When the system powers up the driver reads the devices on the bus and reports

UNIT 0 Fujitsu drive
UNIT 1 CD_Rom
UNIT 2 Not Responding

As expected and the light flicks on the CD_Rom.

When the metados2 program in the auto folder runs (it is the only thing in
there apart from the CD drivers and the config file) it reports that :-

```
************************************
Atari MetaDOS RMS,RJZ
Version 2.0 01/01/91
Copyright Atari Corporation 1990 1991
************************************
CDAR-Audio ROM ACSI/SCSI BOS v2.0 installed as Y: on DMA 1.
HSG May'86 v1.9 driver installed as I:.
ISO9660F v1.9 driver installed as J:.
************************************
```

At this point the light on the CD Rom flicks again.

O.K. Now with the desktop up, install a desktop icon for I and J.

Now click on either icon ......

Well the system says that the device is NOT RESPONDING and the light on the CD
Rom does NOT come on ????

Any ideas on what the problem is please ????????

Note that any DMA number other that 1 does not make the light on the CD
Rom flick when metados2 is run, any SCSI id reports a BOS error: device not
responding and fails to install so 1 does seem right.

The config file follows ......

```
; Config.sys An ascii file that describes the system configuration.
;
; Physical Bacic operating system format
; *BOS, [Physical Bos driver][Arguments], [Physical id]:[DMA channel], ...
; Device # meaning
; 0 - 7 DMA device 0 - 7
; 8 - 15 SCSI device 0 - 7
;
;
; *BOS, C:\AUTO\CDAR.BOS, Z:0
*BOS, C:\AUTO\CDARGEN.BOS, Y:1
; *BOS, C:\AUTO\NETBIO.BOS, X:7
;
; Logical DOS format.
; *DOS [Logical DOS] [Arguments], [Logical id]:[physical id],...
;
*DOS, C:\AUTO\HSMAY86.DOS, I:Y
*DOS, C:\AUTO\ISO9660F.DOS, J:Y
;
; Load in the other "auto" folder files
;
```

Thanks in advance

Mike Wilsher Email mjw@crosfield.co.uk

```
--
____ Mike Wilsher x 4060
/ \__
|\ / @ \
\ \_______| \ .:|>
```

3387. Re: Accessing laser printer from Hisoft Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 12:23:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.340524@cix.compulink.co.uk>
Source record: 38040

In article <1vrqu2INNbqb@news.u.washington.edu>, mpark@carson.u.washington.edu (Michael Park) writes:
>A friend of mine uses Hisoft Basic, and he'd like to output
>on his Atari laser printer. How should he go about doing
>that? Plain text would be sufficient to start with,
>but I think he eventually wants to do graphics too.
>And what's this about a Diablo emulator?
>
>Hoping someone can help,
>

I use HiSoft BASIC but know nothing about the laser printer so I guess all the LPRINT and bconout() do not work. He obviously needs to write to the DMA but I'm not sure how. You could mail Dave Nutkins who wrote the program at hisoft@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

"Taking too long to make a decision, usually makes the final decision invalid. I should know, but I never learn, I haven't decided why yet."

3388. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 12:46:22 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jun18.124622.6402@tdb.uu.se>
Source record: 37891

Annius Groenink (avgroeni@cs.ruu.nl) wrote:
: Just curious... but WHAT ON EARTH do you need to do THAT for?

No particular reason. :-) In the beginning it was a way for
protection-writers to fool those who tried to hack the protection.
After it got widely known it almost disappeard and only showed
up in lamer-tests and such. :-)

: I have always thought of the 68k series as being nice and high
: level (at least at a higher level than C64 Basic V2 which I was
: used to until I started working with STs).

But it was kind of a challenge to use methods not known to the
general public. It was the same with the Z80 (Spectrum). It was
interesting to use all those `undocumented' instructions,
especially since some of them really speeded up some tasks. With
microcode all such options went away since there would never be
any `left-over' instructions in microcode-processors (as the 68k).
Instead of concentrating on undocumented processor-instructions
the interest was focused on the sourrunding chips and how to get
the most out of them. Just look at all fullscreens. :-)

As far as I know the Z80 was the last `real' processor who didn't
use microcode.

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

3389. Atari Monitors for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 14:11:37 UTC
From: heidelj@alleg.edu
Message-ID: <1993Jun18.141137.18170@alleg.edu>
Source record: 37892

I have the following items for sale:

Atari SC1224 Color Monitor

Atari SM124 Monochrome Monitor

If you are interested in any one of these, please e-mail me with your offer. I will accept the best reasonable offer.

Thanks!!

Jason Heideloff heidelj@alleg.edu
Allegheny College
NeXTMail Welcome

3390. argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 15:48:40 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Jun18.154840.27322@gps.leeds.ac.uk>
Source record: 37894

The answer to this question is possibly very trivial. Nonetheless I am having trouble with it. I wrote a program like the one below and compiled it using Heat & Serve Sozobon C V1.40 and the dLibs library that came with this C implementation.

```
#include <stdio.h>
#include <stdlib.h>
#include <stddef.h>

void main(argc, argv)

int argc ;
char* argv[] ;
{
int i ;

printf("Number of arguments = %d\n", argc) ;

for(i = 0; i <= (argc - 1); i++)
{
printf("Argument %d = %s \n", i, argv[i]);
}
}
```

I am more interested to see the value of argv[0] in order to determine the source directory of the exceutable. The program however, did not return anything for argv[0]. I am not vary familiar with various XARG and other standards. The operating environment is TOS 1.0 and under Gulam. Could anyone shed any light on what's going wrong ?

Thanks in advance.

- Rahin (rahin@scs.leeds.ac.uk)

3391. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 16:06:33 UTC
From: ltduck@access.digex.net
Message-ID: <1vsp69$q9c@access.digex.net>
Source record: 37895

There are programs (for the ST) that count cycles by synching with the video beam, record its position, execute some code, and then check the beam's position again. Wouldn't that be able to measure 68030 instruction timings?

3392. Re: Can I get my accessory's name with *arg

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 16:35:28 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun18.163528.17687@mnemosyne.cs.du.edu>
Source record: 37896

>> workaround for this to allow shells to behave properly, and Atari has just
>> published it as a formal "good thing to do".

> Where?

In the current issue of the Atari RSC developer's newsletter. I provided
the workaround to them quite some time ago, and they just got around to
publishing it. I assume the long delay was because they were testing it
for compatibility with older TOS versions.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3393. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 17:10:02 UTC
From: m91der@tdb.uu.se
Message-ID: <1993Jun18.171002.11998@tdb.uu.se>
Source record: 37897

Louis The Duck (ltduck@access.digex.net) wrote:
:
: There are programs (for the ST) that count cycles by synching with the
: video beam, record its position, execute some code, and then check the
: beam's position again. Wouldn't that be able to measure 68030 instruction
: timings?

Unfortunately(?) no. You will of course be able to measure the timing,
but you will probably get different results each time you run the
program. The problem is that the number of clock-cycles a piece of
68030-code takes depends a LOT on the state of the data and instruction-
caches. If you can predict (and emulate) the exact state of the caches
you MIGHT be able to accurately measure the timing, but such a thing is
not trivial, and I even doubt it is possible at all. :-(

And if you want to count clock-cycles on a 68030 you must also
look at what kind of memory it will run from. The type of memory
will have a big impact on the timing especially if a memory-access
misses the cache. On a TT you might get away with running the code
from ST-memory which would give you exactly the same delay on all TTs
if the cache-state is equal (I _think_ so at least :-). However, if
you run the program from fastram you will definately run into problems
since not all TTRAM-cards are capable of bursmode access. Also, there's
a difference in speed between different fastram-cards...

Daniel Eriksson (m91der@tdb.uu.se, den@hgs.se)

3394. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 19:05:20 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun18190520@kropotkin.gnu.ai.mit.edu>
Source record: 37901

In article <1993Jun18.221859.12971@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:

> > want to see argv[0] in HSC 1.40 program under Gulam.

> It could be that Gulam isn't passing the args via the ARGV standard. If
>this is the case, you're just plain out of luck. (The other way to
>determine the startup directory is via shel_read(), but it's almost a dead
>certainty that Gulam isn't smart enough to put the right info into the
>AES's buffer via shel_write() before it starts your program.)

Gulam will use the precursor to the ARGV standard if you use some configuration option (I haven't used Gulam in years but I think "set env_style=mwc" is the command). This is good enough for most normal uses since ARGV is pretty close to the Mark Williams C argument conventions.

Cheers,
entropy

3395. Re: Can I get my accessory's name with *arg

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 21:03:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.342679@cix.compulink.co.uk>
Source record: 37899

In article <1vs7jf$1c8@obelix.uni-muenster.de>, reschke@math.uni-muenster.de (Julian Reschke) writes:
>In article 5713@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>> The only problem with shel_read() in applications is that many shells
>> don't put valid data into the buffer used by shel_read(). I found a
>> workaround for this to allow shells to behave properly, and Atari has just
>> published it as a formal "good thing to do".
>
>Where?
>

I have received mail from a friend with the very same routine which he got from Atari, so I suppose it is some form of 'publishing'. It does work by the way.

Ofir ogal@cix.compulink.co.uk

"Taking too long to make a decision, usually makes the final decision invalid. I should know, but I never learn, I haven't decided why yet."

3396. LOGICAL sectors (set of) ---> file

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 21:17:06 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C8u5sJ.Ezn@ecf.toronto.edu>
Source record: 37898

This is a request for help!

I have used KNIFE to determine a certain number of sectors that I want to remove from my A: drive and place into a file onto my C: drive (for example.

This is because the floppy's boot and FAT were damaged beyond repair --but al least I know what the data looks like and about how long it should be.

I have found that it starts at LOGICAL sector 00017 and continues to about locical sector 00690 (decimal values). Using Knife, I have been unable to ascertain what sectors/tracks/sides these are [frustrating!].

Bearing this in mind, I feel that it would be far too tedious to 'build' a file (sector-by-sector) using KNIFE, and I am unaware of how to have KNIFE do this 'automatically'.

I have been trying to write a small assembly (but STOS or 'C' will also do) programme that will 'surgically copy these specific sectors to a file on my HD. But the problem is that I have run against a brick wall in the form of XBIOS call #8 (_floprd), which does not work with logical sectors.

I would appreciate any help to point me into the right direction for locigal sector's data retrieval.

Thanks in advance.

MIke

3397. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-18 22:18:59 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun18.221859.12971@mnemosyne.cs.du.edu>
Source record: 37900

> want to see argv[0] in HSC 1.40 program under Gulam.

HSC 1.40 supports xArg and ARGV standards. Unfortunately, there's a bug in the xArg handling in 1.40. (But the good news is that, as far as I've heard, only the Gemini shell uses xArg.)

It could be that Gulam isn't passing the args via the ARGV standard. If this is the case, you're just plain out of luck. (The other way to determine the startup directory is via shel_read(), but it's almost a dead certainty that Gulam isn't smart enough to put the right info into the AES's buffer via shel_write() before it starts your program.)

--
==========
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==========

3398. Re: Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-19 00:14:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A15868@K.maus.de>
Source record: 37916

>companies, and none of them say that there monitors work on the Atari.

Hi there!

Just have a look at the monitor specs. The horizontal scan frequency should range from 30 to at least 38 kHz. 48 kHz is recommended for higher refresh rates or resolutions on Falcon 030 machines, ST's high res requires 35,7 kHz.

Note that the freq range must be continuous, monitors with frequencies 31,5-35,5-38-48 (typical DOS box stuff) will limit your facilities.

3399. Re: Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-19 00:17:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A15869@K.maus.de>
Source record: 37915

>With the multisync monitors all I think (I'm not certain on this) you need
>is scan rate of 15kHz and about 22kHz for high res. I've got a

ST high res is 35,7 kHz, low res is 15,625 kHz.

3400. Re: LOGICAL sectors (set of) ---> file

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-19 02:00:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.343460@cix.compulink.co.uk>
Source record: 37904

In article <C8u5sJ.Ezn@ecf.toronto.edu>, giggey@ecf.toronto.edu (GIGGEY Mike S) writes:
>
>This is a request for help!
>
>I have used KNIFE to determine a certain number of sectors that I want
>to remove from my A: drive and place into a file onto my C: drive (for
>example.
>
>This is because the floppy's boot and FAT were damaged beyond repair --but
>al least I know what the data looks like and about how long it should be.
>
>I have found that it starts at LOGICAL sector 00017 and continues to about
>locical sector 00690 (decimal values). Using Knife, I have been unable to
>ascertain what sectors/tracks/sides these are [frustrating!].
>
>Bearing this in mind, I feel that it would be far too tedious to 'build' a
>file (sector-by-sector) using KNIFE, and I am unaware of how to have KNIFE
>do this 'automatically'.
>
>I have been trying to write a small assembly (but STOS or 'C' will also do)
>programme that will 'surgically copy these specific sectors to a file on my
>HD. But the problem is that I have run against a brick wall in the form of
>XBIOS call #8 (_floprd), which does not work with logical sectors.
>
>I would appreciate any help to point me into the right direction for locigal
>sector's data retrieval.
>
>Thanks in advance.
>
>

MemFile30 might be able to solve your problem. It has a copy function
which is very useful.

Ofir ogal@cix.compulink.co.uk

"Taking too long to make a decision, usually makes the final decision
invalid. I should know, but I never learn, I haven't decided why yet."

3401. STeno/STalker/STuck

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-19 03:04:40 UTC
From: rrice@netnews.upenn.edu
Message-ID: <132183@netnews.upenn.edu>
Source record: 37902

Subject: STalker/STeno/STill
Newsgroups: comp.sys.atari.st
Summary:
Keywords:

Dear Folks:

Put this up, got lots of great responses, including a few from
Eric Rosenquist, author of these two great programs, but danged if we ever
solved the problem--in brief:

When I transfer text from STeno 2.0 via the clipboard (CPXed w/
that German CPX version to my ramdisk, CodeRam), the TAB characters,
apparently not translated into spaces, turn into backspaces on our IBM AIX
system running PICO. Results--HAVOC! I can save a STeno text file to
disk (including, as usually, the ramdisk) and shoot it through STalker
with no problems, but I still feel as if I've got a crippled eagle,
here--I'd like to save the extra step, or use the "Type Ahead" feature
from time to time. Eric thought the problem might be my modem, but with
the Ted editor (also on our system), this doesn't happen, and the modem
tests I ran seem to vindicate the thing. Theories, anyone?

Rob S. Rice, U. of Penn.
Where ENIAC is still appreciated

Oh--it's a color Mega STE 4 w/2.06, folks, and much loved.

3402. LZH/ARC/ZIP/ZOO Header Format - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-19 07:04:50 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.YMSQbHBn6ls@elfhaven.ersys.edmonton.ab.ca>
Source record: 37933

Hi,

I am looking for information about the header of various archive types. If you have any information about ZIP, LZH, ZOO, or ARC please share it with me. I would like to be able to find out what files are inside the archive. I do not particularly need any information other than the filenames in order for MasterBrowse to do its work. Is there "C" source code to list the files inside archives? I would really appreciate any help.

Please respond by E-Mail, since news is not getting through well right now.

--
Regards,

() - () - - - - - - - - - - - ()
() Michel Forget () My cat recently ()
() ~ () stole my opinions ()
() mforget@elfhaven.ersys.edmonton.ab.ca () (along with all of ()
() ~ () my other worldly ()
() The story so far; in the beginning the () possessions). If ()
() Universe was created. This has made a lot () you discover them, ()
() of people very angry and has been widely () please contact me ()
() regarded as a bad move. -Douglas Adams () immediately. ()
() - () - - - - - - - - - - - ()

3403. ftime structure (Pure C) - I need the declaration.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-19 07:08:04 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.LpkPlcUJvtU@elfhaven.ersys.edmonton.ab.ca>
Source record: 37932

Hi,

Could someone with Pure C please send me an electronic mail message
containing the ftime structure? I found some source code that would
help me with a project I am working on, but the code uses the ftime
structure, which is not defined in any of the header files for my
compiler (HSC).

So, if you have the structure definition, please contact me through
E-Mail. News is not getting through very well (at all) right now.

--
Regards,

() - () - - - - - - - - - - ()
() Michel Forget () My cat recently ()
() ~ () stole my opinions ()
() mforget@elfhaven.ersys.edmonton.ab.ca () (along with all of ()
() ~ () my other worldly ()
() The story so far; in the beginning the () possessions). If ()
() Universe was created. This has made a lot () you discover them, ()
() of people very angry and has been widely () please contact me ()
() regarded as a bad move. -Douglas Adams () immediately. ()
() - () - - - - - - - - - - ()

3404. Re: LOGICAL sectors (set of) ---> file

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-19 16:30:07 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun19.163007.11067@mnemosyne.cs.du.edu>
Source record: 37905

> recover sectors from floppy

You said the boot sector and FAT were damaged. If the boot sector is damaged in the right (wrong?) way, logical to physical sector conversions can get pretty screwed up. If the info at the start of the boot sector is intact (sectors per track, number of tracks, sector size, etc), then you're in luck.

> it starts at logical sector 17 and continues to about 690

Okay, allocate a buffer of 673*512 bytes, and then do this:

```
status = Rwabs(0, buffer, 673, 17, 0);
```

(The first number is 0=read, 1=write; the last number is 0=A:, 1=B:, etc). The major potential problem with Rwabs() is that it relies on valid info in the boot sector to do its logical->physical sector translations, and if you boot sector is screwed up, Rwabs() can either fail, or it can appear to work but return the wrong data.

A simplistic fix for a bad floppy boot sector is to use Rwabs() to read the boot sector from a known good floppy that was formatted the same way, then write it back out to the broken floppy. Just read/write logical sector 0 (and prompt for a disk swap between the read and the write). Also, be careful of the fact that you'll have two disks with the same serial number after doing this, and DOS won't properly detect disk changes because of this.

--
==========
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==========

3405. Re: Accessing laser printer from Hisoft Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-19 20:51:15 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Jun19.205115.6730@cs.yale.edu>
Source record: 37906

Michael Park (mpark@carson.u.washington.edu) wrote:
: A friend of mine uses Hisoft Basic, and he'd like to output
: on his Atari laser printer. How should he go about doing
: that? Plain text would be sufficient to start with,
: but I think he eventually wants to do graphics too.
: And what's this about a Diablo emulator?

I have a copy of the Diablo emulator, distributed by Atari. It came
with the printer, allows use of Bconout, and looks great.

For fancy graphics, you have a few options:

*) Get the Laser Printer GDOS driver, and write to the printer using
VDI calls. (I think this came with the printer, too).

*) Write PostScript output in a file, and then use UltraScript to
print it. Although this is somewhat inconvenient and slow, it has
some advantages:

-) PostScript is a great language. You can construct pictures
which you can change in major ways by changing only a few commands.
It's a lot of fun to program in, and can be very human-readable and
human-changeable. This way, you don't have to anticipate _every_
little thing the user _might_ want to do.

-) PostScript is a standard; you'll be able to use the program on
your next computer, or print the output at your local copy shop.

-) In my experience, UltraScript produces better-looking pages
than GDOS and VDI.

There is no need to mess with the DMA port.

--- Bob

3406. Re: LOGICAL sectors (set of) ---> file

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-19 21:05:17 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Jun19.210517.6911@cs.yale.edu>
Source record: 37907

GIGGEY Mike S (giggey@ecf.toronto.edu) wrote:
:
: This is a request for help!
:
: I have found that it starts at LOGICAL sector 00017 and continues to about
: locical sector 00690 (decimal values). Using Knife, I have been unable to
: ascertain what sectors/tracks/sides these are [frustrating!].

Figure out:

1) The format of the disk you're trying to save (sectors/track, # of
sides).

2) The length of the FATs and root directory.

If it's a normally formatted disk, these values are well known.

From these, you can figure out the sector # of the first logical block
you want to save. Then, convert the sectors you want to read to
track/sector/side triplets and use floprd. Alternatively, use
Floprd() to read the _whole_ disk and write it to your hard disk.
Then use your program of choice to save your file:

*) If it's a text file, use a text editor and throw out all the
garbage before it.

*) If it's not a text file, use the above-mentioned information to
determine where in your disk image your file starts, and use simple
file read/write commands to extract it.

I advise against using assembler to do this. What's the point?

--- Bob

3407. BIG PROBLEM -- NEED HELP !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-20 02:00:45 UTC
From: akakavel@dante.nmsu.edu
Message-ID: <200gcdINNfvj@dns1.NMSU.Edu>
Source record: 37908

[Article crossposted from comp.sys.atari.st]
[Author was KAKAVELAKIS]
[Posted on 20 Jun 1993 01:25:43 GMT]

Dear Friends:

I own an Atari 1040ST and I recently added :
1. 4096 KB of RAM
2. an 80MB hard drive
3. HBS 210 processor
I use Zignum's word-processor and when I finish, I save my document with
not an apparent problem!
Now, here my troubles begin:
when I recall the file that I previously saved,
either to 1)dump it at the screen or
2)print it
at the screen I see the message "SYSTEM ERROR - 97"
and the hard drive fills up with BAD sectors and I have to
reformat in order to reuse the program and all my data that I
previously inputed are GONE !
...please any ideas....
I would appreciate any help--I'm beat !-------e-mail:akakavel@dante.nmsu.edu

3408. SCSI HOST ADAPTERS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-20 06:21:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <200vliINNd82@golem.wcc.govt.nz>
Source record: 37909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What is the better Host Adapter, the Berkeley BMS-200 from memory
and the ICD ADscsi..

I have some data on the ICD ADVANTAGE SCSI host Adapter,
but I am unable to find any thing on the ADscsi,
so what is the difference..??

Thanks....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

3409. Re: Trouble with unix-style a.out object modules

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-20 20:39:34 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93Jun20203934@sun.ph-cip.uni-koeln.de>
Source record: 37910

Hi Ian!

> The upshot of all this is that the DRI2GNU program at a.a is definitely
>buggy. It handles both BSS-based symbols and absolute segment-based
>relocs improperly. I hope to write a GST2GNU (which will handle both DRI
>and GST input) fairly soon, but I've got HSC and GemFast bugs to fix first.

Thanks for pointing this out... (If you don't remember, I'm the author...)
I've originally written DRI2GNU to convert some assembler code to the GNU
format, and I really liked MASM from pure-C for it's abilities with macros
and such. (As opposed to GAS). I'm afraid I never tested thoroughly with
BSS symbols... nasty bug!

I'll fix it, when I'll have some spare time again.

C'ya, Joe

3410. Looking for HS_FIX14.PRG (.TXT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-20 22:45:06 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Jun20.224506.16369@a.cs.okstate.edu>
Source record: 37911

I'm still having setial problems, and looking for a patch program that will work on my TOS 1.4 machine.

So far, I can't seem to eliminate spurious ^S characters when using hardware flow control.

Please:
Tell me what patches you use with TOS 1.4
Either email them (uuencoded) or ftp them to
atari.archive.umich.edu or another popular site
and email me that they've been posted.

THanks!

3411. Re: Capture printing output of Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 01:16:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <13986@uqcspe.cs.uq.oz.au>
Source record: 37912

mboom@mswe.dnet.ms.philips.nl writes:

>I am looking for a utility that captures Calamus printer output and
>redirects it to a file. In that way it is possible to create printable
>documents at home and print it anywhere where a laserprinter is located.

I don't think Calamus supports PostScript, therefore any captured output
would be raster information. If Calamus supports output of some standard
image format (such as IMG) to a file (PageStream does, so I guess Calamus
would too), then you can take images of files to print on your laser
printer (assuming you have tools to convert them to whatever the
printer will accept - PBMplus tools, for example).

The IMG image format is an OK compression algorithm too, for black-and-white
(or bitplaned data) of the type typical in DTP, so the resulting files
shouldn't be too big.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

3412. 2Mb in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 03:11:50 UTC
From: jmw@tasman.cc.utas.edu.au
Message-ID: <jmw.740632310@tasman>
Source record: 37913

Hi folks,

A friend is getting an STe and I have persuaded him to put some extra Mbs in. Installing 4Mb is easy, you just fully populate all the slots, but what about 2Mb. Can anyone tell me which 2 slots should be used so that the machine will recognise the 2Mb?

Many thanks,
--
John M. Williams ----------> ^ _ Email: J.M.Williams@med.utas.edu.au
School of Health Sciences, / `--' \ Phone: +61 02 354751
University of Tasmania, \ / Fax: +61 02 354816
GPO Box 252C, Hobart \|^--^ Tasmania, AUSTRALIA 7001

3413. BMS scsi controller and 2 drives??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 05:12:14 UTC
From: korg@daneel.rdt.monash.edu.au
Message-ID: <korg.740639534@daneel.rdt.monash.edu.au>
Source record: 37914

Hi!
I have a BMS micro systems ST to SCSI controller and I was wondering
if it is possible to get 2 (or more) drives running on the 1 controller.
Yes, I removed the termination on the 2nd drive. The software seems to
be able to do it, but when I tried to get it going, it didnt see the
2nd drive.

Also anyone have code to send 'wake up' commands to drives? It seems
some drives need it (and I have access to one that needs it). No, thats
not the reason the 2nd drive didnt work :-)

have fun,
cam

--
Cameron Blackwood Robotics and Digital Technology, Monash University.
Email: c.blackwood@rdt.monash.edu.au Gaunix: korg@yoyo.cc.monash.edu.au

3414. Re: Can I get my accessory's n

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 05:29:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A65004@MS.maus.de>
Source record: 37947

In article <1993Jun18.163528.17687@mnemosyne.cs.du.edu>, Ian Lepore (ilepore@nyx.cs.du.edu) wrote:
> In the current issue of the Atari RSC developer's newsletter. I provided
>the workaround to them quite some time ago, and they just got around to
>publishing it. I assume the long delay was because they were testing it
>for compatibility with older TOS versions.

I haven't seen releases of the developers newsletter since the beginning of 1992. Were there many?

3415. Re: Looking for HS_FIX14.PRG (.TXT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 05:57:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.346958@cix.compulink.co.uk>
Source record: 37917

In article <1993Jun20.224506.16369@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>I'm still having setial problems, and looking for a patch program that will
>work on my TOS 1.4 machine.
>
>So far, I can't seem to eliminate spurious ^S characters when using
>hardware flow control.
>

I use to use TOS14FX2 which was fine, until I got an F030. Have you set
flow to CTS/RTS?

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

3416. Re: 2Mb in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 08:46:33 UTC
From: haebler@uni-muenster.de
Message-ID: <203sh9$ajf@obelix.uni-muenster.de>
Source record: 37918

In article <jmw.740632310@tasman>, jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:
|> Installing 4Mb is easy, you just fully populate all the slots, but what
|> about 2Mb. Can anyone tell me which 2 slots should be used so that the
|> machine will recognise the 2Mb?
|>
As far as I remember you have to plug it in this way:

```
----------------
***put 1 here***
----------------
***put 1 here***
```

Here is the keyboard.

But it does not do any damage if you plug those SIMMs in a wrong order
into those sockets.
I remember that I had to test all possible combinations and it was the last
combination.(of course)
You can also plug 2 of the old 256k SIMMs into the empty slots. The STE MMU
does not recognize them correctly at boot time but there is a small prog on
a.a.u.e that fixes the 2.5 MB problem on a STE.

regards,

Marcus

--

```
**************************************************************************
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 4400 Muenster ************************************************
* * IRC: D_Gently *
**************************************************************************
```

3417. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 09:58:12 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Jun21.095812.5802@cs.ruu.nl>
Source record: 37919

>>>>> entropy@gnu.ai.mit.edu (maximum entropy) (XX) writes:
(What is your real name?)

XX> Gulam will use the precursor to the ARGV standard if you use some
XX> configuration option (I haven't used Gulam in years but I think
XX> "set env_style=mwc" is the command). This is good enough for most
XX> normal uses since ARGV is pretty close to the Mark Williams C argument
XX> conventions.

Can it be that Gulam's convention is just not good enough for dlibs? I am rather certain that it lacks for example the special byte count value (126 or so) in the traditional command line. This weekend I experienced some problems with the command line when calling a hsc1.40 compiled program with gulam with env_style=mw set. The command line was truncated and at one time I experienced a couple of very strange arguments in the beginning (i.e the first two arguments were mangled). I don't have the source code of the new dlibs so I couldn't check the code (is it available?)
--
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3418. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 10:58:24 UTC
From: reschke@math.uni-muenster.de
Message-ID: <20448g$fqq@obelix.uni-muenster.de>
Source record: 37920

In article 12971@mnemosyne.cs.du.edu, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
> > want to see argv[0] in HSC 1.40 program under Gulam.
>
> HSC 1.40 supports xArg and ARGV standards. Unfortunately, there's a bug
> in the xArg handling in 1.40. (But the good news is that, as far as I've
> heard, only the Gemini shell uses xArg.)
>

Indeed, but Gemini uses ARGV, too :-)

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3419. GCC - can't find ___main

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 12:28:34 UTC
From: grw@ukc.ac.uk
Message-ID: <7466@falcon.ukc.ac.uk>
Source record: 37921

Okay, I'm using GCC 2.4.2, the MiNTlibs pl30 and when I come to compile any program (even the classic "hello world") it refuses to link because it says that there is an unreferenced symbol in the object file produced.
This symbol happens to be ___main

What am I doing wrong here? I have been using GCC for ages and never had this problem.

Any help would be most appreciated.

--
"Given that God is infinite, and given that the Universe is also infinite ... Would you like a toasted tea cake" - Talkie Toaster

Gazza. University of Kent at Canterbury

3420. Re: GCC - can't find ___main

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 14:13:20 UTC
From: zxmng01@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmng01.740672000@studserv>
Source record: 37922

In <7466@falcon.ukc.ac.uk> grw@ukc.ac.uk (G.R.Wagner) writes:

>Okay, I'm using GCC 2.4.2, the MiNTlibs pl30 and when I come to compile any
>program (even the classic "hello world") it refuses to link because it says
>that there is an unreferenced symbol in the object file produced.
>This symbol happens to be ___main

Either get mlib32 or add the following modul to your pl 30 libs.
void __main(void)
{}

I would suggest the former. Try the -S option, look at the output and
then you can see why ld is complaining. I'm not sure what this new
feature is for .... perhaps entropy will read this and let us know ...
;).

>--
>"Given that God is infinite, and given that the Universe is also infinite
> ... Would you like a toasted tea cake" - Talkie Toaster

> Gazza. University of Kent at Canterbury

ciao!
Geoffrey Chaucer i.A.f.n.

3421. Re: 2Mb in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 14:29:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.348696@cix.compulink.co.uk>
Source record: 37927

In article <jmw.740632310@tasman>, jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:
>Hi folks,
>
>A friend is getting an STe and I have persuaded him to put some extra Mbs
>in. Installing 4Mb is easy, you just fully populate all the slots, but what
>about 2Mb. Can anyone tell me which 2 slots should be used so that the
>machine will recognise the 2Mb?
>
It's slots 1 and 3 as far as I know. You will have to remove ALL SIMMs,
you can't have 2.5MB like on an STFM.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

3422. Re: a game in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 16:22:05 UTC
From: stevew@teleride.on.ca
Message-ID: <C8zC4u.48G@teleride.on.ca>
Source record: 37928

In article <1993Jun16.170943.20326@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> If there's a way, a good way, to solve this problem, I don't know what it
>is. You can run your program in supervisor mode, preventing MTOS from
>giving cycles to other tasks. That DOESN'T qualify as a 'good' way to me.

The standard way in the real-time world to ensure a process gets enough CPU to do it's work in the time allotted is to assign the proper priority to the task. Most multitasking systems supply a method to designate task priorities, with a certain priority level designated as 'real-time', which basically means it's non-preemptive (it only gives up the CPU when it's waiting for other resources, like I/O completion).

If mTOS doesn't have such priroritizing facilities, it's not worth it's weight in bits. If it does, that's what they're for (that is, games hogging the machine an not needing a reboot on exit).

--
Stephen M. Webb ------- Roly-poly Fishheads ------- stevew@teleride.on.ca

Canada: a part of the United States where people are so smart they've never paid any taxes to Washington.

3423. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 17:01:01 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun21.170101.19689@mnemosyne.cs.du.edu>
Source record: 37925

> Gulam & MW-style args...perhaps it doesn't put the special length byte
> in the basepage (127).

If that's the case, dlibs (and any proper implementation of ARGV as I understand it) won't recognize the args in the environment area. (That length bytes validates that the args were placed in the env area by your parent program, and not just "passed through" from your parent's parent because your parent is unaware of the standard.)

> Is the source for the new dlibs available?

Not for HSC 1.40, but the 2.0 release will contain lib source. Here's the current args handling (it has a couple bugfixes in it, but is otherwise the same as the 1.40 code).

```
-------------- cut here --------------

#include <stdlib.h>
#include <stdio.h>
#include <osbind.h>
#include <string.h>
#include <malloc.h>
#include <basepage.h>
#include <errno.h>

typedef struct {
char xarg_magic[4]; /* verification value "xArg" */
int xargc; /* argc */
char **xargv; /* argv */
char *xiovector; /* i/o handle status */
BASEPAGE *xparent; /* pointer to parent's basepage */
} XARG;

#define PAD_ENVIRON 8 /* leave this many empty slots in environ[] */

extern char *argv0;

extern int _argc;
extern char **_argv;
extern char **environ;

int _Nenviron = 0;

static char xmagic[] = "xArg";
static char *envargs = NULL;

static void *_sbrk(size)
register int size;
```

```
{
register void *p;
void *sbrk();

size += size & 1; /* force even alignment */

if (NULL == (p = sbrk(size))) {
Cconws("Too many arguments or env vars passed to program.\n");
_exit(ENSMEM);
}
return p;
}

static void *saveptr(ptr)
void *ptr;
{
void **p;

p = _sbrk(sizeof(void*));
*p = ptr;
}

static void do_cmdlin()
{
register int counter;
register int cmdlen;
register char *cmdline;
register char *pwrk;

cmdline = _base->p_cmdlin;
cmdlen = *cmdline++;

if (cmdlen > 126) {
cmdlen = 126;
}
cmdline[cmdlen] = '\0';

cmdline = strcpy(_sbrk(cmdlen+1), cmdline);

_argv = saveptr(NULL);
counter = 1;

/*
* parse command line copy based on whitespace
*/

pwrk = strtok(cmdline, " \t\r");
while (pwrk) {
++counter;
saveptr(pwrk);
pwrk = strtok(NULL, " \t\r");
}

saveptr(NULL);
```

```
_argc = counter;
}

static int do_ARGV()
{
register char *penv;
register int counter = 0;

if (NULL == (penv = envargs)) {
return FALSE;
}

if (_base->p_cmdlin[0] != 0x7F) {
return FALSE;
}

while (*penv++) { /* skip to end of ARGV= value */
continue;
}

_argv = sbrk(0); /* set global argv */

while (*penv) { /* while env arg data remains */
++counter; /* count this arg */
saveptr(penv); /* save a pointer to it */
while (*penv++) /* read through it */
continue;
}

saveptr(NULL);
_argc = counter;
return TRUE;
}

static int do_xArg()
{
XARG *xp;
unsigned long strtoul();
unsigned int argvsize;
register int counter;
register char **pparentarg;
register char **plocalarg;
register char *pwrk;

if (NULL == (pwrk = getenv(xmagic))) {
return FALSE;
}

xp = (XARG *)strtoul(pwrk, NULL, 16); /* convert asciihex to ptr */

if ((long)xp < 4096L) { /* if pointer is negative, */
return FALSE; /* zero, or in very low */
} /* memory, it's bogus. */
```

```
if (0 != strncmp(xp->xarg_magic, xmagic, 4)/* not XARG struct */
|| xp->xparent != _base->p_parent) { /* not right parent */
return FALSE;
}

argvsize = (xp->xargc + 1) * sizeof(char *);
_argv = _sbrk(argvsize); /* set global argv */
_argc = xp->xargc; /* set global argc */

pparentarg = xp->xargv;
plocalarg = _argv;
counter = xp->xargc;
while (counter--) {
pwrk = _sbrk(strlen(*pparentarg));
*plocalarg = strcpy(pwrk, *pparentarg);
++pparentarg;
++plocalarg;
}
*plocalarg = NULL;

return TRUE;
}

static void convert_tos_format(penv)
register char *penv;
{
register char *pwrk;

pwrk = ++penv + 1;
while (*pwrk) {
while (*penv++ = *pwrk++)
continue;
}
*penv = '\0';
}

void _InitEnv()
{
register char *penv = _base->p_env;
register int envcount = 0;
register int counter;

if (environ != NULL) { /* already init'd */
return; /* so just punt. */
}

environ = sbrk(0);

while (*penv) {
if (strncmp(penv, "ARGV", 4) == 0) {
*penv = '\0';
envargs = penv + 4;
break;
}
```

```
saveptr(penv);
++envcount;
while (*penv) {
if (penv[0] == '=' && penv[1] == '\0') {
convert_tos_format(penv);
}
++penv;
}
++penv;
}

for (counter = 0; counter <= PAD_ENVIRON; ++counter) {
saveptr(NULL); /* pad environ[] for future putenv() growth */
}

_Nenviron = envcount + PAD_ENVIRON;

return;
}

void _InitArgs()
{
_InitEnv();

if (!do_ARGV()) {
if (!do_xArg()) {
do_cmdlin();
}
}

if (_argv[0] == NULL) {
_argv[0] = argv0;
}
}

---------- end ---------------
--
================================================================================
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
================================================================================
```

3424. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 17:07:50 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jun21100750@hpbbrn.bbn.hp.com>
Source record: 37923

> As far as I know the Z80 was the last `real' processor who didn't
> use microcode.

... until someone thought of RISC processors.

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3425. Re: 8-bit sound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 17:14:03 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jun21101403@hpbbrn.bbn.hp.com>
Source record: 37924

```
To do this, the tone and noise generators in the sound chip are turned off.
Only the volume controls are used. The amplitude of the resulting waveform
is a rather messy function of the three volume settings; all sample players
I've seen used a lookup table to map amplitudes to register values.
Once you've got such a table, it's just a matter of stuffing values into
the volume registers at high speed.

Lemme see ... <rummaging in mailbox> ...
Here's an article (two years old) that actually gives some code.
---8<---------------------------------------------------------------------8<---
From gatech!psuvax1!wuarchive!uunet!math.fu-berlin.de!fauern!forwiss.uni-passau.de!unipas!
friedric Tue May 7 17:40:56 EDT 1991
Article: 2377 of comp.sys.atari.st.tech
Path: gatech!psuvax1!wuarchive!uunet!math.fu-berlin.de!fauern!forwiss.uni-passau.de!unipas
!friedric
From: friedric@unipas.fmi.uni-passau.de (Carsten Friedrich)
Newsgroups: comp.sys.atari.st.tech
Subject: How do you play Sound Samples? The answer :)
Message-ID: <1991May7.190643.28309@forwiss.uni-passau.de>
Date: 7 May 91 19:06:43 GMT
Sender: usenet@forwiss.uni-passau.de (USENET News System)
Organization: University of Passau, Germany
Lines: 370
Nntp-Posting-Host: unipas.fmi.uni-passau.de
Sender: kilian
Status: OR

; Hi,
; as i got many, many requests about the source-code to play digitized
; music, i decided to post it instead of mailing to everyone.
; don't be confused by the letter like style, cos i just post the
; letter i've written to the first ones.

; I DIDN'T WRITE THE SOURCE, BUT TOOK IT FROM A ST-MAGAZINE ARTICLE AND
; CHANGED IT TO FIT MY NEEDS !!! (just wanted to make this clear)

; here's the promised source-code. It is NO executable program, but to
; be compiled as an object file and linked to a C-program.
; How to use it from a C-program:

; if you want to play a sample:

; set smp_anf_ to the begining of the sound-data.
; set smp_len_ to the length of the sound-data.
; set smp_frq_ to the playing frequenzy (0 to 30.000 in Hz)
; set smp_out_ to the scan-code of the character you want to abort playing
```

```
; before the end has been reached
; set smp_way_ to 1 if you want to play forward, any other value, if want
; to play the sample reverse (really funny flag)
; set smp_mod_ to 2 for playing samples
; start with start1();

; you don't have to set 'em all, just look at the default values at the end
; of the listing.

; if you want to listen to a digitizer:

; set smp_mod_ to 0 for listening
; set smp_frq_ see above
; set smp_out_ escape character (SCAN-CODE!!!). IMPORTANT: no exit from this
; mode with an wrong scan-code !!!! only way then is reset-button
; then start1();

; if you want to record samples

; set smp_mod_ to 1
; set smp_frq_ to the frequenzy you want to sample with (0 to 20.000 in Hz)
; set smp_anf_ begining of sample-buffer
; set smp_end_ end of sample-buffer
; set smp_out_ see above. program terminates as well if reaching smp_end_
; then start1();
; in return smp_len_ is set by the program to the really sampled length

; If using a digitizer, it should be at the printer-port!

; I hope all this above is true, as wrote it more then 1 year ago, but
; you should be able to correct it by looking at the code.
; I'm not shure about copyrights, as I took a computer-magazine-article
; about a self-made sampler, and adapted their source to fit my needs.
; If they don't have the copyrights, then the rights are by me. You may
; copy it, adapt it, delete it, throw it a you're brothers head, or do what
; ever you want with it, but don't blame me for the results.
; It would be nice, if using it in a program, to insert the names Martin
; Backschat (the original author) or/and Carsten Friedrich (me :) .

; this program is written for the Devpack assembler, so you might have
; to change some lines for other assemblers. (e.g. dc.l to .dc.l)
; the program can play 8-bit samples (should be standart), but only uses
; 6-Bit, because i only have a 6-Bit sound-data-table :(. If you get hold
; of an 8-Bit table, i made a mark in the source, what you would have to
; change. (and please mail it to me .... :) )
; although working with interupts, this program always (no matter what
; smp_frq_ ) uses 100 % CPU-time. This was made to improve speed and with
; that to improve sound-quality. I made a mark in the source, with some
; hints how to change that. but smp_frq_ should not exceed 20.000 Hz when
; doing this and if you want the computer to have the time, really to work
; while playing 10.000 Hz is a kind of limit. (Remember real sound-frequenzy
; is 0.5 * sample-frequenzy !, this means setting smp_frq to 10.000 Hz means
; a real sound of 5.000 Hz )
```

```
; The program uses Timer D for interupt. If you want to uses RS232, you
; should change this to Timer A. I used Timer D, as I needed Timer A for
; more important things.

; I hope that helps you. Lables might be a bit confusing for you, as i named
; them in german.

; if using Devpack, you should be able to assemble it just as it is.
; sorry, just noticed, that it is executable, just remove the line XDEF.
; you should just add Pterm0 (gemdos(0)) if you don't like it to terminate
; with two bombs at the end, then assemble it as an executable program (*.tos)
; and you can listen to a sampler, if one is connected to the printer-port.
; to stop press space :)

; if you still have questions, or it just doesn't work, mail me and I'll try
; to help you. If you send me some money for stamps, I can send you the
; source listing of Martin Bachschat (it's a complete assemler program to deal
; with samplers at the printer port ca. 900 lines). If you send me a disc, I
; can copy the source-code and executable-code of a C-program I wrote for
; sampling and playing samples with the MarkWilliams C-compiler. It uses
; this assembler program for handling the sampler and sound out-put. I don't
; e-mail it, as it includes a .rsc file. But PLEASE don't forget to add some
; money for stamps and a disc, if you want my program.

; greetings,
; Carsten !

; adress:
; Carsten Friedrich
; Machthildstr. 42
; 8400 Regensburg
; W-Germany

; The source:

XDEF start1_,smp_anf_,smp_end_,smp_frq_,smp_mod_,smp_out_,smp_len_,smp_way_
opt d+
start1_:
;
movem.l d0-d7/a0-a7,jaja save registers
clr.l -(sp)
move.w #$20,-(sp)
trap #1
addq.l #6,sp
move.l d0,oldsp enter supervisor-mode
;
pea siditab
move.w #$20,-(sp)
trap #$e
addq.l #6,sp
;
move.l #1000000,d0
```

```
test1:
nop
nop
nop
dbf d0,test1 initialise sound-chip and wait some time
; waiting is important !
moveq.l #0,d0
move.w smp_mod_,d0
cmp.w #2,d0
beq.s weit
;
moveq.l #0,d0
moveq.l #0,d2
move.b smp_out_,d0
move.w smp_frq_,d1
move.w smp_mod_,d2
move.l smp_anf_,a1
move.l smp_end_,a2
bsr input for background-interupt do sndinit now, use
bra weiter inputloop for interupt at $110, remove inpsync,
weit: ; change inputloop and inpend to rte at the end
moveq.l #0,d0 and not to loop. AND: SAVE REGISTERS whenstaring
moveq.l #0,d2 inputloop, and restore before rte, and change sndinit
move.b smp_out_,d0 to allow interupts, always refresh your own registers,
move.w smp_frq_,d1 and no other sound during this time, and don't use discs
move.w smp_way_,d2 (may cause loss of data), and don't try to print
move.l smp_anf_,a1 (might kill the sound-chip, no kidding !!!!)
move.l smp_len_,a2 if just playing samples, printing should be save
add.l a1,a2 NO WARRANTY !!!!
bsr play
weiter: ; decide wich mode, set registers and enter

move.l oldsp,-(sp)
move.w #$20,-(sp)
trap #1
addq.l #6,sp exit supervisor-mode
movem.l jaja,d0-d7/a0-a7 restore registers
rts back !!!

input:
bsr sndinit do some initialising work
;
move.b #$e,(a5)
move.b (a5),d7
or.b #$20,d7
move.b d7,2(a5)
move.b #7,(a5)
move.b (a5),d7
and.b #$7f,d7
move.b d7,2(a5) awake sampler and tell him we're ready
; should work with all samplers for the st
```

```
inploop:
moveq.l #0,d6
move.b #$f,(a5)
move.b (a5),d6 get sound-data to d6
;
move.b #$e,(a5)
and.b #$df,2(a5)
or.b #$20,2(a5) tell sampler: sample next please
;
tst.w d2
beq.s norec
move.b d6,(a1)+
cmp.l a1,a2
beq.s inpend if recording, store data
;
norec:
and.b #%11111100,d6 mask off last 2 bits (we're only using 6-Bit)
move.w d6,d7
add.w d6,d7
add.w d6,d7 get adress of data in sound-table. for 8-Bit
movem.l 0(a3,d7),d5-d7 don't mask and change the get-adress-algorithm
movem.l d5-d7,(a5) put data to sound-chip
;
cmp.b 2(a4),d0 escape-character pressed ?
beq.s inpend yes, then end
inpsync:
btst #4,$d(a6)
beq.s inpsync waiting for the interupt
bclr #4,$d(a6) restart interupt
bra inploop next round
;
inpend:
tst.w d2 did we record?
beq.s inpend2
sub.l smp_anf_,a1
move.l a1,smp_len_ yes, then evaluate smp_len_ and store it
;
inpend2:
bra sndinit2 restore things and return

sndinit:
move.w #$2700,sr disable all interupts
lea voldat,a3
move.w #$fc00,a4
move.w #$8800,a5
move.w #$fa00,a6 load some registers
;
move.l #2456700,d7
divu d1,d7
lsr.w #2,d7
```

```
move.b d7,$25(a6)
move.b $1d(a6),d7
and.b #$f0,d7
or.b #$01,d7
move.b d7,$1d(a6)
bset #4,9(a6) evaluate frequenzy to timer data and start interupt
rts

sndinit2:
move.b $1d(a6),d7
and.b #$f0,d7
move.b d7,$1d(a6)
bclr #4,9(a6) stop interupt
move.w #$2300,sr allow interupts
rts return

play:
bsr sndinit init-work
moveq.l #0,d4
playloop:
cmp.w #1,d2
beq play_v forward or backward?

move.b -(a2),d4
cmp.l a1,a2
beq playend look if reached the end
bra play_n

play_v:
move.b (a1)+,d4
cmp.l a1,a2
beq playend look if reached the end
play_n: ; load next sound to play to d4

and.b #%11111100,d4
move.w d4,d7
add.w d4,d7
add.w d4,d7
movem.l 0(a3,d7),d5-d7
movem.l d5-d7,(a5)
;
cmp.b 2(a4),d0
beq.s playend
playsync2:
btst #4,$d(a6)
beq.s playsync2
bclr #4,$d(a6)
bra playloop

playend:
bra sndinit2 see input loop, it's nearly the same
```

```
SECTION DATA
voldat:
dc.l $08000000,$09000000,$0a000000
dc.l $08000000,$09000000,$0a000200
dc.l $08000000,$09000000,$0a000300
dc.l $08000200,$09000200,$0a000200
dc.l $08000500,$09000000,$0a000000
dc.l $08000500,$09000200,$0a000000
dc.l $08000600,$09000100,$0a000000
dc.l $08000600,$09000200,$0a000100
dc.l $08000700,$09000100,$0a000000
dc.l $08000700,$09000200,$0a000000
dc.l $08000700,$09000300,$0a000100
dc.l $08000800,$09000000,$0a000000
dc.l $08000800,$09000200,$0a000000
dc.l $08000800,$09000300,$0a000100
dc.l $08000800,$09000400,$0a000100
dc.l $08000900,$09000000,$0a000000
dc.l $08000900,$09000200,$0a000000
dc.l $08000900,$09000300,$0a000100
dc.l $08000900,$09000400,$0a000100
dc.l $08000900,$09000500,$0a000000
dc.l $08000900,$09000500,$0a000200
dc.l $08000900,$09000600,$0a000000
dc.l $08000900,$09000600,$0a000200
dc.l $08000a00,$09000200,$0a000000
dc.l $08000a00,$09000200,$0a000200
dc.l $08000a00,$09000400,$0a000100
dc.l $08000a00,$09000500,$0a000000
dc.l $08000a00,$09000500,$0a000200
dc.l $08000a00,$09000600,$0a000100
dc.l $08000a00,$09000600,$0a000300
dc.l $08000b00,$09000100,$0a000000
dc.l $08000b00,$09000200,$0a000100
dc.l $08000b00,$09000300,$0a000100
dc.l $08000b00,$09000400,$0a000100
dc.l $08000b00,$09000500,$0a000100
dc.l $08000b00,$09000600,$0a000000
dc.l $08000b00,$09000600,$0a000200
dc.l $08000b00,$09000700,$0a000000
dc.l $08000b00,$09000700,$0a000100
dc.l $08000b00,$09000700,$0a000300
dc.l $08000b00,$09000700,$0a000400
dc.l $08000b00,$09000800,$0a000100
dc.l $08000b00,$09000800,$0a000300
dc.l $08000b00,$09000800,$0a000400
dc.l $08000b00,$09000800,$0a000500
dc.l $08000b00,$09000800,$0a000500
dc.l $08000c00,$09000200,$0a000000
dc.l $08000c00,$09000200,$0a000200
dc.l $08000c00,$09000400,$0a000100
```

```
dc.l $08000c00,$09000500,$0a000000
dc.l $08000c00,$09000500,$0a000300
dc.l $08000c00,$09000600,$0a000000
dc.l $08000c00,$09000600,$0a000200
dc.l $08000c00,$09000700,$0a000000
dc.l $08000c00,$09000700,$0a000300
dc.l $08000c00,$09000700,$0a000400
dc.l $08000c00,$09000800,$0a000000
dc.l $08000c00,$09000800,$0a000300
dc.l $08000c00,$09000800,$0a000400
dc.l $08000c00,$09000800,$0a000500
dc.l $08000c00,$09000900,$0a000000
dc.l $08000c00,$09000900,$0a000300
dc.l $08000c00,$09000900,$0a000400
dc.l $08000c00,$09000900,$0a000500

siditab:
dc.b 0,$ff,1,$ff,2,$ff,3,$ff,4,$ff,5,$ff,6,0,7,$3f
dc.b 8,0,9,0,10,0,$ff,0
even
smp_anf_:
dc.l 1000000
smp_end_:
dc.l 1000000
smp_frq_:
dc.w 20000
smp_mod_:
dc.w 0
smp_way_:
dc.w 1
smp_out_:
dc.b $39
even
smp_len_:
dc.l 5
oldsp:
dc.l 1
jaja:
dc.l 1,2,3,4,5,6,7,8,1,2,3,4,5,6,7,8,9,0
---8<------------------------------------------------------------------------8<---

Greetings,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
--------------------------------+-------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

3426. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-21 18:51:39 UTC
From: wabe@ukc.ac.uk
Message-ID: <4988@eagle.ukc.ac.uk>
Source record: 37926

In article <1993Jun21.095812.5802@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>
>Can it be that Gulam's convention is just not good enough for dlibs? I am
>rather certain that it lacks for example the special byte count value (126
>or so) in the traditional command line. This weekend I experienced some
>problems with the command line when calling a hsc1.40 compiled program with
>gulam with env_style=mw set. The command line was truncated and at one time

Strange that you found your command line truncated if you set Gulam's
env_style correctly. Note the correct syntax for setting it does NOT include
the "=" sign you quote - but you probably know that.

All I will add is that I have successfully copied whole Hard Disk
Partitions with the command

cp -r * <destination_directory>

entered from the root directory of the Partition I'm copying having
"set env_style mw" of course. I don't have to point out that in this case
that "*" expands to an enormously long tail (which was _NOT_ truncated). I
should add I was using the last Gulam version (4.0.5 I think).

Cheers,
W. Alan B. Evans.

3427. File sizes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 00:29:22 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jun22.002922.12945@beaver.cs.washington.edu>
Source record: 37929

Hi folks, I am trying to become proficient at C on my ST (and Falcon soon hopefully), but I keep running into weird snags. Here's my latest one :

I simply want to find the size of a file on disk, using HSC 1.4 and TOS 1.0. I've tried this two ways with the following code :

1) Using the call fsize() from dlibs, as follows :

```
long filesize;

filesize = fsize("test.c");
```

This usually provides an answer of zero when I try to print out the filesize (with printf).

2) Using the unix method, ie fseek and ftell :

```
long filesize;
FILE *fp;

fp = fopen("test.c", "br");
if (fp > 0) {
fseek(fp, 0L, SEEK_END); (parameters might be a different
filesize = ftell(fp); order, I don't remember now).
fseek(fp, 0L, SEEK_SET);
}
```

This gives about the same results, namely a file size of zero.

Am I missing something really obvious here? I seem to be able to read from the files OK but for a lot of applications I need to know the filesize so I can do a block read instead of one character at a time. Any help is appreciated!

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

3428. Atari Art!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 01:10:42 UTC
From: rrice@netnews.upenn.edu
Message-ID: <132604@netnews.upenn.edu>
Source record: 37931

[Article crossposted from comp.sys.atari.st]
[Author was Rob S. Rice]
[Posted on 22 Jun 93 01:06:49 GMT]

I have been giving LOTS of attention to the subject of GIF files on the ST(e). Here is what I have learned about converting them into Atari formats:

1)It is desirable to do so. The redundant information that the GIF format stores (compressed as it is) means that any Atari specific format will result in a much smaller file on the ST. I've turned 50K GIF's into 5K *.TNY files.

2)The assorted conversion utilities all work differently, meaning that the picture that PCHROME3, for example, leaves dark, SPOFLIT will let you view and lighten, but not save as converted, while VIEW_ST often does an excellent job of shrinking large files but only into 16 colors. DMJ_GIF 3.0 is flicker free, but very slow, in turning GIF's into SPC files, but itself encounters files it can't turn into a decent picture (All these programs are available on the Michigan Archive).

Prism Paint will load and shrink any GIF your system can display without modification, but will not convert colors and often blacks out the screen after the conversion. GEMVIEW 2.24 pushes your system to the limits of the hardware in making its conversions, but no further, unlike such software-enhancers as PCHROME3, SPOFLIT, or DMJ_GIF. On the other hand, it can be used to lighten a GIF to the point where PCHROME can make a decent conversion of a dark one. I wish meine deutsch was gutt enough for me to understand how to adjust the RGB levels of the various pictures--monitors, and accordingly, exact amounts of Red, Blue, Green, and intensity, vary. Somebody ought to write a test program to figure out adjustments, if necessary.

If anybody knows of any better programs or routines, I'd love to hear about it. The best single advice I can offer is to determine how many colors and how large any GIF file is before you try to convert it, and learn within what limits each program does its best. Best overall, but still imperfect, is PCHROME3, but there are rumors of a world-beating DMJ_GIF 4.0 in the works that should surpass it.

The ATARI world is also in dire need of a program that will read and convert ATARI *.IFF art files, and show them slide-show fashion (unlike the exercrable, bell-ringing horror that came with Deluxe Paint). Not even GEMVIEW 2.24 can do that (although GLEE, long gone, could!). ATARI *.IFF files (compressed with a platform-specific

algorithm) are nearly as small as TN? files and, unlike the latter, can still be loaded into Deluxe Paint. You can also compress BLOCK files in Deluxe Paint. Would-be world beaters, take note!!

Rob S. Rice/U. of P.
rrice@ccat.sas.upenn.edu

3429. Re: GCC - can't find ___main

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 01:54:28 UTC
From: rosenkra@convex.com
Message-ID: <1993Jun22.015428.27428@convex.com>
Source record: 37930

In article <7466@falcon.ukc.ac.uk> grw@ukc.ac.uk (G.R.Wagner) writes:
>Okay, I'm using GCC 2.4.2, the MiNTlibs pl30 and when I come to compile any
>program (even the classic "hello world") it refuses to link because it says
>that there is an unreferenced symbol in the object file produced.
>This symbol happens to be ___main
>
>What am I doing wrong here? I have been using GCC for ages and never had this
>problem.

get a newer PL. i just found this out too (thanx, jrb++). you will also
have this problem with non-MiNT gnulib PL < 88, i think. MiNT lib PL32 is
the latest on the archives.

PL32 has ___main. you can also put a dummy together (for C only)

```
void __main(void){return;} /* note the 2 "_" chars, not 3 */
```

compile and add to PL30 with gcc-ar (i actually did this to non-MiNT gnulib's
crt0.c file). you could do this with PL30 crt0.cpp, too:

```
.globl ___main
___main:
rts
```

should probably work. otherwise compile the C version to a .s and include.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3430. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 03:39:12 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Z0_wtN_h7EU@semprini.tdkcs.waterloo.on.ca>
Source record: 37938

In <1993Jun18.154840.27322@gps.leeds.ac.uk>, M A Rahin writes:
[....Heat & Serve C question...]

```
> #include <stdio.h>
> #include <stdlib.h>
> #include <stddef.h>
>
> void main(argc, argv)
>
> int argc ;
> char* argv[] ;
> {
> int i ;
>
> printf("Number of arguments = %d\n", argc) ;
>
> for(i = 0; i <= (argc - 1); i++)
```

I usually do this:

```
for( i = 0; i < argc; i++ )
printf( "Argument %d = %s\n", i, argv[i] );
```

```
> I am more interested to see the value of argv[0] in order to determine
> the source directory of the exceutable. The program however, did not
> return anything for argv[0]. I am not vary familiar with various XARG
> and other standards. The operating environment is TOS 1.0 and under Gulam.
> Could anyone shed any light on what's going wrong ?
```

I think it's an OS version/shell problem. I have TOS 1.4 and use Mupfel as well as tcsh (under MiNT) and argv[0] contains the program name. I'm not sure if this works from the desktop or not (I haven't run a command-line program from the desktop in years).

```
--
------------------==========================================------------------
.--. cherborth@semprini.tdkcs.waterloo.on.ca
(OS/2) The choice of a New Generation. Chris Herborth
`--'
```

3431. Re: LZH/ARC/ZIP/ZOO Header Format - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 08:08:28 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <206elsEhph@uni-erlangen.de>
Source record: 37934

mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>Hi,

>I am looking for information about the header of various archive types.
>If you have any information about ZIP, LZH, ZOO, or ARC please share
>it with me. I would like to be able to find out what files are inside
>the archive. I do not particularly need any information other than
>the filenames in order for MasterBrowse to do its work. Is there "C"
>source code to list the files inside archives?

Good question! I'm interested in information about this topic, too.
So, if anybody has some info, please post it here, too, or send it to me, too.

Thanks.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | I'm sorry Dave,
mppi76@cd4680fs.rrze.uni-erlangen.dbp.de | I'm afraid I can't do that.

3432. Re: 2Mb in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 09:15:17 UTC
From: lpzssm@mips.nott.ac.uk
Message-ID: <1993Jun22.091517.17831@cs.nott.ac.uk>
Source record: 37935

In article <memo.348696@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
|>
|>
|> In article <jmw.740632310@tasman>, jmw@tasman.cc.utas.edu.au (John Mark Williams)
writes:
|> >Hi folks,
|> >
||> >about 2Mb. Can anyone tell me which 2 slots should be used so that the
|> >machine will recognise the 2Mb?
|> >
|> It's slots 1 and 3 as far as I know. You will have to remove ALL SIMMs,
|> you can't have 2.5MB like on an STFM.

You can, I've seen it done with a progaram called SIMMFIX, though the program
isn't always reliable in getting the ST to recognise the memory configuaration.

Is there any technical reason why this *shouldn't* be done ?

Sam

3433. Gulam clarification & ? [was Re: argv question ?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 11:43:33 UTC
From: erics@agora.rain.com
Message-ID: <C90twn.EAI@agora.rain.com>
Source record: 37936

wabe@ukc.ac.uk (W.A.B.Evans) writes:

> All I will add is that I have successfully copied whole Hard Disk
>Partitions with the command
> cp -r * <destination_directory>
>entered from the root directory of the Partition I'm copying having
>"set env_style mw" of course. I don't have to point out that in this case
>that "*" expands to an enormously long tail (which was _NOT_ truncated). I
>should add I was using the last Gulam version (4.0.5 I think).

Welll, since cp is a builtin, who's to say that Gulam's using *any* standard
argument-passing technique? It probably just pushes a few pointers onto the
stack and goes to a "cp-subroutine". That's not the same at all as using the
OS-supplied Pexec... Of course, if you are talking about a cp aliased to
an external cp.ttp, your point would be valid, but that you didn't mention
this caveat seems to imply not.

As others have stated, set env_style mw (or something essentially similar) is
the way to enable extended argument passing such as is available in Gulam.

Also, the only released versions of Gulam that I know of are x.y.z.a (whatever
the numbers are--I don't remember) Alpha and Beta. The latter is apparently
the more recent version, and should be available on atari.archive and friends.

>Cheers,
>W. Alan B. Evans.

P.S. I seem to remember that the original author of Gulam (Is he still at
Wright State?) many moons ago offered to supply sources to those with a need.
My general irritation factor has been steadily building with a few features
of Gulam, and I've considered fixing 'em. Things like converting to full
ARGV, fixing the builtin mem, fixing the Ins key in the minibuffer, adding
full-Minix-length filename globbing, etc. Has anyone ever looked at the
sources to see how hard this would be? I assume that since Gulam is so small,
it's probably in assembly, but since it was written for an academic project,
maybe there's hope...

Howard? Jwahar? Surely these very same issues have been bugging you for
years too... Has anyone's irritation factor reached overload status yet? :-)

--
Eric Stuyvesant
erics@agora.rain.com
#include <disclaim.std>

3434. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 12:17:09 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Jun22.121709.28434@cs.ruu.nl>
Source record: 37937

>>>>> wabe@ukc.ac.uk (W.A.B.Evans) (WABE) writes:

WABE> In article <1993Jun21.095812.5802@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum)
writes:
>
>Can it be that Gulam's convention is just not good enough for dlibs? I am
>rather certain that it lacks for example the special byte count value (126
>or so) in the traditional command line. This weekend I experienced some
>problems with the command line when calling a hsc1.40 compiled program with
>gulam with env_style=mw set. The command line was truncated and at one time

WABE> Strange that you found your command line truncated if you set
WABE> Gulam's env_style correctly. Note the correct syntax for setting it
WABE> does NOT include the "=" sign you quote - but you probably know that.

Yes, I know. I just misquoted it. It has been in my gulam.g file for a long
time.

WABE> All I will add is that I have successfully copied whole Hard Disk
WABE> Partitions with the command

WABE> cp -r * <destination_directory>

But cp is a built-in command. Besides that it also depends on the receiving
program. Gulam does pass all the arguments as I have seen by using GCC
compiles programs.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

3435. Re: Looking for HS_FIX14.PRG (.TXT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 16:26:16 UTC
From: ken@isgtec.com
Message-ID: <4990@isgtec.isgtec.com>
Source record: 37942

In article <memo.346958@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
> In article <1993Jun20.224506.16369@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
> >I'm still having setial problems, and looking for a patch program that will
> >work on my TOS 1.4 machine.
>
> I use to use TOS14FX2 which was fine, until I got an F030. Have you set
> flow to CTS/RTS?

I tried the HSFIX program that was posted on the net a while ago, and it
didn't work properly either (STe, TOS 1.6). Although it did correct the
problems with overrun and losing characters, for some reason at high speed
it dropped my terminal speed from 19.2K to 9600 when it connected. I've
also had problems with SERIALFX 1.0 and 2.0, although 1.1 did work (but then
you have to use that stupid CPX). I'll repeat again, a patch that I've found
works perfectly on my machine every time is TurboCTS 1.32 (written by the
same guy as SERIALFX). It also doesn't require that dumb CPX. Works for me.
I can post it somewhere if someone wants it, I don't think it's on a.a,
but it should be. It might not work on Falcons or something, but I was kind
of expecting Atari to fix this crap by now. :)

--
Klein bottle for rent -- inquire within.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3436. Re: Gulam clarification & ? [was Re: argv question ?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 17:49:58 UTC
From: wabe@ukc.ac.uk
Message-ID: <5010@eagle.ukc.ac.uk>
Source record: 37939

In article <C90twn.EAI@agora.rain.com> erics@agora.rain.com (Eric Stuyvesant) writes:
>wabe@ukc.ac.uk (W.A.B.Evans) writes:
>
>> All I will add is that I have successfully copied whole Hard Disk
>>Partitions with the command
>> cp -r * <destination_directory>
>>entered from the root directory of the Partition I'm copying having
>>"set env_style mw" of course. I don't have to point out that in this case
>>that "*" expands to an enormously long tail (which was _NOT_ truncated). I
>>should add I was using the last Gulam version (4.0.5 I think).
>
>Well, since cp is a builtin, who's to say that Gulam's using *any* standard
>argument-passing technique? It probably just pushes a few pointers onto the
>stack and goes to a "cp-subroutine". That's not the same at all as using the
>OS-supplied Pexec... Of course, if you are talking about a cp aliased to
>an external cp.ttp, your point would be valid, but that you didn't mention
>this caveat seems to imply not.
>
Granted "cp" is not a clear cut example. However when I do use GULAM
with external programs I never seem to have the command line truncated
provided env_style is "mw". To be doubly certain, I've just tried it with
FDATE.TTP (a little utility I wrote that prints out the "full" dates
including the year of files) and the command

fdate *

listed _ALL_ the file dates in a huge partition - BUT

unset env_style ; fdate * ; set env_style mw

listed about 4 files _ONLY_ before the tail was truncated.

So although my example was ill-considered, the allegation seems still
to be valid i.e. I still have not noticed any truncation effects with
env_style set as "mw".

Cheers,
W. Alan B. Evans

3437. Re: Capture printing output of Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 19:24:43 UTC
From: "NO E-MAIL ADDRESS"@eicn.etna.ch
Message-ID: <1993Jun22.192443.324@eicn.etna.ch>
Source record: 37946

In article <13986@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> mboom@mswe.dnet.ms.philips.nl writes:
>
>>I am looking for a utility that captures Calamus printer output and
>>redirects it to a file. In that way it is possible to create printable
>>documents at home and print it anywhere where a laserprinter is located.
>
> I don't think Calamus supports PostScript, therefore any captured output
> would be raster information. If Calamus supports output of some standard
> image format (such as IMG) to a file (PageStream does, so I guess Calamus
^^^^^^^^^^^^^^^^^^^^^^

Yes, it does, with the GEMIMG.CPD driver. but don't forget to set the correct
printer resolution you want to use, to avoid scaling errors...

This driver is working either with 1.09, S or SL. If you need this driver,
I can mail it to you. Just send me a request.
>
> The IMG image format is an OK compression algorithm too, for black-and-white
> (or bitplaned data) of the type typical in DTP, so the resulting files
> shouldn't be too big.
>
--
|Ralf von Gunten | VONGUNTENR@ezinfo.vmsmail.ethz.ch |
| | DECnet: 53848::VONGUNTEN |
| Happiness is the only belonging which multiplies when you share it... |

3438. Re: File sizes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 19:55:04 UTC
From: healy@nosc.mil
Message-ID: <1993Jun22.195504.4075@nosc.mil>
Source record: 37940

One problem people run into when printing out longs is
to forget to put the "l" in the format statement, eg "%d"
instead of "%ld". It depends on the compiler, ie, my Laser
C (where ints are 16 bit) needs the "l", whereas gcc on
my VME 68040 boards (where ints are 32 bits) does not.

Mike Healy

healy@nosc.mil

3439. Memory help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 21:08:59 UTC
From: elvis@watserv.ucr.edu
Message-ID: <33188@galaxy.ucr.edu>
Source record: 37941

Hi,
I've been working on a program, and was wondering if someone could answer a few questions I have concerning freeing memory. At the moment, my program simply takes all the memory, but with Multi-TOS on the way, I figured I should try and change this, which left me with my questions. First, the program I am working on is a shell for calling archivers. As I understand it (which may be completely wrong), these archivers are run in the heap space of my program when Pexec()'ed. If this is right, does my shell need to keep most all the memory anyway, Multi-TOS or not? Or will the programs run in freed memory? (Another reason why I am trying to make this change is that people are having problems running DC-squished archivers. If they unsquish them, it works fine, but when they are squished they get two bombs, but the shell keeps running. So I wondered if there needed to be memory free to unsquish the files.) In any event, how do I free up the memory I do not need? I have tried Mshrink, but it fails unless I shrink it down to about 40k or less, at which point the program bombs when I try to do anything. Any help on this matter would be greatly appreciated.

Thanks,
Andrew Cullum (elvis@watserv.ucr.edu)

3440. floppy controler programming

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-22 21:30:02 UTC
From: reetz@rhrk.uni-kl.de
Message-ID: <1993Jun22.213002.12845@rhrk.uni-kl.de>
Source record: 37943

I'd like to use subroutines that can be called from within GfA-Basic.
But C-, Assembler-, Pascal-, or Modula-Programs are welcome, too.

Thanks

Achim

Please email - a_getsch@informatik.uni-kl.de (Achim Getschmann)

3441. File sizes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 00:23:29 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jun23.002329.25300@beaver.cs.washington.edu>
Source record: 37944

Thanks to everyone who responded to my question about file size info in HSC. It turns out the problem was just in my printf statement, since I couldn't figure out how to print a long value (I tried %l but that didn't seem to work too well... :-) The main difficulty is that I'm porting some Unix-type source code and it assumes that ints are 32-bit which of course isn't always the case on the ST.

Now that I fixed that, however, I have one more problem : How do I read a series of bytes from a stream where the byte count is a long value? Fread seems to want an int for the byte count, and lread doesn't work on streams. Is there a way around this somehow? Also, when I do try to do an fread where the number of bytes is an integer, I get two bombs without fail. Is there a common problem which would cause this that I am unaware of?

Thanks again for all the help!

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

3442. Color PS driver for Pagestream

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 02:02:06 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <208diu$rs7@eagle.lerc.nasa.gov>
Source record: 37945

Okay, guys, I need help. I need to print some pages with color onto disk from my Pagestream 2.2b. I have a file called colorps.prt in my printer folder, but no driver is loaded when I try to load the colorps.prt as my printer driver. Anyone else have this problem? The file is 17408 bytes long.

I can load the regular postscript printer driver and print to disk. However, there's this other file named pscript.hdr that seems to go with pscript.prt. Do I need a similar companion to my colorps.prt file?

If you can help, please let me know as soon as possible. I've got a conference coming up this weekend with some viewgraphs that I need to make. My plan is to print color postscript files to disk, and then print the files from a networked color postscript printer. Thanks.

Clarence

--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 Cleveland, OH 44135
email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
---Aeronautics Directorate---

3443. falcon caches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 08:28:04 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13693@hardy.rl.ac.uk>
Source record: 37948

Some questions about the 68030 instruction & data caches on the falcon:

1) Are they on or off by default? (I assume off for ST compatibility)
2) Can they be turn on at all? (68030 manual says they only work with 32bit bus ops but falcon data bus is 16 bits)
3) If so do they improve or degrade performance? (I would expect instruction cahce to be a win, but data cache might be a lose if most instructions use 8 or 16 bit accesses since this will force an extra read)
4) If so does TOS 6.01/6.02 work correctly wrt to DMAs (ie flushing data cache before reading from DMAed memory) and I/O locations?
5) Are I/O reads marked as non-cachable by Falcon hardware?

The falcon docs I got from Atari say nothing at all about the 68030 caches so I'm assuming the worst.

Steven

3444. falcon video

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 08:36:30 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13694@hardy.rl.ac.uk>
Source record: 37950

The Atari docs I have say very little about the new video hardware. In particular I'd like to know how to do the software only super vga modes advertized by some German companies. Also can the Falcon do full vertical overscan (ie PAL as opposed to NTSC)?

Incidently do registered developers get any more info than the rather meager doc support 1-6 docs?

Steven

3445. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 09:11:29 UTC
From: nino@gipsy.vmars.tuwien.ac.at
Message-ID: <2096o1$d9f@email.tuwien.ac.at>
Source record: 37882

Daniel Eriksson (m91der@tdb.uu.se) wrote:
: As far as I know the Z80 was the last `real' processor who didn't
: use microcode.

As far as I know, most `modern' RISC processors don't use microcode! ;-)
(as well as some CISCs)

E.g., from the Motorola 88000 User's manual:
"All instructions are implemented directly in hardware, precluding the
need for microcoded operations".

But I suppose you meant "microcode programmable"... Or did you mean
that there aren't any `real' processors around anymore these days? :-)

--

Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)

3446. Re: 2Mb in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 09:13:00 UTC
From: doucet@ripolin.laas.fr
Message-ID: <9854@laas.laas.fr>
Source record: 37949

In article 348696@cix.compulink.co.uk, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>In article <jmw.740632310@tasman>, jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:
>>A friend is getting an STe and I have persuaded him to put some extra Mbs
. [...]
>>machine will recognise the 2Mb?
>>
>It's slots 1 and 3 as far as I know. You will have to remove ALL SIMMs,
>you can't have 2.5MB like on an STFM.

Yes, you can. I have a 2.5 megs 520 STE.
The only thing that's not cute is that I have to boot the machine
with a little program called SIMMFIX (by Mathew Lodge, thanks!);
without this, the TOS thinks it has 4 Megs available and other
programs crash more or less quickly :-(

>
>Ofir ogal@cix.compulink.co.uk
>

+-------------------------+-------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.laas.fr | Toulouse FRANCE |
+-------------------------+-------------------------+

3447. move video questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 10:34:54 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13697@hardy.rl.ac.uk>
Source record: 37951

How does one

(a) Find out if non-standard (eg ST-Overscan/Ste/Falcon) screen mode is in use and get virtual/displayed widths & heights and layout

(b) Tell Gem/line-A etc that you have set up some nonstandard display.

I assume there are some system variables that can be read and adjusted. I need to be able to read this info so that my custom (interrupt driven) screen update code will work with as many non-standard screen configuarations as possible. I assume the line-A variables are "out of bounds" for anything other than the 3 standard ST resolutions.

Also, if hitting screen memory is a BadThing is there any legal way to write to the screen from an interrupt? do any sequencers that maintain a realtime on-screen clock manage to work with 3rd party video boards?

Steven

3448. Re: Capture printing output of Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 10:47:53 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1993Jun23.114753.131421@mswe.dnet.ms.philips.nl>
Source record: 37968

Hi,

I'm the one that wrote the original question....

In article <1993Jun22.192443.324@eicn.etna.ch>, NO E-MAIL ADDRESS@eicn.etna.ch (Ralf von Gunten) writes:
> In article <13986@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>> I don't think Calamus supports PostScript, therefore any captured output
>> would be raster information. If Calamus supports output of some standard
>> image format (such as IMG) to a file (PageStream does, so I guess Calamus
> ^^^^^^^^^^^^^^^^^^^^^^
>
> Yes, it does, with the GEMIMG.CPD driver. but don't forget to set the correct
> printer resolution you want to use, to avoid scaling errors...
>
> This driver is working either with 1.09, S or SL. If you need this driver,
> I can mail it to you. Just send me a request.

Yes, I know. Then import it into WP :-(and print it. But you allways
loose quality because of all the processing which is done. And I am
not certain if WP understands 600DPI IMG files. So I was looking to
capture the raw printerdata and then send it later to the printer.

>> The IMG image format is an OK compression algorithm too, for black-and-white
>> (or bitplaned data) of the type typical in DTP, so the resulting files
>> shouldn't be too big.

This is ofcourse true.

>>
> --
> |Ralf von Gunten | VONGUNTENR@ezinfo.vmsmail.ethz.ch |
> | | DECnet: 53848::VONGUNTEN |
> | Happiness is the only belonging which multiplies when you share it... |

Thanx anyway.

3449. Re: Gulam clarification & ? [was Re: argv question ?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 11:33:24 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Jun23.113324.8484@cs.ruu.nl>
Source record: 37953

```
>>>>> wabe@ukc.ac.uk (W.A.B.Evans) (WABE) writes:

WABE> Granted "cp" is not a clear cut example. However when I do use GULAM
WABE> with external programs I never seem to have the command line truncated
WABE> provided env_style is "mw". To be doubly certain, I've just tried it with
WABE> FDATE.TTP (a little utility I wrote that prints out the "full" dates
WABE> including the year of files) and the command

WABE> fdate *

WABE> listed _ALL_ the file dates in a huge partition - BUT

But then, was this fdate compiled with Sozobon (HSC1.40) or an other
compiler?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
```

3450. Re: File sizes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 11:57:54 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.740836674@groucho>
Source record: 37955

bgilbert@cs.washington.edu (Ben Gilbert) writes:

>Now that I fixed that, however, I have one more problem : How do I read
>a series of bytes from a stream where the byte count is a long value?
>Fread seems to want an int for the byte count, and lread doesn't work
>on streams. Is there a way around this somehow?

First of all fread() doesn't need a byte-count, but an 'item-count', which is quite different. Second, fread() requires the 'count' parameter to be of type size_t, which needn't be int, and in fact on my compiler (Pure C) is #defined as long. Less than a week ago I hacked up a small thingy that reads 100k bytes from a file with only 1 fread().
Just a plain fread(buf, sizeof(buf), 100000L, filep) (may have the order of arguments wrong...).
Personally, if my compiler limited me to reading 32k from a file at most (as you seem to suggest), I would consider getting another compiler. The only other solution I see offhand (without having other info) is to do multiple fread()'s. No, that's not funny, I know...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

3451. ModemMIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 12:11:33 UTC
From: eliot@dcs.qmw.ac.uk
Message-ID: <C92pv9.A2K@dcs.qmw.ac.uk>
Source record: 37960

I've seen a gadget called ModemMIDI (or maybe MIDIModem ?!) in some club cubase bumph. This gives you another MIDI out by connecting a small widget to the atari's Modem/rs232 port.
I want to find out:
how much?
% discount for club cubase members (i.e. should I join if all I want is ModemMIDI)
how to get hold of one

or:
how do I build one (what's the wiring diagram)?
how do I get cubase to use it?

AdvThanksance
--
Eliot Miranda, Lecturer email: eliot@dcs.qmw.ac.uk
Department of Computer Science ARPA: eliot%dcs.qmw.ac.uk@nsf.ac.uk
Queen Mary Westfield College Tel: 071 975 5229 (+44 71 975 5229)
Mile End Road, LONDON E1 4NS Fax: 081 980 6533 (+44 81 980 6533)

3452. Re: 2Mb in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 13:03:37 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <740840617.28509@minster.york.ac.uk>
Source record: 37964

In article <1993Jun22.091517.17831@cs.nott.ac.uk> lpzssm@mips.nott.ac.uk (S. Marshall) writes:
>In article <memo.348696@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>|> In article <jmw.740632310@tasman>, jmw@tasman.cc.utas.edu.au (John Mark Williams) writes:
>||> >about 2Mb. Can anyone tell me which 2 slots should be used so that the
>|> >machine will recognise the 2Mb?
>|> >
>|> It's slots 1 and 3 as far as I know. You will have to remove ALL SIMMs,
>|> you can't have 2.5MB like on an STFM.
>
>You can, I've seen it done with a progaram called SIMMFIX, though the program
>isn't always reliable in getting the ST to recognise the memory configuaration.

As far as I know, SIMMFIX always works as long as you put the SIMMs in the correct sockets (there's a diagram in the README file -- I know, because I put together the first SIMMFIX release :-)

Mat

Mathew Lodge	"What's your name, boy?" "Kate." "Isn't that
mjl-b@minster.york.ac.uk	a bit of a girl's name?" "It's short for...
University of York, UK	Bob." -- Blackadder II

3453. Re: Can I get my accessory's n

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 14:05:17 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jun23.140517.20367@newshost.lanl.gov>
Source record: 37952

In article A65004@MS.maus.de, Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>
>I haven't seen releases of the developers newsletter since the beginning of
>1992. Were there many?

No, I've seen maybe 3 during that time, I think. The current RSC newsletter
is dated April, I believe. I haven't received mine yet since they had some
problems with their database (I had an email from Mike Fulton last night on
GEnie requesting a confirmation of my mailing address). So yes, they are
still publishing the newsletter, but it is infrequent at best.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3454. XHDI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 15:10:59 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <740848258@amazon.cs.duke.edu>
Source record: 37954

In recent articles and correspondence, I've seen references to an entity called XHDI. I've gathered that it's an "eXtended Hard Disk Interface" [nothing slips by me, eh? ;)], and I have determined that I don't have it.

The obvious questions, then:

- What additional functionality does it provide?
- What form does it come in (TSR, CPX, TLA, ???)?
- Do I need it?
- Where can I get it?

[In partial answer to the latter question, I've check a.a, uni-kl and uni-muenster to no avail.]

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3455. Re: 68030 instruction timing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 15:35:33 UTC
From: hstaalm@cs.vu.nl
Message-ID: <C92zBA.4up@cs.vu.nl>
Source record: 37956

jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:

>> As far as I know the Z80 was the last `real' processor who didn't
>> use microcode.

>... until someone thought of RISC processors.

Though, not all Risc processors do their work without microcode
(Really! I DID read it yesterday)

Hans Staalman
--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

3456. Becoming a Developer?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 16:28:34 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <C931rn.337@freenet.carleton.ca>
Source record: 37961

Could anyone please e-mail/post me some info on how to register as
an Atari developer? How much does it cost? How thourough is the
documentation on the falcon?
TIA

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

3457. Re: Memory help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 17:13:07 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun23.171307.19143@mnemosyne.cs.du.edu>
Source record: 37958

> Freeing up memory before running other programs, etc

A program you Pexec() does NOT run in your heap space. It requires free memory. If the program has been compacted, it will require extra free space to unpack itself into, that probably helps explain your bombs.

You didn't mention what language you're using. If it's C, your runtime startup code has already done an Mshrink() for you to free up memory beyond the end of your heap/stack area. If you're using another language, this may not have happened, I dunno. (My advice in that case would probably be: try using a real language.)

--
==========
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==========

3458. Re: falcon caches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 17:24:54 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun23.172454.19794@mnemosyne.cs.du.edu>
Source record: 37957

> Falcon 68030 caches

1) Data and instruction caches are on by default. At least, by time the
desktop comes up they are; they may be off early in the boot process for
compatibility with old boot-into games loaded from floppy. The machine
also runs at 16mhz by default, although 8mhz operation is possible.

2) The caches can be turned on or off, and flushed, as described in the
Motorola manual.

3) The data and instruction caches definitely improve performance. A lot.

4) I've never heard of TOS 6.0x, can't help with that.

5) In my work on Cyber Paint, I hit hardware registers a lot, reads and
writes, and have never had a problem with getting old cached values,
so I'd have to surmise that the system design properly handles accesses
to memory-mapped I/O devices.

One problem I do know of is that there's no hardware-level enforcement of
cache coherency between the blitter chip and CPU. If you use VDI or
Line-A calls, the OS flushes the data cache for you after a blitter
operation. If you program the blitter chip yourself, you have to handle
it. I assume the same rules apply to DMA and DSP-DMA -- OS calls will
handle things for you, but if you touch the chips yourself (or if you're a
device driver writer) it's up to you.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3459. Re: move video questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 17:39:19 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun23.173919.20622@mnemosyne.cs.du.edu>
Source record: 37959

> Falcon video questions

a) Check the _VDO cookie. If its value indicates a Falcon, use the new Vmontype() call to figure out what type of monitor is in use, and the new Vsetmode(-1) call to get the bit-mapped word that describes the current video mode.

b) When you change video modes programmatically on a Falcon, use the new variant of the Setscreen() call. It automatically re-inits VDI and Line-A as appropriate to the new mode. It does NOT (as usual) re-init GEM; as always, there's no way to programmatically change resolutions then use AES calls. Also, when the video mode is not one of the ST-compatible modes, the Line-A variables are still valid, but the Line-A functions are not.

One thing that seems to cause older programs to fail, that you had better allow for in the Falcon age: when you change resolutions programmatically, the Line-A data structure and the screen address change. You cannot do a $A000 to get the Line-A pointer, then change modes and expect to use the pointer. You must redo the $A000 call after every mode change if you use Line-A. If you're using screen addresses, you have to redo the Logbase() and/or Physbase() calls to get the new screen address after after resolution change. And, a rez change call can fail if there isn't enough memory free to support the screen size for the new resolution.

If you use Line-A blits, be aware that as of TOS 3.01, bugs were introduced into the Line-A blit routines that bite when you use odd values for NXTWORD and NXTPLANE. (Er, not odd as opposed to even, but odd in terms of describing unusual bitplane arrangements. In particular, using a Line-A blit to transpose columns for rows fails miserably.)

--
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.

3460. Re: File sizes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 18:55:33 UTC
From: healy@nosc.mil
Message-ID: <1993Jun23.185533.9431@nosc.mil>
Source record: 37963

In article <1993Jun23.002329.25300@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Ben Gilbert) writes:

>Now that I fixed that, however, I have one more problem : How do I read
>a series of bytes from a stream where the byte count is a long value?
>Fread seems to want an int for the byte count, and lread doesn't work
>on streams. Is there a way around this somehow? Also, when I do try

cast the long byte count to a short in your fread call, ie

long byteCount ;

fread (...., (short) byteCount,...) ;

Mike Healy

healy@nosc.mil

3461. Re: Gulam clarification & ? [was Re: argv question ?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 19:06:01 UTC
From: wabe@ukc.ac.uk
Message-ID: <5038@eagle.ukc.ac.uk>
Source record: 37962

```
In article <1993Jun23.113324.8484@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>>>>>> wabe@ukc.ac.uk (W.A.B.Evans) (WABE) writes:
!
!WABE> Granted "cp" is not a clear cut example. However when I do use GULAM
!WABE> with external programs I never seem to have the command line truncated
!WABE> provided env_style is "mw". To be doubly certain, I've just tried it with
!WABE> FDATE.TTP (a little utility I wrote that prints out the "full" dates
!WABE> including the year of files) and the command
!
!WABE> fdate *
!
!WABE> listed _ALL_ the file dates in a huge partition - BUT
!
!But then, was this fdate compiled with Sozobon (HSC1.40) or an other
!compiler?
!--
As a matter of fact it was compiled with MWC. As I recall you were
questioning whether "GULAM's conventions were good enough for dlibs". This
seems to show that GULAM's handling of the command tail is fine if
env_style is "mw". Now you seem to imply the shortcomings you experienced
are due to Sozobon(1.40) and _not_ Gulam.

Sorry if I misunderstood you - but if I get time I'll compile it
with Sozobon and see what happens.

W. Alan B. Evans
```

3462. Re: ModemMIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 19:19:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.359969@cix.compulink.co.uk>
Source record: 37965

In article <C92pv9.A2K@dcs.qmw.ac.uk>, eliot@dcs.qmw.ac.uk (Eliot Miranda;W211) writes:
>I've seen a gadget called ModemMIDI (or maybe MIDIModem ?!) in some club cubase
>bumph. This gives you another MIDI out by connecting a small widget to the
>atari's Modem/rs232 port.
>I want to find out:
>how much?
>% discount for club cubase members (i.e. should I join if all I want is
> ModemMIDI)
>how to get hold of one
>
>or:
>how do I build one (what's the wiring diagram)?
>how do I get cubase to use it?
>
>AdvThanksance
>--

Phone the club at 081-368 2245 and speak to Vic. Cubase uses it via an
MROS driver called EXPORT.DRV.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

3463. Re: falcon video

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-23 22:54:36 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-230693154900@townsend.taligent.com>
Source record: 37966

In article <13694@hardy.rl.ac.uk>, steve@wan.inf.rl.ac.uk (Steve Eker
(ERCIM fellow with dad; until 6/93)) wrote:
> The Atari docs I have say very little about the new video hardware. In particular
> I'd like to know how to do the software only super vga modes advertized by some
> German companies. Also can the Falcon do full vertical overscan (ie PAL as opposed
> to NTSC)?
>
> Incidently do registered developers get any more info than the rather meager
> doc support 1-6 docs?
>
> Steven

Last time I checked, the Atari docs are basically it. While I was working
at
Atari, there were efforts to keep the video register information
undocumented
so that when Atari did future machines, they would be able to change it at
will.

However, the Video Timing Generator (VTG, the name of the Video Chip) in
the
Falcon030 is very programmable. I people in Germany have already figured
out
how to program the VTG and have even given out lists of the registers and
their memory locations. You might look for one of those lists.

But, you certainly won't find that type of information in the Atari docs.
They want to be able to change it in the future.

==
-- John Townsend John_Townsend@taligent.com
Former Atari Employee
"I don't speak for Atari, Taligent, or any other company.."
==

3464. GEM files for testing graphics filters

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 01:18:58 UTC
From: rwarfel@frame.com
Message-ID: <9306240122.AA01027@descartes.corp.frame.com>
Source record: 37967
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I need some GEM (IMG, DRI) files created in a GEM app (no conversions please) to test a conversion utility. Any assistance would be appreciated.

rwarfel

3465. Re: ModemMIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 08:54:33 UTC
From: em09@liverpool.ac.uk
Message-ID: <C94BEy.HAJ@liverpool.ac.uk>
Source record: 37970

Eliot Miranda;W211 (eliot@dcs.qmw.ac.uk) wrote:
: I've seen a gadget called ModemMIDI (or maybe MIDIModem ?!) in some
: club cubase bumph.

Please tell me more about this club CUBASE bumph. I sent off my
money and have not heard a peep from them since!

BTW I have a 16+ (ModemMIDI equiv.) that I bought from "Hands On."
It works really well but I just can't figure out how they get the
serial port to send at 31.25 kBd
--
---
* John Boyes - aka; em09@liverpool.ac.uk *

3466. Re: Gulam clarification & ? [was Re: argv question ?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 09:32:25 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Jun24.093225.18606@cs.ruu.nl>
Source record: 37969

>>>>> wabe@ukc.ac.uk (W.A.B.Evans) (W) writes:

W> As a matter of fact it was compiled with MWC. As I recall you were
W> questioning whether "GULAM's conventions were good enough for dlibs". This
W> seems to show that GULAM's handling of the command tail is fine if
W> env_style is "mw". Now you seem to imply the shortcomings you experienced
W> are due to Sozobon(1.40) and _not_ Gulam.

No it is the combination of Gulam and dlibs (the dlibs from hasc1.40). I
think Gulam uses the old MWC convention which makes it compatible with MWC
of course. Dlibs uses the new ARGV convention which is slightly different
from the MWC convention. They are compatible in one direction but not in
the other one. I.e a new ARGV using program can call a MWC program and get
the desired result, but not the other way around. If gulam could be
recompiled to use the newer stricter convention all would be OK.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

3467. Re: Color PS driver for Pagestream

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 10:56:13 UTC
From: djs@jet.uk
Message-ID: <1993Jun24.105613.22758@jet.uk>
Source record: 37972

In <208diu$rs7@eagle.lerc.nasa.gov> fsctc@avelon.lerc.nasa.gov (Clarence Chang) writes:

>Okay, guys, I need help. I need to print some pages with color onto disk
>from my Pagestream 2.2b. I have a file called colorps.prt in my printer
>folder, but no driver is loaded when I try to load the colorps.prt as my
>printer driver. Anyone else have this problem? The file is 17408 bytes
>long.

>I can load the regular postscript printer driver and print to disk. However,
>there's this other file named pscript.hdr that seems to go with pscript.prt.
>Do I need a similar companion to my colorps.prt file?
I printed some colour output from PageStream by following what the manual says;
load the standard PostScript driver, but put the word `color' in the special
options field of the printer selection dialogue.
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3468. Re: XHDI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 10:58:01 UTC
From: reschke@math.uni-muenster.de
Message-ID: <20c1bp$1crd@obelix.uni-muenster.de>
Source record: 37971

In article 740848258@amazon.cs.duke.edu, dsb@duke.cs.duke.edu (Scott Bigham) writes:
> In recent articles and correspondence, I've seen references to an entity
> called XHDI. I've gathered that it's an "eXtended Hard Disk Interface"
> [nothing slips by me, eh? ;)], and I have determined that I don't have
> it.
>
> The obvious questions, then:
>
> - What additional functionality does it provide?
> - What form does it come in (TSR, CPX, TLA, ???)?
> - Do I need it?
> - Where can I get it?
>
> [In partial answer to the latter question, I've check a.a, uni-kl and
> uni-muenster to no avail.]

It's on ftp.uni-muenster.de in pub/atari/Docs/xhdi-110.zoo. The document should
explain all what you asked...

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3469. Re: XHDI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 12:22:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jun24.122258.14374@rhrk.uni-kl.de>
Source record: 37973

dsb@duke.cs.duke.edu (Scott Bigham) writes:

>called XHDI. I've gathered that it's an "eXtended Hard Disk Interface"

You find the official XHDI docs (German _and_ English) on
ftp.uni-muenster.de (pub/atari/Docs/xhdi-110.zoo).

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3470. Sticky Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 13:24:56 UTC
From: rrice@netnews.upenn.edu
Message-ID: <133108@netnews.upenn.edu>
Source record: 37974

[Article crossposted from comp.sys.atari.st]
[Author was Rob S. Rice]
[Posted on 24 Jun 93 13:23:05 GMT]

'Lo, folks:

Hey--does anybody have a quick & easy solution for a key (on my
Mega STE 4's keyboard) that sticks, or takes multiple presses to work?
The "1/!" (worked that time) and sometimes the "2/@" key just don't go.
And sometimes it do. It MIGHT be dust, except that I'm a feind for
covering the keyboard, have used the vacumn (rigorously, after this
started), and don't abuse the thing. Whatever the cause, does anybody
know what I can do about it? Thank you!

Rob S. Rice
rrice@ccat.sas.upenn.edu

3471. Quantum ELS 170 Meg for a MSTE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 13:32:57 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun24.103257.14600@ac.dal.ca>
Source record: 37976

I'm looking to replace the internal HD (ST157N) in my MegaSTE; it seems to have failed. The drive I'm interested in now is a Quantum ELS, 170 Meg SCSI 3.5" LP drive. I would just be using the drive controller built into the MSTE, and would hope to format with the Atari HDX v5 utilities.

If anyone has any experience or knowledge of this drive and its suitability for an Atari system, *please* post here or let me have your comments by e-mail. Thanks in advance.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S.
Canada B3H 3J5
email: cordes@ac.dal.ca

3472. Re: falcon video

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 14:01:11 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.363231@cix.compulink.co.uk>
Source record: 37975

In article <John_Townsend-230693154900@townsend.taligent.com>, John_Townsend@taligent.com (John Townsend) writes:
>In article <13694@hardy.rl.ac.uk>, steve@wan.inf.rl.ac.uk (Steve Eker
>(ERCIM fellow with dad; until 6/93)) wrote:
>> The Atari docs I have say very little about the new video hardware. In particular
>> I'd like to know how to do the software only super vga modes advertized by some
>> German companies. Also can the Falcon do full vertical overscan (ie PAL as opposed
>> to NTSC)?
>>
>> Incidently do registered developers get any more info than the rather meager
>> doc support 1-6 docs?
>>
>> Steven
>However, the Video Timing Generator (VTG, the name of the Video Chip) in
>the
>Falcon030 is very programmable. I people in Germany have already figured
>out
>how to program the VTG and have even given out lists of the registers and
>their memory locations. You might look for one of those lists.

I'd advise Falcon owners to get hold of a German program called Falcon Screen - this parades a list of - most of - the Falcon video registers and lets the user play with them to change screen size/etc.

It's available on Cix, in Britain but I don't know if it's made it onto a.a.u.e yet.

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the                           |
| infant recoils from the gunsmoke, as the cancer eats                          |
| into the belly of your god, as the temperature rises                          |
| and the earth itself screams against man - you have                           |
| to say to yourself 'F*ck It, Let's Have Some Fun'                              |
|-------------------------------------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)                                     |
|_______________________________________________________________________________|
```

3473. Re: falcon caches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 15:05:25 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1993Jun24.150525.24092@Informatik.TU-Muenchen.DE>
Source record: 37977

In article <13693@hardy.rl.ac.uk>, steve@wan.inf.rl.ac.uk (Steve Eker (ERCIM fellow with dad; until 6/93)) writes:

|> 5) Are I/O reads marked as non-cachable by Falcon hardware?
The hardware addresses above $FF0000 are marked with the cache inhibit bit in the MMU-translation table by default (yes, the Falcon runs with the MMU switched on!)
If you turn it off -> crash...
--
Bye
Georg Acher
+---+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+---+

3474. Re: Gulam clarification & ? [was Re: argv question ?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 17:07:42 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun24.170742.7325@mnemosyne.cs.du.edu>
Source record: 37978

> As a matter of fact it was compiled with MWC. As I recall you were
>questioning whether "GULAM's conventions were good enough for dlibs". This
>seems to show that GULAM's handling of the command tail is fine if
>env_style is "mw". Now you seem to imply the shortcomings you experienced
>are due to Sozobon(1.40) and _not_ Gulam.

It did seem to imply that, didn't it?. The opposite is true; it is Gulam
that isn't playing by the rules.

>Sorry if I misunderstood you - but if I get time I'll compile it
>with Sozobon and see what happens.

Don't bother, I can tell you what'll happen: the newly compiled program
will not see the magic length byte of 127 in the basepage, and thus will
not believe that a valid ARGV setup exists, and thus it will use just the
first 125 characters in the basepage command line and ignore the rest.

Naturally, if Gulam is using the old MWC convention, programs compiled
with MWC will work fine. But, the MWC convention is similar to ARGV, but
not exactly the same. The ARGV spec mandates that the ARGV information
(if present) be ignored if the magic length byte of 127 isn't present.
--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3475. Re: File sizes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 17:14:29 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jun24.171429.7713@mnemosyne.cs.du.edu>
Source record: 37979

```
>> How to read long files in one operation with dlibs/HSC
> Cast the long byte count to a short.

That won't work, unless the long byte count is <= 65535.

There are a couple ways around all this. My recommendation would be to
punt stream I/O and use direct GEMDOS calls. (Fopen/Fread/Fwrite/Fclose).
When you're reading things in one huge gulp, it's faster to use the DOS
calls anyway. Or, you could use the low-level RTL calls (open/lread/close).
They just turn into direct DOS calls anyway.

Another thing you might be able to exploit is the fact that fread() takes
a short (really size_t) item count and a short size. Internally, dlibs'
fread() multiplies these to get a longword result and reads that many bytes.
But, be aware that other compilers where size_t is unsigned short may not
behave the same way; MSDOS compilers tend to have a 64k limit on the
*result* of the multiply as well as the two parameters themselves.

--
================================================================================
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
================================================================================
```

3476. Re: XHDI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 17:31:36 UTC
From: mh1@irz205.inf.tu-dresden.de
Message-ID: <20codo$9k2@irz401.inf.tu-dresden.de>
Source record: 37980

In article <740848258@amazon.cs.duke.edu>, dsb@duke.cs.duke.edu (Scott Bigham) writes:

> [XHDI, "eXtended Hard Disk Interface"]

> - What additional functionality does it provide?
> - What form does it come in (TSR, CPX, TLA, ???)?

It's not a program, it's an interface description (i.e., sort of a
standard document.)

XHDI compatible harddisk drivers (that's what it's for) have several
interfaces that allow low-level appliacations to communicate with it,
i.e. they provide more information about the installed BIOS devices
than Atari's PUN_INFO structure, and support several special features
like starting/stopping/locking/unlocking a drive.

> - Do I need it?

The XHDI specification can be of interest to you if you develop a
harddisk driver or some other low-level harddisk software, like
a MiNT extended file system.

> - Where can I get it?

Look at ftp.uni-muenster.de:/pub/atari/Doc/xhdi-110.zoo.

Unfortunately, only a few German harddisk drivers already support XHDI
(none of which I've seen so far, probably because they're all proprietary
(i.e., they're shipped together with harddisk utilities which are
proprietary, too, and which I don't need); then again, everything
Atari-ish seems to be highly proprietary...).

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

3477. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 18:19:05 UTC
From: piet@cs.ruu.nl
Message-ID: <1993Jun24.181905.25026@cs.ruu.nl>
Source record: 37981

By the way, about a year or so ago there was a heavy discussion on how to include empty arguments into the ARGV method. Does anybody remember if anything sensible came out of that discussion?

--

Piet van Oostrum <piet@cs.ruu.nl>

3478. Re: XHDI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 21:07:27 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun24210727@kropotkin.gnu.ai.mit.edu>
Source record: 37983

In article <20c1bp$1crd@obelix.uni-muenster.de> reschke@math.uni-muenster.de (Julian Reschke) writes:
>
>In article 740848258@amazon.cs.duke.edu, dsb@duke.cs.duke.edu (Scott Bigham) writes:
>> In recent articles and correspondence, I've seen references to an entity
>> called XHDI. I've gathered that it's an "eXtended Hard Disk Interface"
>> [nothing slips by me, eh? ;)], and I have determined that I don't have
>> it.
>> [...]
>It's on ftp.uni-muenster.de in pub/atari/Docs/xhdi-110.zoo. The document should
>explain all what you asked...

It's also now on atari.archive.umich.edu in
atari/Programming/xhdi-110.zoo.

Enjoy,
entropy

3479. Help needed on how to use a null modem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 21:47:33 UTC
From: heonj00@DMI.USherb.CA
Message-ID: <heonj00.740958453@DMI.USherb.CA>
Source record: 37982

Hello, I want to use a null modem between an Atari ST and an
IBM 286. Anybody has some infomation of how to access serial and
parallel ports? It would be to make an interactive maze game between
the two machines in C or something like that.

3480. Re: Sticky Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 23:55:32 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.Z6VsP38KcAs@s0jxb.exnet.co.uk>
Source record: 37984

In <133108@netnews.upenn.edu>, Rob S. Rice writes:

> Hey--does anybody have a quick & easy solution for a key (on my
>Mega STE 4's keyboard) that sticks, or takes multiple presses to work?
>The "1/!" (worked that time) and sometimes the "2/@" key just don't go.
>And sometimes it do. It MIGHT be dust, except that I'm a feind for
>covering the keyboard, have used the vacumn (rigorously, after this
>started), and don't abuse the thing. Whatever the cause, does anybody
>know what I can do about it? Thank you!

I had the same problem with my Mega STE keyboard. I took it apart and cleaned
the circuit board(actually a thin plastic sheet with the circuits on it)
with alchohol(no! not Smirnoff :-) - this cured it. Be a bit carefull with
the bits though!

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

3481. Re: Quantum ELS 170 Meg for a MSTE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-24 23:58:12 UTC
From: jesa@s0jxb.exnet.co.uk
Message-ID: <H.WIV9UcXKOLo@s0jxb.exnet.co.uk>
Source record: 37985

In <1993Jun24.103257.14600@ac.dal.ca>, John Cordes writes:

> I'm looking to replace the internal HD (ST157N) in my MegaSTE; it seems to
>have failed. The drive I'm interested in now is a Quantum ELS, 170 Meg SCSI
>3.5" LP drive. I would just be using the drive controller built into the
>MSTE, and would hope to format with the Atari HDX v5 utilities.
>
> If anyone has any experience or knowledge of this drive and its
>suitability for an Atari system, *please* post here or let me have your
>comments by e-mail. Thanks in advance.

I have a Quantum 210mb drive in my Mega STE and it works fine. BUT you
cannot use it with the Atari drive controller. You must get an SCSI board,
I have the ICD one which is great but there are others available.

John
--
==========
From: John Budden Email: s0jxb@exnet.co.uk

3482. Re: File sizes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-25 01:55:12 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <740963482.0@cyberhm.royle>
Source record: 37986

```
Captain's Log stardate 22.06.93, Commander Ben Gilbert
entered:

BG> I simply want to find the size of a file on disk, using HSC
1.4
BG> and TOS 1.0. I've tried this two ways with the following code
:
BG>
BG> 1) Using the call fsize() from dlibs, as follows :
BG> long filesize;
BG> filesize = fsize("test.c");
BG> This usually provides an answer of zero when I try to print out
the
BG> filesize (with printf).

Printf looks for an int... try

printf("Size= %d\n",(int)filesize);

* Origin: CyberHome Fido<==>UseNet Gateway... (Fido 2:255/404)
```

3483. Re: Help needed on how to use a null modem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-25 08:57:00 UTC
From: hopha@nmr.kun.nl
Message-ID: <9306250950.AA14348@nmrsun1.nmr.kun.nl>
Source record: 37987

In <heonj00.740958453@DMI.USherb.CA> heonj00@DMI.USherb.CA (Crazy Jeff) writes:
> Hello, I want to use a null modem between an Atari ST and an
> IBM 286. Anybody has some infomation of how to access serial and
> parallel ports? It would be to make an interactive maze game between
> the two machines in C or something like that.

One way of doing this with a serial null-modem (pins 2 and 3 crossed, pin 7 connected at both ends) in C, both on ST and PC is to use the standard stream 'stdaux' with the normal fprintf/fwrite and fscanf/fread functions.

IMO using the parallel port on the ST would not be wise. It is possible to use it for input as well as for output, but you could blow up the sound chip if it is still in output mode and you feed data to it :-O .

- Hans

Hans Hoppe (currently at:) + "In the beginning the Universe was created.
Dep. of Biophysical Chemistry + This has made a lot of people very angry and
University of Nijmegen (NL) + been widely regarded as a bad move." -D.Adams

3484. 32 pin TOS chips

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-25 16:35:18 UTC
From: krakoverj@immunex.com
Message-ID: <1993Jun25.083518.96@immunex.com>
Source record: 37988

*****HELP******

I have an Mega4ST with the 6-chip TOS 1.4 (28 pins/chip)

I bought a set of TOS 2.05 ROMs from someone that used to be in their
MegaSTE, these chips are 32 pins/chip

I've already installed some soccets to accomadate them however, I'm not
sure of the pin outs of these TOS 2.05 chips

Does anyone know the pinouts of TOS 2.05 (2 chip set, 32 pins/chip)

Thanks,
Jonathan
krakoverj@immunex.com

3485. Re: argv question ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-25 17:59:38 UTC
From: mh1@irz204.inf.tu-dresden.de
Message-ID: <20feea$iqg@irz401.inf.tu-dresden.de>
Source record: 37989

In article <1993Jun24.181905.25026@cs.ruu.nl>, piet@cs.ruu.nl (Piet van Oostrum) writes:

> By the way, about a year or so ago there was a heavy discussion on how to
> include empty arguments into the ARGV method. Does anybody remember if
> anything sensible came out of that discussion?

That discussion had a follow-up on the MiNT developer's mailing list,
where one proposal was finally selected as a quasi standard (i.e.,
it's not yet an official Atari standard; see below).

This method is implemented in the newer MiNT library PatchLevels (PL 31
and up), and it's also supported by the ports of `sh' and `tcsh' which
I distribute (sh03*.zoo, tcsh6033.zoo); these distributions also
contain a document describing the proposal that I will cite below.
(You should know that I have written that text, so you should forgive
any spelling and grammer mistakes in it. :-)

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

---------------------------------cut here---------------------------------

This is a proposal for an extension of Atari's ARGV argument passing scheme
standard. It has been discussed on the MiNT mailing list. Please note
that this proposal should not yet be regarded as an "official" Atari
standard; however, according to Atari's Eric Smith, it's unlikely that
Atari's new standard will differ a lot from the one proposed here.

*

This ARGV standard extension adds the possibility of passing blank (i.e.,
zero length) arguments via the command line when calling another program.

The ARGV extended argument passing scheme standard should be extented by
the following clauses:

If the command line does _not_ contain blank arguments, the old ARGV
standard applies; there are no additions. This is for maximal
backwards compatibility with old (unaware) applications.

_If_ (and only if) there are blank arguments, they're substituted by
single spaces in the argv[] representation in the environment and
by the string "''" (two single quotes) in the basepage's command
line representation. Their position in argv[] is signaled thru the
value of the "ARGV=" environment variable (which was reserved by
Atari's earlier standard for future usage). This value consists of
the string "NULL:", followed by a comma-separated list of decimal-

encoded indexes to the positions of the blank arguments in the
argv[] vector.

Example: The following command:
foo bar '' '' blah '' frob
results in the following being appended to the child's environment:
"ARGV=NULL:2,3,5\0foo\0bar\0 \0 \0blah\0 \0frob\0\0"
The basepage contains the following string at offset 0x80:
"\177bar '' '' blah '' frob\0"

A program which is aware of the new standard will notice the magic word
"NULL" in ARGV's value and will decode the argv[] indexes it signals.

A program which is not aware of the new standard, but which is aware
of Atari's old ARGV standard will see spaces in place of blank
arguments. The spaces have been introduced to guarantee that
the parameters stay on their positions.

Non-ARGV-aware programs (those which read their command line from their
basepage) should see the parameters in the right place too.. Of course,
a space can't be inserted in place of an blank argument because spaces
separate words in the basepage's command line, which is why the single
quotes have been introduced.

Those programs that use the value of ARGV= for other purposes (Mark
Williams C compiled programs) will conform/work as long as they're not
passed blank args. If someone tries to pass blank args to them from an
aware shell, these programs will lose. However, these programs would
also lose in this case if the (new) standard wouldn't exist (because
blank arguments are impossible resp. truncate the ARGV parameters in the
environment), so this is not really a problem.

3486. ST Stuff For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-25 19:22:10 UTC
From: ric@microware.com
Message-ID: <1993Jun25.192210.18473@microware.com>
Source record: 37843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Netlanders,

I have the following 2 items for sale:

$200 Spectre GCR (3.0)
$200 80Mb SH204 Hard Disk

A free gift comes with either purchase (3 free gifts if you buy both).
You pay shipping.

Ric Yeates

-=-=-=

3487. Re: a game in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-25 19:54:19 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <20fl5b$ff@elroy.jpl.nasa.gov>
Source record: 37990

In article <1993Jun16.170943.20326@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>>> [my comments on making a game run fullscreen in an MTOS-friendly way]
>> This doesn't solve the problem that other applications slow the system down.
>
> Perhaps you missed a line in my posting: "You're gonna have enough
>trouble with MultiTOS making your system run so slow that the game will be
>unplayable as it is..."
>
> I didn't make a big deal of the issue, just that one line. That's
>because y'all would soon tire of hearing me flame MultiTOS on this point.
>(Some of you surely have reached that point already.)
>
> If there's a way, a good way, to solve this problem, I don't know what it
>is. You can run your program in supervisor mode, preventing MTOS from
>giving cycles to other tasks. That DOESN'T qualify as a 'good' way to me.
>
> Eric Smith (and the rest of Atari), if you're listening:
>
> MultiTOS NEEDS A WAY FOR AN APPLICATION TO HOG THE MACHINE!

Have you tried the Pnice or Prenice system calls to raise your process's priority? That would seem to be the obvious solution, doesn't it work for you?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

3488. Re: Help needed on how to use a null modem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-25 20:04:23 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jun25.140425.678@janus.arc.ab.ca>
Source record: 37841

In article <heonj00.740958453@DMI.USherb.CA>, heonj00@DMI.USherb.CA (Crazy Jeff) writes:
>
> Hello, I want to use a null modem between an Atari ST and an
>IBM 286. Anybody has some infomation of how to access serial and
>parallel ports? It would be to make an interactive maze game between
>the two machines in C or something like that.

A null modem cable is simply a cable with the transmit and receive wires
crossed so that transmit on on computer goes to receive on the other and
vice-versa.

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

3489. Re: File sizes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-25 20:17:17 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.741039437@groucho>
Source record: 37842

Steve.Caple@cyberhm.royle.org (Steve Caple) writes:
>Captain's Log stardate 22.06.93, Commander Ben Gilbert
>entered:
> BG> I simply want to find the size of a file on disk, using HSC 1.4
> BG> and TOS 1.0. I've tried this two ways with the following code
> BG>
> BG> 1) Using the call fsize() from dlibs, as follows :
> BG> long filesize;
> BG> filesize = fsize("test.c");
> BG> This usually provides an answer of zero when I try to print out the
> BG> filesize (with printf).

>Printf looks for an int... try
>printf("Size= %d\n",(int)filesize);

If you don't know what you're talking about, please don't talk. Printf doesn't look for an int. That is nonsense, was nonsense, and will hopefully always be nonsense. Printf looks exactly for _that_ what you want it to look for.
If you want to print a 'long', supply the correct format string. I.e.:
printf("%ld", a_signed_long);
Casting a long to an int is generally a VERY BAD idea, since you may loose significant digits. What if filesize happens to be larger than what fits in an int??? And then: the '%d' signifies a _signed_ int, which makes things even worse. I suppose the fsize() function returns an _unsigned_ long, so if you really think you should cast it to int (which you shouldn't), at least cast it to an _unsigned_ int, and use %u instead of %d.
O, <grin> that means that probably in my printf() example the d should be a u too :).
Casting to int will break if filesize>32767 -- which will be the case quite often... (assuming 16bit ints here, which won't be too improbable for the ST).

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

3490. Re: ModemMIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-26 05:44:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A25990@K.maus.de>
Source record: 37869

Hi!

In article C92pv9.A2K@dcs.qmw.ac.uk (23.06.93), eliot@dcs.qmw.ac.uk wrote:

E>I've seen a gadget called ModemMIDI (or maybe MIDIModem ?!) in some club
E>cubase bumph. This gives you another MIDI out by connecting a small
E>widget to the atari's Modem/rs232 port. I want to find out:
E> [...]
E>how do I build one (what's the wiring diagram)?

There is a short article about this item in the last c't magazine (7/93)
here in Germany. I'll try to tell you the essentials.

You need a 25-pin SUB-D socket (for the RS232 port) and a 5-pin DIN plug
(i.e. the midi plug). Now connect:

```
RS232 port new MIDI port
----------------------------
pin 1 pin 2
pin 2 pin 4 (*)
pin 3 pin 5 (*)
```

(*) insert a 1.2 kOHM resistance in theses connections. The RS232 port gives
you 12/-12 Volt, MIDI can stand 5 Volt max.

The pins are numbered like this:(always looking at the connections to
solder)

```
RS232: 1 2 3 4 ... 13
o o o o o o o o o o o o o
o o o o o o o o o o o o
```

```
MIDI: 2
5 o 4
o o
3 o o 1
```

E>how do I get cubase to use it?

Cubase (Steinberg) and Creator/Notator (Emagic) support this new port.

Cubase (M-ROS V 3.31): activate EXPORT.DRV. The new port is then available
as 'XPORT1' in the Output menu of a track.

Cr/N: run the INSTALL program and click on 'Export' and 'Unitor'.

Some notes:

- This should work on any ST. Steinberg and Emagic say, however, that there may be timing problems, especially when there are other extensions present. Just try it, it's not _so_ expensive, I think.

- I don't use any MIDI equipment/software, so I can't check if all this is correct. Maybe there are some differences, e.g. concerning names of menu items etc. Of course, I cannot give you any warranty.

- I hope that my posting does not hurt any copyright laws. At least there shouldn't be any loss for the magazine, since the original article was written in german. You woldn't have bought it anyway, would you? ;-)

Hope this helps a bit.

Regards,
Andreas

3491. Re: Gulam clarification & ? [was Re: argv question ?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-26 06:47:16 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.km7y@equinox.gen.nz>
Source record: 37844

Ian Lepore (ilepore@nyx.cs.du.edu) wrote:

: >Sorry if I misunderstood you - but if I get time I'll compile it
: >with Sozobon and see what happens.

: Don't bother, I can tell you what'll happen: the newly compiled program
: will not see the magic length byte of 127 in the basepage, and thus will
: not believe that a valid ARGV setup exists, and thus it will use just the
: first 125 characters in the basepage command line and ignore the rest.

: Naturally, if Gulam is using the old MWC convention, programs compiled
: with MWC will work fine. But, the MWC convention is similar to ARGV, but
: not exactly the same. The ARGV spec mandates that the ARGV information
: (if present) be ignored if the magic length byte of 127 isn't present.

This is all interesting, as Msh the shell that came with MWC always _did_
give the magic length byte when passing arguments. I always assumed that the
startup code for MWC was buggy for not checking for 127 and altered it to do
what I had seen elsewhere! Consequently I assumed the Gulam's lack of use of
the magic byte was a bug there too.

Interesting isn't it :-)

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

3492. LZH headers: How to understand them

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-26 18:02:35 UTC
From: giggey@ecf.toronto.edu
Message-ID: <C98q4C.3vC@ecf.toronto.edu>
Source record: 37845

I have a messy situation involving some files.

They are within an LZH file. But I know neither the structure of the LZH header or the method of encryption.

I would be grateful if someone could enlighten me as to understanding the LZH format and structure.

Thanbks in advance

3493. ICD Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-27 02:09:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20ivhjINNkcp@golem.wcc.govt.nz>
Source record: 37846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi..

Were in the USA can I buy a ICD AdSCSI host adapter cheap..??

No 800 phone # thanks...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3494. Bounced Postings..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-27 05:09:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20ja22INNko4@golem.wcc.govt.nz>
Source record: 37847
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
BOUNCED POSTINGS...!!!!

Can some one explain why my open postings are being sent back to me
from this Site..??

MAIL>

#1 27-JUN-1993 16:01:16.12
NEWMAIL

<<< 550 <oesterud@nki.no>... User unknown
550 oesterud@nki.no... User unknown

----- Unsent message follows -----
Return-Path: <sheppard_r@kosmos.wcc.govt.nz>
Received: from kolsaas.ifi.uio.no by ifi.uio.no with SMTP
id <AAifi.uio.no26176> for oesterud@nki.no; Sun, 27 Jun 1993 06:00:08
+0
200
To: oesterud@nki.no
Xref: ifi.uio.no comp.sys.atari.st:51278 comp.sys.atari.st.tech:12988
Path:
ifi.uio.no!nntp.uio.no!trane.uninett.no!sunic!news.tele.fi!uunet!usc!wupos
t!waikato.ac.nz!comp.vuw.ac.nz!newshost.wcc.govt.nz!kosmos.wcc.govt.nz!SHEPPARD_
R
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
Subject: ICD Host Adapter

Or could your sysamin Please fix this problem..??

Or is some one trying to be funny..??

Thanks...................

Roger....................... sheppard_r@kosmos.wcc.govt.nz
```

3495. ZOO specifics..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-27 06:36:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20jf5sINNkvr@golem.wcc.govt.nz>
Source record: 37848
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ZOO Problems..

A chap on GEnie hase programed a Archive converter, seems to think
that ZOO can't compress Directories or a Directory..??

If so what is the format..?

Is this the case, so can it do a R or a R2 as in LZH201 and
can you set the base directory as in LZH201, like \test\ *.*

This program looks very good CWACS3_01.LZH..

It can convert a batch of mixed archives to one, there is also a BBS version if
you Register it..

Some one might like to post it to A.A...??

Thanks.............

Roger............. sheppard_r@kosmos.wcc.govt.nz

3496. Hermes and file transfer problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-27 07:17:22 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.1faUUKbi7DI@albemuth.equinox.gen.nz>
Source record: 37849
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

I've already left a posting on this subject about a week ago, but got no replies.

I've been having some problems with Hermes 1.04 not getting a file tranfered from my host node using the "uucp" command. When polling the host, uucico goes into slave mode receives a small amount of data (I know this only by watching the modem lights) then everything stops with no data transfer in either direction. After about 5 seconds uucico times out with a waiting for data block message.
I've tried a number of different strategies to get more info, including getting hold of the latest version of uucico (3.71) and also trying different size packets etc. While trying different packet sizes I got a further error message about a validation problem with some data. This is about the only clues I can offer. All signs would tend to point to trouble from my host site end, but the sysop there assures me everything is setup as it should be and that his site feed quite a number of different nodes quite happily without having had any trouble like this.
Any help or suggestions would be gratefully received. I've set everything I think should be set up like a UUCPPUBLIC directory. Is there somewhere where I should tell the system to accept files from my host (some sort of write permission system???)

Please help me on this one as I've been struggling for well over a month on this one.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

3497. Re: Bounced Postings..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-27 10:00:38 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.&uBWP5JvEHY@albemuth.equinox.gen.nz>
Source record: 37851
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In <20ja22INNko4@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>BOUNCED POSTINGS...!!!!
>
>
>Can some one explain why my open postings are being sent back to me
>from this Site..??
>
>
>
>
>MAIL>
>
>
> #1 27-JUN-1993 16:01:16.12
>NEWMAIL
>
><<< 550 <oesterud@nki.no>... User unknown
>550 oesterud@nki.no... User unknown
>
> ----- Unsent message follows -----
>Return-Path: <sheppard_r@kosmos.wcc.govt.nz>
>Received: from kolsaas.ifi.uio.no by ifi.uio.no with SMTP
> id <AAifi.uio.no26176> for oesterud@nki.no; Sun, 27 Jun 1993 06:00:08
>+0
>200
>To: oesterud@nki.no
>Xref: ifi.uio.no comp.sys.atari.st:51278 comp.sys.atari.st.tech:12988
>Path:
>ifi.uio.no!nntp.uio.no!trane.uninett.no!sunic!news.tele.fi!uunet!usc!wupos
>t!waikato.ac.nz!comp.vuw.ac.nz!newshost.wcc.govt.nz!kosmos.wcc.govt.nz!SHEPPARD_
>R
>Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
>Subject: ICD Host Adapter
>

Looks like someone is probably using a News to Mail gateway and it's
bouncing somewhere. Not much you can do except maybe send mail to the
offending site's postmaster.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
```

|New Zealand |Phone: +64-3-379-8921

3498. Recommendation for MultiTOS sought

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-27 10:10:58 UTC
From: uparker!sbparker@infocom.co.uk
Message-ID: <H.VjxdHyLgKP2@uparker.uucp>
Source record: 37850

I have just bought MultiTOS and have installed it on my TT030.

I rather like it, but would like it even better if I had some kind of graphics acceleration. I presently use QUICKTT when not running MultiTOS, but it appears I cannot run this under the new OS.

Does anyone have any recommendations for a MultiTOS-compatible upgrade or replacement?

--

Steve Parker from home email: sbparker@infocom.co.uk

3499. Re: Recommendation for MultiTOS sought

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-27 15:55:56 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.373183@cix.compulink.co.uk>
Source record: 37852

In article <H.VjxdHyLgKP2@uparker.uucp>, uparker!sbparker@infocom.co.uk (Steve Parker) writes:
>
>Does anyone have any recommendations for a MultiTOS-compatible upgrade or
>replacement?

NVDI - it's better than any of the QuickST, Warp9 or Turbo stuff. It's more compatible, faster and includes a *very* fast GDOS driver. Currently works on anything up to (but not including) the Falcon - although the Falcon version should be available in a week or two's time.

ATB,

```
|~~~
```

3500. Re: Bounced Postings..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-27 17:42:09 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9AJu9.2Kn@netcom.com>
Source record: 37853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <20ja22INNko4@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>BOUNCED POSTINGS...!!!!
>
>
>Can some one explain why my open postings are being sent back to me
>from this Site..??

I get the same thing.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3501. Re: Capture printing output of Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-28 08:31:51 UTC
From: pmakital@snakemail.hut.fi
Message-ID: <PMAKITAL.93Jun28103152@beta.hut.fi>
Source record: 37854

In article <1993Jun23.114753.131421@mswe.dnet.ms.philips.nl> mboom@mswe.dnet.ms.philips.nl writes:

Hi,

I'm the one that wrote the original question....

> In article <13986@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>> I don't think Calamus supports PostScript, therefore any captured output
>> would be raster information. If Calamus supports output of some standard
>> image format (such as IMG) to a file (PageStream does, so I guess Calamus
> ^^^^^^^^^^^^^^^^^^^^^^
>
> Yes, it does, with the GEMIMG.CPD driver. but don't forget to set the correct
> printer resolution you want to use, to avoid scaling errors...
>
> This driver is working either with 1.09, S or SL. If you need this driver,
> I can mail it to you. Just send me a request.

Yes, I know. Then import it into WP :-(and print it. But you allways
loose quality because of all the processing which is done. And I am
not certain if WP understands 600DPI IMG files. So I was looking to
capture the raw printerdata and then send it later to the printer.

I've just read about Calamus SL module that exports Calamus files both on
PS and EPS.

Sorry. Can't remember its name, but contact DMC and you get what you want.
The price was of course about 100 US$.

--
//
//// pmakital@vipunen ////// Helsinki University of Technology /////
//

3502. ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-28 09:10:57 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jun28091057@hal.cerfacs.fr>
Source record: 37860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just received my upgrade of ICD's AdSCSI diskette containing
ICDBOOT 6.1.4. Unfortunately, after printing out that it is loaded it
does not scan *any* of my disks! My Mega 4 ST just sits there until I
reboot from floppy. My Mega 4 runs TOS 2.06 and my disk has autoboot
set. IDCHECK works fine!

Any suggestions?

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Mega 4STfm with TOS 2.06, floptical! Where do I get good CDs for my Mega?

3503. Re: Recommendation for MultiTOS sought

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-28 09:17:42 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C9Br5J.Gq@cs.bham.ac.uk>
Source record: 37856

In article <memo.373183@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>
>
>In article <H.VjxdHyLgKP2@uparker.uucp>, uparker!sbparker@infocom.co.uk (Steve Parker)
writes:
>>
>>Does anyone have any recommendations for a MultiTOS-compatible upgrade or
>>replacement?
>
>
>NVDI - it's better than any of the QuickST, Warp9 or Turbo stuff. It's
>more compatible, faster and includes a *very* fast GDOS driver.
>Currently works on anything up to (but not including) the Falcon -
>although the Falcon version should be available in a week or two's
>time.

Version 2.5 and upwards work on the Falcon, and are now available from
the usual sources.

3504. Weide 4Meg memory board ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-28 09:26:10 UTC
From: andre@wilt.aha.nl
Message-ID: <1993Jun28.092610.12613@wilt.aha.nl>
Source record: 37861

I have bought a Weide 4Meg memory board which I want to 'insert' in my 1040ST. However I haven't got any documentation for the board. Is there anyone who can help me out.

I have cut RAS, CAS0 and CAS1 plugged the little board on top of the MMU and connected the 4Meg board; No Go. What do I need to do ???

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
andre@maestro.htsa.aha.nl or
andre@sluis.wilt.aha.nl

3505. Spectre and MIDI : a proposal

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-28 09:34:29 UTC
From: mczane@deis58.cineca.it
Message-ID: <1993Jun28.103429.1302@cine88.cineca.it>
Source record: 37855

Mac applications under Spectre GCR/128 cannot, at least to my knowledge, exploit Atari Midi interface. In the manual Dave Small wrote that these programs directly access Mac-specific hardware which does not exist on Ataris.

I think this situation has changed considerably. There are at least three solutions for the Mac which offer high-level Midi system services and hide underlying Midi hardware. I am referring to MIDI Manager/Midi Driver from Apple, OMS (Opcode MIDI System) and the forthcoming FreeMIDI System from Mark of the Unicorn which is under beta test and will be available also in source form.

It would be then extremely valuable to have an instance of a driver of this kind providing full Midi capabilities for Mac applications under Spectre. If this has not been achieved yet (I would like to know about Fearn & Music in Stuttgart) I am calling for a group effort to develop such a driver.

Unfortunately, I have no programming experience on a Mac (or emulated Mac) and Dave Small does not seem too active at the moment. Thus I am willing to cooperate with interested/competent people to achieve this ambitious goal.
Email me at mczane@verdi.eng.unipr.it.
Cheers,

Francesco

Francesco Zanichelli +39 521 905710 (905723 fax)
Dipartimento di Ingegneria dell'Informazione mczane@verdi.eng.unipr.it
Universita' di Parma ZANICHELLI@PRVXIN.CEDI.UNIPR.IT
Viale delle Scienze
43100 - PARMA - ITALY What's up Doc ?

3506. Re: Quantum ELS 170 Meg for a MSTE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-28 10:17:17 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C9Btwu.L1B@hermes.hrz.uni-bielefeld.de>
Source record: 37857

In article <...>, jesa@s0jxb.exnet.co.uk (John Budden) writes:
|> In <1993Jun24.103257.14600@ac.dal.ca>, John Cordes writes:
|>
|> > I'm looking to replace the internal HD (ST157N) in my MegaSTE; it seems to
|> >have failed. The drive I'm interested in now is a Quantum ELS, 170 Meg SCSI
|> >3.5" LP drive. I would just be using the drive controller built into the
|> >MSTE, and would hope to format with the Atari HDX v5 utilities.
|>
|> I have a Quantum 210mb drive in my Mega STE and it works fine. BUT you
|> cannot use it with the Atari drive controller. You must get an SCSI board,
|> I have the ICD one which is great but there are others available.

210MB? Which one? I've had a LPS240S running with the internal MSTE
controller without problems. Quantum drives have a jumper to disable
the SCSI parity bit, that's what I've had to do, but no other problems
occured.

TeSche
--
Torsten Scherer (TeSche, Schiller...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de
PMail: Wiesenstrasse 28, D-32545 Bad Oeynhausen, Germany
----
o o o / |
| | | | | /--\ | What ever happened
| | | | | | | | to all the fun in the world?
| |-----------' /----/ | FZ
___/ | |

3507. gcc and minix file-system

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-28 11:38:32 UTC
From: b09@aixterm4.urz.uni-heidelberg.de
Message-ID: <1993Jun28.113832.5596@sun0.urz.uni-heidelberg.de>
Source record: 37858

Hi there,

Could anybody tell me whether there is an option to gcc telling it to create executable file under MiNT on an minix filesystem (I mean with executable permissions set!)?

I was just porting some gnu software to my Atari, which I installed previously on our new Sun workstation. Rewriting the configure scripts a bit did most of the work, but I found it annoying to add a chown +x after every linking step (actually I find it annoying in my own makefiles, too).

Simply making minixfs adding execute permission to every program file does not do the job as the gnu scripts normally create files without any executable extension.

Thanks for any help in advance
Wolfgang

==========

Don't rely on my mail address, it is temporary until we get our machine connected to the network.

3508. Re: Bounced Postings..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-28 12:24:11 UTC
From: dogbowl@dogbox.acme.gen.nz
Message-ID: <1uqu6B2w165w@dogbox.acme.gen.nz>
Source record: 37864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz writes:

> Can some one explain why my open postings are being sent back to me
> from this Site..??
>
> <<< 550 <oesterud@nki.no>... User unknown
> 550 oesterud@nki.no... User unknown
>
> ----- Unsent message follows -----
> Return-Path: <sheppard_r@kosmos.wcc.govt.nz>
> Received: from kolsaas.ifi.uio.no by ifi.uio.no with SMTP
> id <AAifi.uio.no26176> for oesterud@nki.no; Sun, 27 Jun 1993 06:00:08

Someone's running a news -> mail gateway which is pointing at a
non-existant destination address.

--
Alan Brown
dogbowl@dogbox.acme.gen.nz

3509. RGB Monitor,50pounds

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-28 13:51:36 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Jun28.135136.2765@vax.sbu.ac.uk>
Source record: 37859

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
I've got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you can't say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

--

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

...or if you prefer analogue communications: London (+44) 81 693 2846...

3510. How do you use the mouse (programming) ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-29 08:52:10 UTC
From: udee128@oak.cc.kcl.ac.uk
Message-ID: <1993Jun29.085210.132@oak.cc.kcl.ac.uk>
Source record: 37862
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,
Please could someone please help me with a small problem. I am trying
to write a program that I want to use the mouse, but I'm not sure how to go
about it. I have the ST internals book, and it says that you supply the vector
of the new mouse routine, but I don't know how much of it must be in assembly
language, and what parts. I am writting the resto of the program in C, so the
more of that the better. What I would like is a sample code segment if it is
possible, as this makes my job easier (something to "copy"/use as a template).
If any one can help me please could they either post to this news group
or mail me directly. There is a copy of the finished program for anyone who
helps and wants one. The supprise is that you don't know what the program
will/should do. Fix my problem and you'll find out (don't you just love
intrege).

Thank you in advance
JTBean

3511. ZOO Directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-29 11:30:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <20p95eINN35v@golem.wcc.govt.nz>
Source record: 37863

ZOOO HELP..

I posted a request a few days back and have had no replies..

Come on all you ZOO addicts, help some one that needs your Help..!!

Can ZOO 2.1 or 2.14 Compress Directories/Directory completly..

if so what are the commands...

This is from the person that is trying to get it to work...

```
---------------------------------------------------------------------
ZOO has the option to do directories with the // command, but it will
not do a complete path (i.e. G:\TEST\ G:\TEST\FOL1\ G:\TEST\FOL2\)
all in the same archive. At least after 100 times of me messing with
it, I could not figure out the command line to have it make an
archive out of a complete folder with files and folders inside.
---------------------------------------------------------------------
```

So is this possible with ZOO.

Or are you all keeping quiet because ZOO can't do this, were are all the ZOO defenders that have had a go at me in the past, come on now don't be shy...:-) come fowards and explain this to me...

Roher.............. sheppard_r@kosmos.wcc.govt.nz

3512. Re: ZOO Directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-29 13:47:17 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jun29.104717.14685@ac.dal.ca>
Source record: 37865

In article <20p95eINN35v@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> ZOOO HELP..
>
> I posted a request a few days back and have had no replies..
>
> Come on all you ZOO addicts, help some one that needs your Help..!!
>
>
> Can ZOO 2.1 or 2.14 Compress Directories/Directory completly..
>
> if so what are the commands...
>
>
> This is from the person that is trying to get it to work...
>
> ---
> ZOO has the option to do directories with the // command, but it will
> not do a complete path (i.e. G:\TEST\ G:\TEST\FOL1\ G:\TEST\FOL2\)
> all in the same archive. At least after 100 times of me messing with
> it, I could not figure out the command line to have it make an
> archive out of a complete folder with files and folders inside.
> ---
>
> So is this possible with ZOO.
>
>
> Or are you all keeping quiet because ZOO can't do this, were are all the ZOO
> defenders that have had a go at me in the past, come on now don't be
> shy...:-) come fowards and explain this to me...
>
>
> Roher.............. sheppard_r@kosmos.wcc.govt.nz

Roger, I'm no zoo expert and haven't even used it for a while, but I looked up some notes I made once and it looks as though

zoo ah// archive.zoo .*

should do the job. The h is for high compression, the // is ST specific (I think) and I'm not sure if the trailing * is needed. This command should recursively archive all files and sub-dirs.

Note to zoo experts: If I've forgotten or overlooked something, please post a correction!

Good luck,
John

3513. gcc on Ataris ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-29 14:53:13 UTC
From: maillet@imag.imag.fr
Message-ID: <1993Jun29.145313.20486@imag.fr>
Source record: 37867

Hi Atarians !

I am new to the Atari. Reading this newsgroup I noticed that a few articles were about the gcc C Compiler. I didn't know it was available for the Atari. Could anybody please tell me what the system requirements (RAM, processor, OS) are to use gcc (On the PC you need a DOS extender or Linux to use it) ? Does anybody know if gcc will be available for the MultiTOS Operating System ?

Thank you for any information.

Eric.

--

Eric MAILLET o DEA Informatique
e-mail : maillet@alize.imag.fr --#> INPG - UJF
voice : (033) 76 96 45 27 ___>____, LGI-IMAG (Grenoble, France)

3514. Re: ZOO Directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-29 16:02:58 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <741369777@amazon.cs.duke.edu>
Source record: 37866

From the Holy Book of <1993Jun29.104717.14685@ac.dal.ca>
as spake by cordes@ac.dal.ca (John Cordes) :
>In article <20p95eINN35v@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>> Can ZOO 2.1 or 2.14 Compress Directories/Directory completly..

Yes, but the command to do so is, at least at the moment, specific to
the Atari port. Any Zoo can expand such an archive, however.

>> if so what are the commands...

zoo ah// fred lib\src lib\man etc...

>> --
>> ZOO has the option to do directories with the // command, but it will
>> not do a complete path (i.e. G:\TEST\ G:\TEST\FOL1\ G:\TEST\FOL2\)
^ ^ ^

These might be the problem.

>> Or are you all keeping quiet because ZOO can't do this, were are all the ZOO
>> defenders that have had a go at me in the past, come on now don't be
>> shy...:-)

(sigh) Well, I can cite a number of .zoo archives off a.a that are full
directory trees.

come fowards and explain this to me...

> zoo ah// archive.zoo .*
^^

This, I think, is not necessary. If you want to archive the current
directory, you can just say:

zoo ah// archive .

> [...] The h is for high compression, the // is ST specific (I
>think)

More precisely, its use with the `a' command is ST specific. It also
works with the `x' command in all ports.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3515. Re: ZOO Directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-29 18:05:24 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jun29180524@kropotkin.gnu.ai.mit.edu>
Source record: 37868

In article <741369777@amazon.cs.duke.edu> dsb@duke.cs.duke.edu (Scott Bigham) writes:
>> [...] The h is for high compression, the // is ST specific (I
>>think)
>
>More precisely, its use with the `a' command is ST specific. It also
>works with the `x' command in all ports.

On UNIX, there is no need for a specific way to archive a directory
tree. Use:

find . -print | zoo ahI foo.zoo

Of course, if the original person had just read the built in help or
the docs that comes with zoo, all this would have been obvious...

cheers,
entropy

3516. Delay of my (John Miskinis) "windowing system" demo

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-29 18:58:26 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <C9EA2A.Mst@ryn.mro4.dec.com>
Source record: 37803

Hi,

I got severely delayed while writing an icon editor, to manipulate my "images", and to serve as another "demo" application.

For some reason the program would crash when I tryied to create 800 "widgets", in a 40 by 20 matrix on the screen.

After an in-depth analysis of my "widget" hierarchy, I could not find any reason for it to crash.

I lost a significant amount of time over this problem, but I found out what it was. Ready for this? My stack wasn't large enough to handle the recursive calls to draw the "widgets" on the screen...

ANYWAY, I've got a few days more work to do, and a demo will be appearing soon.

Stay tuned,

John Miskinis

3517. Re: gcc on Ataris ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-30 11:39:47 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jun30.113947.17168@nrtpa038.bnr.ca>
Source record: 37870

In article <1993Jun29.145313.20486@imag.fr>, maillet@imag.imag.fr (Eric Maillet) writes:
|> Hi Atarians !
|>
|> I am new to the Atari. Reading this newsgroup I noticed that a few
|> articles were about the gcc C Compiler. I didn't know it was available
|> for the Atari. Could anybody please tell me what the system requirements (RAM,
|> processor, OS) are to use gcc (On the PC you need a DOS extender or Linux
|> to use it) ? Does anybody know if gcc will be available for the MultiTOS
|> Operating System ?
|>
|> Thank you for any information.
|>
|> Eric

Not just gcc but g++ also.
System:
ST/STE/TT
Memory
Lots works on my ST with 2.5 meg, works a lot better on my TT with 10 meg.
HD
The bigger the better.
The binaries, and librasries take up 12 meg on my HD

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3518. Re: ZOO Directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-30 13:14:11 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Jun30.131411.11110@dcs.warwick.ac.uk>
Source record: 37871

In article <20p95eINN35v@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Can ZOO 2.1 or 2.14 Compress Directories/Directory completly..
...
>So is this possible with ZOO.
>
>
>Or are you all keeping quiet because ZOO can't do this, were are all the ZOO
>defenders that have had a go at me in the past, come on now don't be
>shy...:-) come fowards and explain this to me...

And I thought you were ONLY asking the question because you thought you'd
found something ZOO couldn't do :-).

>Roher.............. sheppard_r@kosmos.wcc.govt.nz
^^^^^
Is that a type of wine?

I believe that the standard unix and PC versions of ZOO cannot do what you
suggest in one go, however the people who ported it to the ST added two
"novice" commands -backup and -restore (or similar) which do exactly what you
requre. RTFM (without skipping the novice commands or the ST specific file).
Directories archived in this way will of course be dearchivable on other
machines, but you will have to use the equivalent of -restore which is
something like zoo x// "*".
It is possible that either a) This feature has since been removed from
the latest ST version or b) It has been added to other machines' versions.

What are you doing using zoo anyway Roger? Isn't lzharc far better? :-)

- Leo

3519. Help with Desktop Replacement

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-30 14:52:07 UTC
From: skolodzi@vaxc.stevens-tech.edu
Message-ID: <1993Jun30.095207.1@vaxc.stevens-tech.edu>
Source record: 37872
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I started to write a desktop backgrond replacement program and ran into problems, I am looking for help.

I was tring the simple minded idea of using a wind_set(W_NEWDESK,...) to replace the defualt desktop. This does not work totally. What I get is my own desktop drawn with all windows drawn on the desktop updateing perfectly. The problem lies in the fact that I "THINK" the root of the Desktops Object Tree has the standard desktop, and then all of the desktop icons/dialogs, etc... hang off of that tree. This means that since I replaced the desktop tree with one object (my desktop picture) non of the objects in the default desktop tree (such as the drive icons) are displayed?

Is there a clean way to overcome this deficency? I have looked at some desktop replacement code and it seems to replace the GEM-VDI vector with a bit of code that checks to see if a area_fill of the right type is being done on the desktop, if it is then the code draws the portion of its picture instead, and returns; otherwise if the trapped VDI call is doing something else, then jump through the VDI's old vector that was replaced. This seems like an ugly solution?

Any help would be appreciated.

Cheers,
Scott Kolodzieski

e-mail:
scott@dmi.stevens-tech.edu
scott@menger.eecs.stevens-tech.edu
SKOLODZI@sitvxa.stevens-tech.edu

3520. .5 -> 2.5 meg upgrade NEED HELP! Save an Atari ST!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-30 17:32:01 UTC
From: heonj00@DMI.USherb.CA
Message-ID: <heonj00.741461521@DMI.USherb.CA>
Source record: 37873

Hi, I have used the file 2_5ram.zoo of the directory Misc in atari.archive.umich.edu to try to upgrade my 520ST from 512k to 2.5 meg. The board is a 1040ST rev. 1. Unfortunately, something went wrong and I wonder if someone else had try and encountered the same results and if they could tell me what I did wrong.

So I followed the instructions and when I first booted the computer, the screen remained white and the drive light turned on but the disk drive was not working.

Second time I booted, bombs appeared from left to right.

Third time, severals bombs on the screen and the screen was flickering.

A point I wasn't sure while I was doing the wirying: at some point we have to connect the Vcc (pin 8) of a DRAM slot to the Vcc of the SIP but there are two Vcc on the SIP (pin 1 and 30). I hooked up to the 30. Did I have to connect with pin 1 instead or with both? Same problem with the GND, I hooked up to 22 but there were two possibilities.

Any feedbacks will be more than welcome.

3521. Re: Recommendation for MultiTO

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-30 19:14:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A32802@K.maus.de>
Source record: 37806

>Currently works on anything up to (but not including) the Falcon - although
>the Falcon version should be available in a week or two's time.

NVDI's Falcon compatible version 2.50 already IS available (in Germany, at
least :-)

3522. Re: Quantum ELS 170 Meg for a

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-30 19:15:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A32803@K.maus.de>
Source record: 37804

>|> I have a Quantum 210mb drive in my Mega STE and it works fine. BUT you |>
>cannot use it with the Atari drive controller. You must get an SCSI board, |>
> I have the ICD one which is great but there are others available.

>210MB? Which one? I've had a LPS240S running with the internal MSTE
>controller without problems. Quantum drives have a jumper to disable the
>SCSI parity bit, that's what I've had to do, but no other problems occured.

The old ProDrive 210 cannot be formatted with Atari software on _STs_. After
formatting with a TT or Falcon, it can be used in a Mega STE.
Hooking it to an ICD or other adaptor will also work.

Symptom: When the PD210 is formatted via HDX, you'll get no more than 120 MB.

bye, Peter

3523. ZOO Directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-30 21:04:59 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jun30.210459.5090@ugle.unit.no>
Source record: 37874

Sheppard_r@kosmos.Wcc.Gov,
In a message on 29 June, wrote :

sD> ZOOO HELP..
sD>
sD> I posted a request a few days back and have had no replies..
sD>
sD> Come on all you ZOO addicts, help some one that needs your Help..!!
sD>
sD>
sD> Can ZOO 2.1 or 2.14 Compress Directories/Directory completly..
sD>
sD> if so what are the commands...

Weeellllll.... This is probably not what you want, but it works...
I like Unix, thus I compiled the Unix version of zoo for my TT.
With this and GNUfind, I add a directory (say the dir foo/) with the
following command:
find foo -type f -print | zoo ahI foo.zoo

Note, this is of course under MiNT with a shell that supports pipes.

Erling

 ATP/Unix 1.40 Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

3524. Re: Quantum ELS 170 Meg for a

Newsgroup: comp.sys.atari.st.tech
Date: 1993-06-30 21:12:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A32918@K.maus.de>
Source record: 37805

>In article <...>, jesa@s0jxb.exnet.co.uk (John Budden) writes:
>> In <1993Jun24.103257.14600@ac.dal.ca>, John Cordes writes:
>>
>> > I'm looking to replace the internal HD (ST157N) in my MegaSTE; it seems to
>> >have failed. The drive I'm interested in now is a Quantum ELS, 170 Meg SCSI
>> >3.5" LP drive. I would just be using the drive controller built into the
>> >MSTE, and would hope to format with the Atari HDX v5 utilities.
>>
>> I have a Quantum 210mb drive in my Mega STE and it works fine. BUT you
>> cannot use it with the Atari drive controller. You must get an SCSI board,
>> I have the ICD one which is great but there are others available.
>
>210MB? Which one? I've had a LPS240S running with the internal MSTE controller
>without problems. Quantum drives have a jumper to disable the SCSI parity bit,
>that's what I've had to do, but no other problems occured.

The problem with the new ELS drives from Quantum is, that the jumper used for SCSI parity checking has been removed from the board. The ELS drives are using SCSI parity at default, and that's where the big problems with the MSTE just start: Atari's own drive controller only runs fine with disabled parity, but how will you use a drive with constantly enabled parity? There is a SCSI vendor specific command, but you need a system with enabled parity checking to change the configuration of an ELS drive.

Regards,
Robert

3525. Problem I am having with a SH204 hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 01:02:59 UTC
From: ab397@Freenet.carleton.ca
Message-ID: <C9Go90.Doq@freenet.carleton.ca>
Source record: 37875

I am having a very specific problem with my 20meg SH204 hard drive and could use some help. I boot the drive and it works fine for about a half hour, then the directories get completely scrambled and I can no longer do any work. Later I can re-boot the system and everything is fine for about a half four. If anyone has any ideas please contact me on Freenet or by phone at 613-234-8011..

Thanks
--
^G
g
x

3526. RE: .5 -> 2.5 meg upgrade NEED HELP! Save an Atari ST!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 03:31:27 UTC
From: B7NS000 <B7NS@MUSICB.MCGILL.CA>
Message-ID: <30JUN93.24326104.0082@VM1.MCGILL.CA>
Source record: 37876

In article <heonj00.741461521@DMI.USherb.CA> heonj00@DMI.USherb.CA (Crazy Jeff) writes:
> Hi, I have used the file 2_5ram.zoo of the directory Misc in
>atari.archive.umich.edu to try to upgrade my 520ST from 512k to 2.5
>meg. The board is a 1040ST rev. 1. Unfortunately, something went wrong
>and I wonder if someone else had try and encountered the same results
>and if they could tell me what I did wrong.
>
> So I followed the instructions and when I first booted the
>computer, the screen remained white and the drive light turned on but
>the disk drive was not working.
>
> Second time I booted, bombs appeared from left to right.
>
> Third time, severals bombs on the screen and the screen was
>flickering.
>
> A point I wasn't sure while I was doing the wirying: at
>some point we have to connect the Vcc (pin 8) of a DRAM slot to the
>Vcc of the SIP but there are two Vcc on the SIP (pin 1 and 30). I
>hooked up to the 30. Did I have to connect with pin 1 instead or with
>both? Same problem with the GND, I hooked up to 22 but there were two
>possibilities.
>

I'm not familiar with the .5 to 2.5 meg upgrade, but I upgraded my
Mega 2 to 4 megs by installing 2 off-shelf SIPP modules (under the
floppy drive: my revision had no free space on the motherboard for
the second 2 meg bank...), and I can suggest a few things to keep in
mind:

1) If you solder and wires between the MMU or motherboard and the
memory chips, keep the wires as short as possible. On my
(noisy) Mega 2 inches max did it, 2.5 did not and resulted in
a very amusing dot pattern travelling on the screen.

2) I pulled the supply voltage from the motherboard directly, not
from any chips. I used a bit thicker wires and pulled the
voltage from a filtering electrolytic capacitor installed on the
motherboard.

3) Check for cold solders and shorts. I spend 2 hours with a dead
system, before i found a short between the memory chips on the
SIPP board (!). It was a factory defect, with a drop of solder
shorting two pins of the memory chips. The machine was just dead.
If you get a cold solder it's usually not as severe: the system

will simply not recognize the extra memory in most cases.

> Any feedbacks will be more than welcome.
>
>.
>.

Hope it helps...

Pete.

****
* Peter Twarecki, graduate student * b7ns@musicb.mcgill.ca *
* McGill University, Montreal, Canada * petet@emf.lan.mcgill.ca *
****

3527. C Compiler and other specy stuff???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 04:41:03 UTC
From: vtolhurs@metz.une.edu.au
Message-ID: <1238@grivel.une.edu.au>
Source record: 37877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've got access to ftp facilities for the next couple of days and was wondering if somoene could tell me where I could get a C compiler, fractal generators and some other more serious programs from. By serious I mean things that aren't games.

Thanks in advance.

Cerebus the Aardvark.
"Whether you're quiet and ALIVE, or quiet and DEAD doesn't matter to Cerebus."

Feel free to mail me direct
c\- vtolhurs@metz.une.edu.au

3528. Re: gcc on Ataris ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 09:09:36 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C9HAs1.Mtr@hpbbrd.bbn.hp.com>
Source record: 37888

Eric Maillet (maillet@imag.imag.fr) wrote:
> I didn't know it was available
> for the Atari. Could anybody please tell me what the system requirements (RAM,
> processor, OS) are to use gcc (On the PC you need a DOS extender or Linux
> to use it) ? Does anybody know if gcc will be available for the MultiTOS
> Operating System ?

GCC runs on both TOS and MultiTOS (note that there are different
versions of GCC; the MiNT/MTOS version exploits some special MiNT/MTOS
features). You should have at least TOS 1.04 installed because
previous versions have a very slow file handling, and GCC deals
with a lot of files 8-)

The system should have at least 3 MB RAM (more for C++), and the whole
GCC/shell/utilities package uses quite a lot of disk space (40 MB
on my disk, but this includes a lot of sources, utilities, old
versions and UNIX stuff of all sorts). While GCC runs on all
Atari computers, it's more fun with a fast processor, of course.
I wouldn't want to use it regularly on a plain 8 MHz ST, but it
should be quite bearable on a 16 MHz ST or STE, a Falcon or a TT.

The best way to start with GCC is probably to get the starter's
kit by Simon *awfully sorry, but I forgot the name* from
atari.archive.umich.edu and install it. I didn't try it,
but people tell me that it makes installing MiNT and GCC much
easier.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

3529. Re: GCC - can't find ___main

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 11:58:39 UTC
From: wmtwen@rw7.urc.tue.nl
Message-ID: <wmtwen.741527835@rw7.urc.tue.nl>
Source record: 37878

zxmng01@studserv.zdv.uni-tuebingen.de (Geoffrey Noyes) writes:

>Either get mlib32 or add the following modul to your pl 30 libs.
> void __main(void)
> {}

Shouldn't that be
int __main(int,* char)
{}
???

Erlend.

3530. Re: File sizes in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 12:06:28 UTC
From: wmtwen@rw7.urc.tue.nl
Message-ID: <wmtwen.741528302@rw7.urc.tue.nl>
Source record: 37879

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>Personally, if my compiler limited me to reading 32k from a file at most (as
>you seem to suggest), I would consider getting another compiler. The only
Hmmm, I think the problem wqould be in the libs and not in the
compiler.
One could always write an own routine that does the thing correctly and
add that to the libs.

Erlend.

3531. Re: GCC - can't find ___main

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 14:06:55 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1993Jul1.140655.20564@cs.ruu.nl>
Source record: 37880

In comp.sys.atari.st.tech Erlend writes:

>> void __main(void)
>> {}
>Shouldn't that be
> int __main(int,* char)
> {}

Do you think it would *matter*? As long as {} is what you do I would
say `no it don't'. And if you're using a good C compiler it will accept
the former but not the latter (function should return a value).

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

3532. Re: Problem I am having with a SH204 hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 15:24:17 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul1.152417.11835@nrtpa038.bnr.ca>
Source record: 37881

In article <C9Go90.Doq@freenet.carleton.ca>, ab397@Freenet.carleton.ca (Nelson N. Emery) writes:

> I am having a very specific problem with my 20meg SH204 hard drive and
> could use some help. I boot the drive and it works fine for about a half
> hour, then the directories get completely scrambled and I can no longer do
> any work. Later I can re-boot the system and everything is fine for about
> a half four. If anyone has any ideas please contact me on Freenet or by
> phone at 613-234-8011..
>
> Thanks
> --

Time for a new hard drive.

Sounds like a heat problem.

If the unit has a fan make sure it is working.

If there is no fan take off the outer shell of the case, the better convection cooling should give you a little extra time, and back up your hard drive partitions. Purchase a HD and host adapter (e.g., ICD Link), format the new drive, and restore your data.

Have the SH-204 bronzed :)

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

3533. Problem I am having with a SH204 hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 18:10:26 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <741748184.AA01842@cheswicks.toadnet.org>
Source record: 37813

In a message of 01 Jul 93 02:02:59, Nelson N. Emery wrote:

NN> From: ab397@Freenet.carleton.ca (Nelson N. Emery)
NN> Organization: The National Capital Freenet
NN>
NN>
NN> I am having a very specific problem with my 20meg SH204 hard drive and
NN> could use some help. I boot the drive and it works fine for about a half
NN> hour, then the directories get completely scrambled and I can no longer
do
NN> any work. Later I can re-boot the system and everything is fine for about
NN> a half four. If anyone has any ideas please contact me on Freenet or by
NN> phone at 613-234-8011..
NN>
NN> Thanks
NN> --
NN> ^G
NN> g
NN> x

Sounds like too many open folders. over 40... use a folder fix to set your
number of open folders to 100

= * * * 777:777/1@lasvegas.ftn (FREQ LASVEGAS) =
= * * * 1:209/777@fidonet.org =
= * * * 51:2/4@atarinet.ftn n.hard@genie.geis.com =
= * * * 86:8685/1@toadnet.org hard@toadnet.org =
= * * * 90:300/1016@nest.ftn =

3534. Re: Problem I am having with a SH204 hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 18:35:09 UTC
From: don@cc.gatech.edu
Message-ID: <1993Jul1.183509.23016@cc.gatech.edu>
Source record: 37883

In article <1993Jul1.152417.11835@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <C9Go90.Doq@freenet.carleton.ca>, ab397@Freenet.carleton.ca (Nelson N. Emery) writes:
>|>
>|> I am having a very specific problem with my 20meg SH204 hard drive and
>|> could use some help. I boot the drive and it works fine for about a half
>|> hour, then the directories get completely scrambled and I can no longer do
>|> any work. Later I can re-boot the system and everything is fine for about
>|> a half four. If anyone has any ideas please contact me on Freenet or by
>|> phone at 613-234-8011..
>
>Sounds like a heat problem.
>

What about something like the 40 folder problem? Wasn't 1/2 hour of moderate activity about enough for all the (whatevers) to be allocated, and since in early versions of TOS they were never reused, suddenly you'd end up with (apparently) empty directories, etc...in this case, things should work okay after an immediate reboot. If that's what it is, just get foldrxxx.prg.

Probably a stupid suggestion, but just in case that's what it is, I'd hate to see someone toss a perfectly good hard drive for what is really a TOS bug.

don@cc.gatech.edu

How about some more info? What version of TOS are you running? What accessories? Are you using automatic compression software? Which ST, and how much memory? How long do you have to let it sit before rebooting will fix the problem? And if you are already familiar with the 40 folder bug and that's not it, please forgive me for suggesting something so trivial...

-Don Allison (don@cc.gatech.edu)

3535. Re: Problem I am having with a SH204 hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 22:07:03 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.390874@cix.compulink.co.uk>
Source record: 37884

```
>|> I am having a very specific problem with my 20meg SH204 hard drive and
>|> could use some help. I boot the drive and it works fine for about a half
>|> hour, then the directories get completely scrambled and I can no longer do-

>|> any work. Later I can re-boot the system and everything is fine for about
>|> a half four. If anyone has any ideas please contact me on Freenet or by
>|> phone at 613-234-8011..
You aren't using an STe are you? this sounds like the dodgy DMA problem.
That used to take time to hit. Have you tried a shorter DMA cable?
Have you allocated enough folders using your driver or foldxxx.prg?
-------------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
------------------------------+---------------+----------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user
```

3536. New version of Texinfo available on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 22:49:23 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.741566963@vega>
Source record: 37885

A new version of Texinfo - GNU documentation system with hypertext capabilities was posted to comp.[binaries,sources].atari.st and to atari.archive.umich.edu. The later one as as a single archive (look in Othergnu subdirectory)

This is of interest to anybody who deals with docs in Texinfo format (all these files with formatting commands starting with '@').

Programs include
makeinfo.ttp - formatter
info.ttp - on-line viewer
texi2troff.ttp - for [nt]roff fans; converter to this format
texindex.ttp - index filter used when you are typesetting Texinfo files with TeX

Those of you who are interested in printing reasonably formatted docs on a simple fixed pitch printers will paricularly interested in `--no-split --no-headers' options to makeinfo.

Programs makeinfo and texindex are coming from the latest version 3.1 of Texinfo. info is based on a previous release 2.16, since, unfortunately, totally new and much more capable info from 3.1 is still quite a bit buggy. texi2troff is somewhat older and by now obsolete. troff hackers among us should be happy to give it a face lift.

Enjoy,
Michal
ntomczak@vm.ucs.ualberta.ca
michal@gortel.phys.ualberta.ca

3537. Gawk 2.15.2 binaries available

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 22:50:37 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.741567037@vega>
Source record: 37886

Executables of the latest version, 2.15.2, of gawk text processing
language/utility (GNU version of awk) were posted to
atari.archive.umich.edu. They contain some basic docs, but a full
version of a very informative manual (some 250 pages, or so) can
be found, with sources, in a regular GNU distribution of gawk.
To take a full advantage of MiNT you will have to recompile (which
is not a problem as long as you have an ANSI compiler). Posted program
should work 'as-is' anyway.

Enjoy,
Michal
ntomczak@vm.ucs.ualberta.ca
michal@gortel.phys.ualberta.ca

3538. Re: ZOO Directories

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-01 23:27:38 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.741569258@vega>
Source record: 37887

leo@dcs.warwick.ac.uk (Leo Hendry) writes:

>I believe that the standard unix and PC versions of ZOO cannot do what you
>suggest in one go,

Any version of zoo can do that in "one go", since with 'I' option zoo
accepts from stdin a list of files to archive. A normal way to do that
on Unix is
find <dir_name> -print | zoo ahI archive.zoo
or variants of this. Disadvantage - you have to type more. Advantage -
you can be much more selective in what you archiving than with 'ah//'.

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

3539. MiNT, MINIX, GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 01:09:51 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <C9IJ8G.17y@sdf.lonestar.org>
Source record: 37829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I noticed a new version of GCC has been released 2.4.5 or something like that. The MiNT version is about half the size of the TOS version. Is the MiNT version missing something?? I mean, if I get the MiNT version will there be any reason for getting the TOS version? The reason I ask is that I can only get 1MB a day, and GCC for TOS is over 1MB, for MiNT it isn't.

Is the new MiNTLIB (binary) released? What's the full name and path at a.a.u.e.

Has anyone gotten MiNT1.04 to load XFS drivers?? I can't get to the desktop or even get the drivers to load with 1.04, but .95 works fine.

Has the new MINIX.XFS driver been released (binary). I compiled the source for the last one and it was SLOWER than the last one. In fact, someone said that MINIX filesystem was faster than TOS and I've found it to be MUCH slower. I have problems with some programs (compiled in GFA of course) and the MINIX filesystem, but not the RAM disk filesystem, and both are long filenames.

I was thinking of modifying the RAM filesystem to use the BLiTTER to do its memory copy functions, and maybe speed it up that way (make faster than the blazing it already is, much faster and more compatible than any other RAM Disk I've used). I wish I could make it fragment RAM less.

What are the rules on stack sizes for GCC that are 0 or negative?? What do those mean??

Has MultiTOS been released? I mean can I buy it from the local dealer (US). Also, someone told me that the falcon doesn't need GEM.SYS and MultiTOS would work just fine without it because the built-in GEM and GEM.SYS are identicle. Is this true? If so, then why load the GEM.SYS and waste over 200K?

Any help would be greatly appreciated. Ever notice that I do this about once every 2 weeks?? Oh well.

Oh, for anyone interested. GEMDOS and MS-DOS use th same function numbers. Weird huh? I just found that out.

3540. Re: Can I get my accessory's n

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 07:16:30 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Jul2.071630.11102@gumby.cc.wmich.edu>
Source record: 37890

In article <A65004@MS.maus.de> Julian_Reschke@ms.maus.de writes:
>
> I haven't seen releases of the developers newsletter since the
> beginning of 1992. Were there many?

There were 10 issues of the newsletter way back in 1990.

1990 was the last year Atari had regular releases of the developer
newsletter. That was also the year that Charles Cherry left, and
developer support was picked up by Bill Rehbock. There was a
4 month lag after Bill took over until the first newsletter in '91
and there were 3 issues that year. (That was Volume IV.)

1992 started off with Volume VI (!), Issue 1 for Jan-Feb; followed
up by Volume V (right!), Issue 2 in December. That makes 2 issues.

The first issue for 1993 was Volume VI, Issue 1 (deja vu!) dated
April, actually released 2 months later, in mid-June.

So, obviously, developer news is not a current priority for Atari.
If I have overlooked any issues, please let me know.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3541. Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 07:31:07 UTC
From: gustavo@barkai.uchicago.edu
Message-ID: <1993Jul2.073107.11978@midway.uchicago.edu>
Source record: 37889

Hi, everybody. I'm experiencing a weird and maddening problem with my ST. Although the machine boots from floppy just fine, I can't get it to boot from the hard disk. This started happening after I tried to instal winx (a program that supposedly allows one to open a very large number of windows from the desktop). This thing was supposed to run from the auto folder, but it bombed, signalling the beginning of my woes: although I have removed the program from the auto folder, what the ST does now on bootup is to load everything in the auto folder, but once it is done, instead of exiting to the desktop it starts booting up again (and again, and again, ad infinitum). Does anyone have any idea of what could be going on? I'm at the end of my wits. I don't know what else to check. Any suggestion would be appreciated.

Gustavo

3542. Re: ICD Host Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 07:40:22 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Jul2.074022.11467@gumby.cc.wmich.edu>
Source record: 37791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <20ivhjINNkcp@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
> Were in the USA can I buy a ICD AdSCSI host adapter cheap..??

Toad has them at (410) 544-6943, or FAX at (410) 544-1329.
For around $100 US.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3543. Re: Spectre and MIDI : a proposal

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 08:11:17 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Jul2.081117.12047@gumby.cc.wmich.edu>
Source record: 37792

In article <1993Jun28.103429.1302@cine88.cineca.it> mczane@deis58.cineca.it (Francesco Zanichelli) writes:
>
> Mac applications under Spectre GCR/128 cannot, at least to my
> knowledge, exploit Atari Midi interface. In the manual Dave Small
> wrote that these programs directly access Mac-specific hardware which
> does not exist on Ataris.

This was true. They relied on the Zilog SCC chip for I/O ports and timers.

> I think this situation has changed considerably. There are at least
> three solutions for the Mac which offer high-level Midi system
> services and hide underlying Midi hardware. I am referring to MIDI
> Manager/Midi Driver from Apple, OMS (Opcode MIDI System) and the forthcoming
> FreeMIDI System from Mark of the Unicorn which is under beta test and
> will be available also in source form.

I agree. This occurred to me several years ago when I first heard of the Apple MIDI Manager, which effectively decouples MIDI applications from the underlying hardware by providing an interface layer. And only the driver needs to be modified to adapt to different hardware.

Of course, for this to be useful, the MIDI applications must go thru the Manager layer, and at first it seemed uncertain whether the Mac developers would follow this approach (since there's a substantial performance penalty involved). But, apparently, most are offering it, at least as an option.

Unfortunately, I've never had enough free time to delve into this, although it seems to be emininently do-able, contingent on the ability to secure sufficient details on the low-level implementation of the driver code. I had no interest in trying to reverse engineer this from a disassembly listing, but the recent announcements regarding the FreeMidi System hold out some hope in this regard.

(Of the 3, FMS seems the best bet, since the others are proprietary, and the licensing fees for OMS are rather expensive.)

> It would be then extremely valuable to have an instance of a driver of
> this kind providing full Midi capabilities for Mac applications under
> Spectre.

Sounds good.

> Unfortunately, I have no programming experience on a Mac (or emulated
> Mac) and Dave Small does not seem too active at the moment.

I have programming experience on a Mac, as well as doing assembly-
level MIDI stuff on the Atari side (I'm a commercial Atari software
developer), so I can probably provide some input if you can get
your hands on the "details" and the driver source codes. But I
doubt I will have enough free time to be able to 'carry the ball'
on this project.

I suspect that the actual MIDI data I/O through the ports will not
be overly complicated, and the messy part will involve reprogram-
ming the MFP to provide SCC-compatible timing services.

Let me know if you obtain the driver sources, and keep me informed.

P.S. One problem that I think you may still run into, even after
resolving the MIDI interfacing issues, is that most (?) commercial
Mac MIDI applications use a copy protection scheme that require
you to have a real Mac floppy disk drive/controller. So you might
still not be able to run Mac MIDI apps, because the software
will not be able to recognize the master disk!

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3544. Re: Help with Desktop Replacement

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 08:28:34 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Jul2.082834.12266@gumby.cc.wmich.edu>
Source record: 37793
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Jun30.095207.1@vaxc.stevens-tech.edu> skolodzi@vaxc.stevens-tech.edu writes:
> I started to write a desktop backgrond replacement program and ran into
> problems, I am looking for help.
>
> I was tring the simple minded idea of using a wind_set(W_NEWDESK,...)
> to replace the defualt desktop. This does not work totally. What I get

Your analysis that the desktop icons are contained in the desktop's object tree, and therefore not drawn in your tree, are correct. W_NEWDESK is not the solution you're looking for.

There are only 2 ways to accomplish this, that I can think of, and both are messy (maybe there are other ways that I can't think of?).

The first way would involve patching information into the desktop's object tree structure, either to change the BOX attributes or convert it to a G_PROGDEF for more flexibility. There are 2 problems: one is in locating the structure, the other is in modifying memory that you don't own under MultiTOS.

The other involves trapping the VDI area fill call, that you described in your article. This seems to me to be a "safer" approach.

I'm sorry I can't be more help. I believe a similar question was asked recently on GEnie, and the Atari response was "there's no legal way". Maybe Eric will jump in with better information.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3545. Re: Quantum ELS 170 Meg for a MSTE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 08:45:40 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Jul2.084540.12609@gumby.cc.wmich.edu>
Source record: 37794

In article <C9Btwu.L1B@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
> 210MB? Which one? I've had a LPS240S running with the internal MSTE
> controller without problems. Quantum drives have a jumper to disable
> the SCSI parity bit, that's what I've had to do, but no other problems
> occured.

I'm not sure the ELS series has a parity disable jumper. You
might want to check that first. ICD's newer AdSCSI host adaptors
will handle parity enabled just fine.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3546. Colour Drivers for NX1000C..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 09:54:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2110jqINNk9s@golem.wcc.govt.nz>
Source record: 37795
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

********** STAR NX1000C Drivers... **********

Hi I have this Colour Printer A STAR NX1000C I think its also called by another name, (NL10C)..??

But I would like to find some Colour Drivers for it, for say 1stw+, Degas, and what ever..

This is not my Printer but I am trying to help some one that was sold this by a Bad Atari dealer, with out No Support at all, but that was some years back, it has never worked with the Atari al all...

Thanks....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3547. 520ST and SVGA-monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 10:09:43 UTC
From: s35346h@kaira.hut.fi
Message-ID: <1993Jul2.100943.693@nntp.hut.fi>
Source record: 37796

Hi,

I will be getting my old not-so-faithfull Atari 520ST back.
I used to have an old Philips-color-monitor to connect it to.
But no more. I now have a cheap PC-clone with a SVGA-color
monitor. So...

Is there a way getting color images on a regular (cheap)
multisync-color-monitor.

Also possible wiring scheme would be helpful.

-Anton

(I just wanna play the TimeBandit..)

3548. GCC installation probs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 13:18:06 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <C9JGy7.LC1@dcs.qmw.ac.uk>
Source record: 37797

I think this was answered recently in a thread that I only caught the tail-end of, so appologies for asking again, but:

I'm trying to get GCC up and running on my Falcon, and so far I've downloaded the binaries for v2.4.4 from the umich mirror at src.doc.ic.ac.uk, along with gas, utils, gnulib, gemlib, patch and the last few updates. I've un-zooed them all and set up various environment variables as described in (I think) gcc-brief.doc that I found somewhere. I'm using the Gulam CLI. The problem is that when I try to compile a simple "hello" prog
(ie void main (void) {printf("hello\n");}) gcc-ld complains about an "unknown symbol ___main referenced in text".
Any help appreciated. BTW, is there an "idiots guide to getting GCC onto your Atari" or similar FAQ anywhere?

Thanks.
--
Richard Parr (thumpy@dcs.qmw.ac.uk)
Department of Computer Science, QMW, University of London

3549. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 15:17:48 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <C9JMHo.Dn1@cs.bham.ac.uk>
Source record: 37834

In article <1993Jul2.073107.11978@midway.uchicago.edu> gustavo@barkai.uchicago.edu (Gustavo Comezana) writes:
>Hi, everybody. I'm experiencing a weird and maddening problem with my
>ST. Although the machine boots from floppy just fine, I can't get it
>to boot from the hard disk. This started happening after I tried to
>instal winx (a program that supposedly allows one to open a very large
>number of windows from the desktop). This thing was supposed to run
>from the auto folder, but it bombed, signalling the beginning of my

Winx only works on German ROMs. If you want lotsawindows, use MTOS!

Your hard disk - have you checked the FATs and directories to make
sure they're OK?

--Chris

3550. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 17:07:25 UTC
From: gustavo@barkai.uchicago.edu
Message-ID: <1993Jul2.170725.618@midway.uchicago.edu>
Source record: 37798

In article <1993Jul2.073107.11978@midway.uchicago.edu> gustavo@barkai.uchicago.edu (Gustavo Comezana) writes:
>Hi, everybody. I'm experiencing a weird and maddening problem with my
>ST. Although the machine boots from floppy just fine, I can't get it
>to boot from the hard disk. This started happening after I tried to
>instal winx (a program that supposedly allows one to open a very large
>number of windows from the desktop). This thing was supposed to run
>from the auto folder, but it bombed, signalling the beginning of my
>woes: although I have removed the program from the auto folder, what
>the ST does now on bootup is to load everything in the auto folder, but
>once it is done, instead of exiting to the desktop it starts booting
>up again (and again, and again, ad infinitum). Does anyone have any
>idea of what could be going on? I'm at the end of my wits. I don't
>know what else to check. Any suggestion would be appreciated.
>
> Gustavo

In reference to the article above, I want to thank those who
responded by e-mail. The problem has been found: it was a desk
accesory that was causing trouble (AUTORAIS.ACC). Incidentally, has
anyone gotten this to work? Perhaps I'm missing an .RSC file?

G.

3551. drive c: icon disappears

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 19:01:46 UTC
From: lcoe@convex.com
Message-ID: <1993Jul2.190146.3799@news.eng.convex.com>
Source record: 37799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

i am trying to install a mega20 on a 1040st.

i don't seem to be able to get the "C:" icon properly configured.

when i reboot the icon does not come back, yet it seems to have been
written okay into 'desktop.inf'.

also, the manual that i have is for a "SH Hard Disk Drive" (atari) and
the driver util floppy is marked "Advanced" HDI utils. i am not sure
that all of this stuff actually should play together.

any suggestions would be welcome.

thank you,

loren

3552. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 19:14:55 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9JxGz.8zw@netcom.com>
Source record: 37800

In article <1993Jul2.170725.618@midway.uchicago.edu> gustavo@barkai.uchicago.edu (Gustavo Comezana) writes:
>
>In reference to the article above, I want to thank those who
>responded by e-mail. The problem has been found: it was a desk
>accesory that was causing trouble (AUTORAIS.ACC). Incidentally, has
>anyone gotten this to work? Perhaps I'm missing an .RSC file?

Works fine for me (on my TT -- hey, that rhymes! :-). It doesn't need an .RSC file. The .ACC might just be corrupted; replace it.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3553. Help! My ST is going insane

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 21:04:48 UTC
From: elvis@watserv.ucr.edu
Message-ID: <33607@galaxy.ucr.edu>
Source record: 37802
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
My ST seems to be exhibiting some strange behavior these days, and I was wondering if anyone out there has some suggestions as to what might be the cause. The first (and older) symptom is that every so often when I move the mouse, one of a few keys will start to auto-repeat (generally ESC, 1 or 3). My ST also tends to think that the Shift or Alt key is still being held down after I let go. I think these may have to do with the D.E.K.A. setup I'm using, but unfortunately I don't have the option of using the old keyboard, seeing as my ST is in a tower case now. So I thought I would check if there was another known cause.
The other problem is that when I exit a program back to the regular desktop the number of windows that opens (for directories) is always one less than the number I went into the program with. I.e. if I go in with three directories showing, only two will open up when I exit the program. It doesn't do this with NeoDesk, but on occasion I need to work from the built in Desktop (TOS 1.4). It doesn't seem to do this if I boot off the floppy, but does anytime after the hard drive has come up to speed (even if I hold down Shift-Ctrl-Alt to go to the floppy instead), even when I have no auto boot programs. Could the boot program for my Supra drive interface be messed up? My machine also seems to crash a lot more now then it used to, so I'm wondering if this is the most visible symptom of a deeper cause.
Any help would be appreciated.

Andrew Cullum (elvis@watserv.ucr.edu)

3554. Minixfs pl5 source available ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-02 22:04:14 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jul2.220414.7522@mnemosyne.cs.du.edu>
Source record: 37801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just sent Minixfs pl5 to atari.archive and ftp.uni-muenster.de . Several
bugs have been fixed as well as a few new features. It should now work with
Falcon IDE/TT SCSI drives with huge partitions (though this isn't tested by
me because I haven't got the things!). An asynchronous updater has been added,
it should speed things up quite a lot. It also compiles now under mintlib pl32:
I've replaced all the gratuitious typedefs !
Read the file docs/pl5.doc for more info.
I've also made the 'copying' restrictions a bit tighter. Nothing drastic
just no commercial use without permission and no binary redistribution (if you
can't compile it then leave it alone!).
Also I've given details of the ICD software problem with a small test
program. Hopefully this will clarify the problem. If someone with ICD boot
after 6.0.6 would try this program and see if the bug is still present I'd
be grateful.
Steve.

3555. GNU-C++ : double defined symbol ___main

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-03 09:48:55 UTC
From: bx074@cleveland.Freenet.Edu
Message-ID: <213km7$gl5@usenet.INS.CWRU.Edu>
Source record: 37807

Hi!
I am using GNU-C++ 2.4.0 and the g++libs Patchlevel 17. But since
I have updated the mintlibs to patchlevel 32 there is that linker-
error while using C++. Are there any new C++-Libs for the Atari?
Or can I do anything else to use C++ again?
Greetings, Ulf.

3556. Re: GCC installation probs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-03 10:29:39 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jul3.102939.4621@ibr.cs.tu-bs.de>
Source record: 37808

```
In article <C9JGy7.LC1@dcs.qmw.ac.uk>, thumpy@dcs.qmw.ac.uk (Richard Parr) writes:
|> I think this was answered recently in a thread that I only caught the tail-end
|> of, so appologies for asking again, but:
|>
|> I'm trying to get GCC up and running on my Falcon, and so far I've downloaded
|> the binaries for v2.4.4 from the umich mirror at src.doc.ic.ac.uk, along with
|> gas, utils, gnulib, gemlib, patch and the last few updates. I've un-zooed them
|> all and set up various environment variables as described in (I think)
|> gcc-brief.doc that I found somewhere. I'm using the Gulam CLI. The problem is
|> that when I try to compile a simple "hello" prog
|> (ie void main (void) {printf("hello\n");} ) gcc-ld complains about an
|> "unknown symbol ___main referenced in text".
^^^^^^^^ You need MiNTLiB >=32, which works
with gcc 2.4.2 and higher. There ought to be a readme which tells you
how to patch this in MiNTLiB < 31!
(MiNTLiB 31 is a source only release)

|> --
|> Richard Parr (thumpy@dcs.qmw.ac.uk)
|> Department of Computer Science, QMW, University of London
|>
```

3557. Re: GNU-C++ : double defined symbol ___main

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-03 15:25:19 UTC
From: zxmng01@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmng01.741713119@studserv>
Source record: 37809

In <213km7$gl5@usenet.INS.CWRU.Edu> bx074@cleveland.Freenet.Edu (Ulf Rimkus) writes:

>Hi!
>I am using GNU-C++ 2.4.0 and the g++libs Patchlevel 17. But since
>I have updated the mintlibs to patchlevel 32 there is that linker-
>error while using C++. Are there any new C++-Libs for the Atari?
>Or can I do anything else to use C++ again?
>Greetings, Ulf.

Groetje!

This is cause by the G++ lib modul gnulib3. I recompiled gnulib3.c with
the option -DNO_GNULIB3 and replaced the one in the g++.olb with this.
It seems to work fine now .... but I'm just getting starting with C++,
so watch out ;). (btw, __main is defined in gcclib2.c in the mlibs pl32).

If anyone thinks this is wrong please DO correct me.

geoff

```
/************************************************************/
/* */
/* All persons, living and dead, are coincidental */
/* and should not be construed. */
/* */
/* Geoffrey Noyes: noyes@studserv.zdv.uni-tuebingen.de */
/* */
/************************************************************/
```

3558. MC 68060 - Whats the info on this New chip?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-03 15:46:23 UTC
From: RM4Y@DLRVMS.GO.DLR.DE
Message-ID: <C9LIHB.Iws@dnsserv.go.dlr.de>
Source record: 37810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just read that Motorola will deliver the first 68060 to selected
customers. I dont have any info on this chip, other than

1. Like the Pentium it uses Superscalar technology
2. Internal FPU
3. 8k Data and command cache.
4. there are/will be 50 & 60 Mhz versions
5. Atari wont use it until it out of date ;-)

Victor Wood |
| The law of inanimate reproduction:
RM4Y@VM.OP.DLR.DE |
| "If you take something apart and
| put it back together again enough
ROSAT Control K4 | times, you will eventually have
German Space Operations Center | enough parts left over to build
Muenchenerstr. 20 | a second one."
D-82234 Oberpfaffenhofen |
+49 81 53 28 14 22

++

3559. ST Monochrome Monitor (Goldstar)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-03 17:22:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.6aDddbiWUgI@semprini.tdkcs.waterloo.on.ca>
Source record: 37812

After ignoring all of the "My monitor died! HELP!" posts for years, I have to make one (isn't that the way it always works?)...

I was sitting here, minding my own business, reading news. Suddenly, I notice that the characters on the left side of my screen are getting WIDER, and they're starting to look like ST LOW characters. The characters on the right side of my screen are getting thinner, starting to look like a 6x18 or 4x18 font.

Mere seconds after I noticed this, there was a crack noise, the picture shrunk down to nothing (much like when you shut off the monitor while the computer is still on), and there was a phhhhhhhhhh noise (like when you open a can of pop) that went on for several seconds. Then I noticed this major stink like burning peanut butter.

I unhooked my mono monitor, and plugged in the colour, which has only been used for games for the past several years. :-(Quite a difference in screen quality.

What I want to know is:

a) What happened? I know the Atari mono monitors have a reputation of dying (this one is about 5.5 years old)....
b) Should I bother trying to find someone to fix it?

Buying a new one isn't really an option; the closest shop that stocks (highly overpriced) Atari hardware is about an hour's drive away and I don't have access to a car. Besides, I only paid $100 Cdn for this monitor in the first place...

Thanks in advance for any "Yup, that's exactly what my monitor did!" or other helpful posts/email. You should probably email, I imagine everyone is sick of seeing these (Steve should add this to the hardware FAQ!).
--
------------------==----------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3560. Info on ATARI sounds capabilities

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-03 19:25:11 UTC
From: schmidt@cogsci.uwo.ca
Message-ID: <1993Jul3.192511.10860@julian.uwo.ca>
Source record: 37811

Could some kind soul list the complete capabilities of the ST line
of micros with respect to theirsound making abilities?

i.e., Do they have stereo sound? How many simultaneous channels? Are
they A/D (and D/A) or is there some sort of a noise making chip? What
is their frequency range? Any and all info welcomed.

Thanks, Billy

3561. Re: ST Monochrome Monitor (Goldstar)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-03 22:59:20 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.QaPbcxiHc0E@sanity.tdkcs.waterloo.on.ca>
Source record: 37814

In <H.ea.6aDddbiWUgI@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
}After ignoring all of the "My monitor died! HELP!" posts for years, I
}have to make one (isn't that the way it always works?)...
}
}Mere seconds after I noticed this, there was a crack noise, the picture
}shrunk down to nothing (much like when you shut off the monitor while
}the computer is still on), and there was a phhhhhhhhhh noise (like when
}you open a can of pop) that went on for several seconds. Then I noticed
}this major stink like burning peanut butter.
}
}
}a) What happened? I know the Atari mono monitors have a reputation of
} dying (this one is about 5.5 years old)....
}b) Should I bother trying to find someone to fix it?
}
}Buying a new one isn't really an option; the closest shop that stocks
}(highly overpriced) Atari hardware is about an hour's drive away and I
}don't have access to a car. Besides, I only paid $100 Cdn for this
}monitor in the first place...

so, there is one other option.... find someone who has upgraded to a TT
from a Mega who just happens to have both a colour and a monochrome sitting
around waiting to be sold. Ask him nicely what he wants for it.

(my best guess is that he'd only ask for about $1,000 or a TT Ram upgrade
board)

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Audio Control |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Phoenix Gold, Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |

Also, lots of Tori Amos, Julian Cope and more......

3562. Upgrading Falcons w/o HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 11:46:51 UTC
From: tmo@phoenix.oulu.fi
Message-ID: <1993Jul4.114651.16719@ousrvr.oulu.fi>
Source record: 37818

Hi Everybody!

I would like to know if it is possible to upgrade Falcons without HD by just plugging in IDE drive or do I need to buy some kind of hardware kit from Atari to do that (like in Mega STE - I suppose). I am planning to buy Falcon without HD, tower case and 3.5" IDE hard drive.

Thanks for any help.

- TMo

3563. Tower cases for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 11:55:04 UTC
From: tmo@phoenix.oulu.fi
Message-ID: <1993Jul4.115504.16917@ousrvr.oulu.fi>
Source record: 37819

Hi!

I am planning to buy Falcon w/o HD and tower case from Germany. Could you German readers of this newsgroup tell me if there are any tower cases for Falcons available, what these packages contain (PSU?, cables?, connectors?), how much they cost, where to get them and any experiences you have about assembling the system (problems?).

- TMo

3564. Re: ST Monochrome Monitor (Goldstar)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 12:42:48 UTC
From: tjl@siva.bristol.ac.uk
Message-ID: <C9n4nF.8pC@bristol.ac.uk>
Source record: 37815

In article <H.ea.6aDddbiWUgI@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

|>
|>Buying a new one isn't really an option; the closest shop that stocks
|>(highly overpriced) Atari hardware is about an hour's drive away and I
|>don't have access to a car. Besides, I only paid $100 Cdn for this
|>monitor in the first place...

also in the UK it is impossible to get Atari hi res monitors anymore.
I've been trying for several months and apparently Atari are involved
in litigation with a sub-contractor.

|>
--

Tim Llewellyn - Zeus-UK VMS guru - Soukous Addict
HEPNET/SPAN ZEUS02::TJL,BRSPVA::TJL
Internet TJL@ZEUS02.DESY.DE,TJL@SIVA.BRIS.AC.UK

3565. Re: ST Monochrome Monitor (Goldstar)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 14:48:05 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.398130@cix.compulink.co.uk>
Source record: 37817

In article <C9n4nF.8pC@bristol.ac.uk>, tjl@siva.bristol.ac.uk (Tim Llewellyn) writes:
>
>also in the UK it is impossible to get Atari hi res monitors anymore.
>I've been trying for several months and apparently Atari are involved
>in litigation with a sub-contractor.
>
>
>Tim Llewellyn - Zeus-UK VMS guru - Soukous Addict

But on the plus side non-Atari High-Res monitors are ow available from a
number of companies. They take a mono SVGA, make a few hardware
modifications and bobs your uncle. Erm, Systems Solutions, Ladbrokes
and Gasteiner are all doing this - it might be worth your while
phoning around.

ATB,

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
| to say to yourself 'F*ck It, Let's Have Some Fun' |
|-----------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)|
|_____________________________________________________|
```

3566. Re: Problem I am having with a SH204 hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 16:11:10 UTC
From: Paul.Baker@mettav.royle.org
Message-ID: <741780818.0@mettav.royle>
Source record: 37816

In a previous message Nelson N. (100:1111/99.0) said

> From: ab397@Freenet.carleton.ca (Nelson N. Emery)
> Organization: The National Capital Freenet
>
>
> I am having a very specific problem with my 20meg SH204 hard drive and
> could use some help. I boot the drive and it works fine for about a
> half hour, then the directories get completely scrambled and I can no
> longer do any work. Later I can re-boot the system and everything is
> fine for about a half four. If anyone has any ideas please contact me on
> Freenet or by phone at 613-234-8011..

Are you runnning a folderfix program?

* Origin: mettav.royle.org <tnet <-> Usenet Gateway> (100:1011/0)

3567. MiNT/SLIP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 20:15:17 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <kgBndJG00VohE42GcU@andrew.cmu.edu>
Source record: 37820

Does anyone have UNIX-like telnet, FTP, telnetd, finger, etc. programs for MiNT that will work with a SLIP connection (a la ka9q)? I realize I can *get* all of these services through ka9q packages, but I was wondering if anyone had hacked up seperate programs that can be used from the shell, like in UNIX. Especially I'm interested in a telnet daemon that will allow users to connect to my machine remotely and log into my multi-MiNT setup.

I am planning on doing these programs myself if I can't find any already written as stand-alone programs. It should not be too difficult to take the ka9q source and make these programs, but ti would save a lot of time if someone had already written some of these utilities.

Thanks in advance.

This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.

3568. Re: drive c: icon disappears

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 21:00:16 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <217gd0$10c0@msuinfo.cl.msu.edu>
Source record: 37821
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

lcoe@convex.com (Loren Coe) writes:

>i don't seem to be able to get the "C:" icon properly configured.
>when i reboot the icon does not come back, yet it seems to have been
>written okay into 'desktop.inf'.

If you don't get a C icon when rebooting, then the system did not see
the hard drive. Run HINSTALL. If that fails to resolve the problem,
then check your cabling or go visit a repair center.
--
=-=-=-

3569. Re: GCC installation probs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 21:29:39 UTC
From: mbhpwaa@spuddy.uucp
Message-ID: <1993Jul4.212939.4209@spuddy.uucp>
Source record: 37827

--

* Meeeow ! Call Spuddy on (0203) 638780/682331 for FREE mail & Usenet access *

3570. Re: Upgrading Falcons w/o HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 22:29:43 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jul4.222943.13765@mnemosyne.cs.du.edu>
Source record: 37822

> Upgrade Falcon HD

The IDE drives in the Falcons are 100% industry-standard IDE, needing no special adaptors or anything. (Kind of amazing, when you consider Atari's history of disk interfaces!)

As long as you have a way/place to mount your 3.5" IDE drive inside the tower case, you can just plug a standard IDE cable from the drive to the IDE connector on the Falcon motherboard; no other hookup is needed.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3571. Going out of town, HSC/GemFast support delayed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 22:36:19 UTC
From: ilepore@nyx.cs.du.edu
Message-ID: <1993Jul4.223619.18615@mnemosyne.cs.du.edu>
Source record: 37823

FYI, I have to go to the San Francisco area for a couple weeks on a programming contract. I have no idea whether I'll be able to arrange net access while I'm out there. Mail to me here bounces to my BIX address automatically, and BIX will throw away any mail I don't read after two weeks. So, if you send me mail and don't get a reply, try sending it again in a couple weeks.

This trip will also delay release of HSC 2.0 and GemFast 1.9 for at least two weeks. (But on the other hand, it pays good $$$, which I desperately need!) Another plus is that I'm gonna be right near Sunnyvale, and might even find time to stop in at Atari and say hi to folks there who I know only as a voice on the phone.

--
==
- Ian Lepore | Sandra's rule of internet etiquette: You can ping me all
ianl@bix.com | you want, but if you finger me I'll slap you.
==

3572. Re: Recommendation for MultiTOS sought

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-04 23:27:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.398924@cix.compulink.co.uk>
Source record: 37824

In article <H.VjxdHyLgKP2@uparker.uucp>, uparker!sbparker@infocom.co.uk (Steve Parker) writes:
>I have just bought MultiTOS and have installed it on my TT030.
>
>I rather like it, but would like it even better if I had some kind of
>graphics acceleration. I presently use QUICKTT when not running
>MultiTOS, but it appears I cannot run this under the new OS.
>
>Does anyone have any recommendations for a MultiTOS-compatible upgrade or
>replacement?
>--

NVDI is faster than QST and is MTOS compatible.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

3573. Shells, Unixmode and Mint??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 00:12:16 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanC9o0KH.Gx1@netcom.com>
Source record: 37825

I'm having an awful time trying for figure out how to setup my ST with a good shell and a compatable set of file utilites that all run under mint. I've gotten MintBash off a.a. I also downloaded the file utils in the gnustuff tos directory. I seem to generally have things working except that bash wants to load .bash_login at startup. Obviously, .bash_login doesn't fit the Tos filesystem. I read about unixmode somewhere and assume this is what is happening. So I used elvis to edit a file called .bash_login this created the file .bas that I see with ls. BTW I'm running mint .95 and loading bash straight from the mint.cnf file.

The main problem is that BASH also uses the file .bash_history to put history in. It looks like bash is puting this in the .bas file.
I take this to mean that bash isn't using unixmode to handle the file system access. Even if it did I don't know if it would work with all the utilities and applications consistantly...

I like the idea of unixmode but is there a collection of utilities and shells that support it? Is it compatable with mint?

After I get all this going I still want to get gcc and g++ setup and working. seems like I'm hitting snags even before getting to the gcc.

Does Ksh work with Mint, etc better than bash? I'm quite a ksh & bash fan so I haven't even looked at tcsh...

Help appriciated.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

3574. Re: Upgrading Falcons w/o HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 01:19:01 UTC
From: neurom@u.washington.edu
Message-ID: <217vi5$t18@news.u.washington.edu>
Source record: 37826

In article <1993Jul4.222943.13765@mnemosyne.cs.du.edu> ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> > Upgrade Falcon HD
>
> The IDE drives in the Falcons are 100% industry-standard IDE, needing no
>special adaptors or anything. (Kind of amazing, when you consider Atari's
>history of disk interfaces!)
>
> As long as you have a way/place to mount your 3.5" IDE drive inside the
>tower case, you can just plug a standard IDE cable from the drive to the
>
>--

Not completely true. A 2.5" HD has a different connector from a 3.5", namely that the power is carred w/ the ribbon connector, and not w/ a separate cable. You need to split the power off from the MB connector, and plug it into the standard power slot. Not Atari's fault, that's the standard.

--Neuromancer
neurom@u.washington.edu

3575. FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 03:18:00 UTC
From: gustavo@arcana.uchicago.edu
Message-ID: <1993Jul5.031800.658@midway.uchicago.edu>
Source record: 37828

Hi, everybody!
I've been triying to run FOLDRXXX.PRG from my auto folder, but whenever I do, I get the message "Can't find file FOLDRnnn.PRG. Press any key to exit ". What's going on? Am I supposed to have some such file sitting in the auto folder (or elsewhere)? Any help would be appreciated. In case this information helps, I'm booting up from hard disk using an ICD drive controller and ICDBOOT.PRG. I know that this software allows one to set up a certain number of extra folders, but this eats up RAM. I don't know, maybe there is some incompatibility between ICDBOOT and FOLDRXXX. Would anyone care to comment?

Thanks in advance

Gustavo

3576. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 07:13:52 UTC
From: "Andreas P. Pauletti" <pauletti@tech.ascom.ch>
Message-ID: <1993Jul5.071352.3006@hasler.ascom.ch>
Source record: 37830

☐In article <1993Jul5.031800.658@midway.uchicago.edu> Gustavo Comezana, gustavo@arcana.uchicago.edu writes:
>Hi, everybody!
> I've been triying to run FOLDRXXX.PRG from my auto folder, but
>whenever I do, I get the message "Can't find file FOLDRnnn.PRG. Press
>any key to exit ". What's going on? Am I supposed to have some such
>file sitting in the auto folder (or elsewhere)? Any help would be
>appreciated. In case this information helps, I'm booting up from hard
>disk using an ICD drive controller and ICDBOOT.PRG. I know that this
>software allows one to set up a certain number of extra folders, but
>this eats up RAM. I don't know, maybe there is some incompatibility
>between ICDBOOT and FOLDRXXX. Would anyone care to comment?
>
> Thanks in advance
>
> Gustavo
>

```
You should rename FOLDERXXX.PRG to FOLEDER256.PRG or and other number.
The XXX indicates the number of additional folder entries in TOS's
internal
table.
I am not sure if this is still needed will TOS versions > 1.04 or with
MultiTOS.

regards andreas pauletti
```

3577. Re: Upgrading Falcons w/o HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 07:43:43 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jul5.074343.22718@rhrk.uni-kl.de>
Source record: 37831

tmo@phoenix.oulu.fi (Tero Molander) writes:

>I would like to know if it is possible to upgrade Falcons without HD by
>just plugging in IDE drive or do I need to buy some kind of hardware kit
>from Atari to do that (like in Mega STE - I suppose). I am planning to
>buy Falcon without HD, tower case and 3.5" IDE hard drive.

You'll have to use a 2.5" drive, there's no room for a 3.5" drive. Upgrading
should be no problem, then.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----

* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3578. Falcon DSP/sound questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 08:21:18 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13741@hardy.rl.ac.uk>
Source record: 37832

I've read Atari DocSupport VI but it leaves much unsaid about the DSP/sound system. I'd be grateful for answers to any of the following questions:

(1) What is the bandwidth of host port DSP transfers with the XBIOS block transfer routines? what about hitting the hardware directly?

(2) How do you access the sound DMA system form the DSP side?

(3) Can the XBIOS DSP routines be called from interrupt routines; how long to they take? do they shut out high priority interrupts such as MIDI/IKBD?

(4) Where/how is the DSP host port & sound DMA mapped into 68k address space?

(5) What 68k interrupts are triggered by the DSP host port tx_empty and rx_full conditions?

(6) How should user DSP programs (as opposed to subroutines) terminate cleanly? (rti, swi, infinite loop?)

Steven

3579. Sample replay with Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 08:22:38 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13742@hardy.rl.ac.uk>
Source record: 37833

I wish to replay samples over the falcons DSP/sound system at different pitches, i.e. I want to use my falcon as a sampler. Now to change the pitch of a sample while keeping the reconstruction frequency at 50KHz I can do several things:
(1) Decimation using a DDA to step through the sample
(2) Linear interpolation
(3) Higher order interpolation

Now on pre-falcon Ataris, (1) is typically used since (2) and (3) require the use of multiplies which the 68k line can't to fast enough for real time. Now ideally I would like to use (2) or (3) to reduce the reconstruction noise and do all the computation on the DSP. This runs into a small snag: A typical sample may be 5-10sec long at 16bits * 50Khz = 0.5-1Mb. This won't fit into DSP ram so it will have to be held in main ram. But the DSP doesn't have random access to main ram! I've though of several arrangements

(1) Pump the sample data through the sound DMA, approximating the required frequency by changing the transmission frequency and the number of channels used. The DSP then corrects the pitch as required.
CONS: Since the inflow of data through the sound DMA won't precisely match the rate require for the interpolation, the dsp will have to some buffering which will limit the length of samples. Also no polyphony will be possible.

(2) Simulate DSP random access to main memory using the XBIOS dsp interrupt mechanism.
CONS: possibly too slow (1 transmit and recieve interrupt per sample), burns a hell of a lot of 68k cycles, still only monophonic

(3) Simulate DSP random access to main memory by hitting the DSP host port hardware directly.
CONS: As for (2) but no so slow; also Atari don't document the host port.

(4) Ditch the DSP and just use the 68k to do decimation.
CONS: Burns 68k cycles, more reconstruction noise, what the hell is the DSP for andway?

Does anyone have any better ideas? The only sample player I've seen for the falcon takes over the system completely so I would guess it is doing (4); hardly the behaviour of a nice MultiTos compatible program...

Steven

3580. Falcon audio i/o

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 08:31:14 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13743@hardy.rl.ac.uk>
Source record: 37835

How should a balanced mic (hot,cold,ground) be wired to the Falcon mic input?
Alternatively how shoud the line outs of my mixer (which has balanced mic inputs)
be wired to the Falcon mic input? - I don't want to burn the codec!
Also can the headphone out drive a mixer line input?

And finally (bonus question!), if the Falcon is aimed at the music industry why
didn't Atari provide line level analog i/o, like every other piece of MIDI kit?

Steven

3581. ZOO Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 10:14:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <218utoINN4qf@golem.wcc.govt.nz>
Source record: 37837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well thanks for those that Help me with the ZOO Problems..

The number one Problem was ZOO 2.14, it does not support the //
directive...This is the German port of ZOO 2.1....

The Bammis one does, this string would archive all files and folders
in the A: drive.. ah// foo.zoo a:/*

But NOTE: But Not empty Folders...

So why does the German one not work..?? is there a different command for
this..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3582. Re: GNU-C++ : double defined symbol ___main

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 11:09:44 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Jul5110944@issan.informatik.uni-dortmund.de>
Source record: 37836

>>>>> In article <213km7$gl5@usenet.INS.CWRU.Edu>, bx074@cleveland.Freenet.Edu (Ulf Rimkus) writes:
|> Hi!
|> I am using GNU-C++ 2.4.0 and the g++libs Patchlevel 17. But since
|> I have updated the mintlibs to patchlevel 32 there is that linker-
|> error while using C++. Are there any new C++-Libs for the Atari?
|> Or can I do anything else to use C++ again?
|> Greetings, Ulf.

The definition of __main has been moved to gnu.olb, where it belongs.
Just delete the corresponding module from g++.olb.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3583. IDE drives in F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 11:47:12 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2194c0$hbq@msuinfo.cl.msu.edu>
Source record: 37838

Is it just my system or what? I can't recall seeing a hard drive work so slow since the SH204 days... Loading PageStream on a stock ST (using a Supra/Quantum combo) takes a matter of seconds. Loading PageStream on a F030 takes EASILY 10 time longer (although I haven't timed it, to be fair) The F030 drive light blinks on, then off, then on, then off for awhile, then on, then off ad infinitum.

IDE drives are supposed to be known for their speed, or so I understood. Is this a problem with HDX/AHDI?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

3584. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 11:51:31 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2194k3$ia5@msuinfo.cl.msu.edu>
Source record: 37840

gustavo@arcana.uchicago.edu (Gustavo Comezana) writes:

> I've been triying to run FOLDRXXX.PRG from my auto folder, but
>whenever I do, I get the message "Can't find file FOLDRnnn.PRG. Press
>any key to exit ". What's going on? Am I supposed to have some such
>file sitting in the auto folder (or elsewhere)? Any help would be

You have to change the Xs in the name to a number which reflects the
additional folders you want to have available on your system.

>appreciated. In case this information helps, I'm booting up from hard
>disk using an ICD drive controller and ICDBOOT.PRG. I know that this
>software allows one to set up a certain number of extra folders, but
>this eats up RAM. I don't know, maybe there is some incompatibility
>between ICDBOOT and FOLDRXXX. Would anyone care to comment?

FOLDRXXX is gonna eat up just as much memory as the folder setting in
ICDBOOT. Probably what's looking so memory hungry to you is all the
OTHER settings in ICDBOOT. With all the enhancements allowed, comes
the cost of RAM...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

3585. Re: Falcon DSP/sound questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 11:52:38 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Jul5.115238.13703@Informatik.TU-Muenchen.DE>
Source record: 37839

In article <13741@hardy.rl.ac.uk>, steve@wan.inf.rl.ac.uk (Steve Eker (ERCIM fellow with dad; until 6/93)) writes:
|> I've read Atari DocSupport VI but it leaves much unsaid about the
|> DSP/sound system. I'd be grateful for answers to any of the following
|> questions:

|> (2) How do you access the sound DMA system form the DSP side?

No active way from the DSP-side. You have to setup the Matrix chip to connect
DSP-out with the DA converter.

|> (4) Where/how is the DSP host port & sound DMA mapped into 68k address space?

for what do you need the mapping of a DMA-contoroller into RAM?

>

--
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 8070 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

3586. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 11:54:47 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <2194q7$gbb@msuinfo.cl.msu.edu>
Source record: 37741

Andreas P. Pauletti <pauletti@tech.ascom.ch> writes:

>I am not sure if this is still needed will TOS versions > 1.04 or with
>MultiTOS.

You should DEFINITELY use a folder fix program of some sort with TOS 1.04,
however it should be considered a configuration setting rather than a bug
fix.

Atari did not ship the Falcons with FOLDRXXX so I'm presuming that TOS >
3.06 doesn't require it. Running MultiTOS on a non-Falcon machine, it
seems to me you'd be better off using it since the underlying machine
may still require it.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

3587. Falcon headphone output without internal speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 13:16:05 UTC
From: schulz@kssun7.rus.uni-stuttgart.de
Message-ID: <2199il$1cen@info2.rus.uni-stuttgart.de>
Source record: 37742

Is there a way to stop the audio output to the internal
speaker but still getting the audio to the headphone output.
tnx

C.-D.

3588. AIM Atari Image Manager for Photos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 13:43:10 UTC
From: clarkep@vax.sbu.ac.uk
Message-ID: <1993Jul5.134310.2851@vax.sbu.ac.uk>
Source record: 37744

AIM Atari Image Manager
Does anyone out there have experience of the use of this package... ?
At a first glance it looks rather capable but I'm not a digital image specialist. I was interested in its use for the enhancement of scanned photographs. I am using the Alfa Datel scanner and Touchup.
Any ideas or suggestions for appropriate macros thankfully received.
Philip Clarke

3589. Re: Upgrading Falcons w/o HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 13:53:53 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.400554@cix.compulink.co.uk>
Source record: 37745

In article <1993Jul4.222943.13765@mnemosyne.cs.du.edu>, ilepore@nyx.cs.du.edu (Ian Lepore) writes:
>
> As long as you have a way/place to mount your 3.5" IDE drive inside the
>tower case, you can just plug a standard IDE cable from the drive to the
>IDE connector on the Falcon motherboard; no other hookup is needed.
>

This is something I've been meaning to ask.. in the non-HD Falcon are the IDE connections all still available? For the price differential (2-300UKP) I could get a damn sight bigger internal IDE than 65MBs.

Is the non-HD Falcon available in any part of the World yet?

ATB,

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
| to say to yourself 'F*ck It, Let's Have Some Fun' |
|-----------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)|
|_____________________________________________________|
```

3590. NVDI and Accelerator Boards.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 14:41:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <5JUL199309415889@pavo.concordia.ca>
Source record: 37743

Hello All,

I am a Mega 4 STE user living in Montreal, Canada. Right now I am using Warp 9
and I find it rather adequate. I've heard that NVDI is a re-write of VDI that
supposedly makes it much faster. Can someone tell me where I could find more
info about it? Also, does anyone know where I could buy an accelerator board
for my machine? It would be nice to have things run faster than at present
16 MHz that I have. Uh, and the last thing...what is VME?

Wojciech Galuszka
Department of Computer Engineering
Concordia University
Montreal, Quebec, Canada.

3591. Re: IDE drives in F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 15:53:30 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jul5.155330.10338@rhrk.uni-kl.de>
Source record: 37746

molin@ptb.cl.msu.edu (Michael Olin) writes:

>be fair) The F030 drive light blinks on, then off, then on, then off
>for awhile, then on, then off ad infinitum.
Sounds to me like a hardware problem.

>IDE drives are supposed to be known for their speed, or so I understood.
What? Good joke, I'd say. IDE drives may be faster when loading small blocks
of data. Normally SCSI drives are considerably faster than IDE drives. A
SCSI drive on the TT is about as twice as fast as an IDE drive connected to
the F030. On the F030 SCSI drives are much faster than IDE, too.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3592. Re: NVDI and Accelerator Boards.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 17:17:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.401279@cix.compulink.co.uk>
Source record: 37747

In article <5JUL199309415889@pavo.concordia.ca>, wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>I am a Mega 4 STE user living in Montreal, Canada. Right now I am using Warp 9
>and I find it rather adequate. I've heard that NVDI is a re-write of VDI that
>supposedly makes it much faster. Can someone tell me where I could find more
>info about it? Also, does anyone know where I could buy an accelerator board
>for my machine? It would be nice to have things run faster than at present
>16 MHz that I have. Uh, and the last thing...what is VME?
>

NVDI is a bit faster than Warp9, but seems more compatible than Warp9. It
also provides a GDOS replacement which is _much_ faster than GDOS 1.1.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

3593. Re: Falcon headphone output without internal speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 17:57:15 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.401348@cix.compulink.co.uk>
Source record: 37748

In article <2199il$1cen@info2.rus.uni-stuttgart.de>, schulz@kssun7.rus.uni-stuttgart.de (Claus-Dieter Schulz) writes:
>Is there a way to stop the audio output to the internal
>speaker but still getting the audio to the headphone output.

A lot of people just cut the lead to the internal speaker, it's very annoying if you are - for instance - playing a game and you can't turn the sound down with the CPX thing.

ATB,

```
|~~~
```

3594. Re: NVDI and Accelerator Boards.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 17:57:19 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.401349@cix.compulink.co.uk>
Source record: 37749

In article <5JUL199309415889@pavo.concordia.ca>, wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>Hello All,
>
>I am a Mega 4 STE user living in Montreal, Canada. Right now I am using Warp 9
>and I find it rather adequate. I've heard that NVDI is a re-write of VDI that
>supposedly makes it much faster. Can someone tell me where I could find more
>info about it?

Mail 'ssolutions@cix.compulink.co.uk' who will be more than happy to sell you a copy of NVDI (and, obviously, tell you all about it). From my personal experience NVDI is *very* much better than QuickST, etc. Using a good benchmark program (such as Ofir Gal's excellent 'Gem Bench') it is clear that NVDI is very much faster. It is also - apparently - more compatible, works with MTOS, is Falcon compatible and includes a very fast GDOS replacement.

ATB,

```
|~~~
```

3595. Bounced Mail, Faclon Audio I/O

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 18:38:51 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Jul5.183851.19672@eng.cam.ac.uk>
Source record: 37750

Tried to email this, but it bounced...

In comp.sys.atari.st.tech you write:

>How should a balanced mic (hot,cold,ground) be wired to the Falcon mic input?

Assuming the mic does not require Phantom Power (if you haven't heard of
it then it doesn't ;-), then make an adapter with a female XLR one end,
and a minijack (MJ) the other. Wire XLR-hot to MJ-tip and MJ-ring,
and both XLR-cold and XLR-earth to MJ-sleeve.

>Alternatively how shoud the line outs of my mixer (which has balanced mic inputs)
>be wired to the Falcon mic input? - I don't want to burn the codec!

Yes, but you would need to make a little attenuator out of some resistors
to avoid it distorting. You shouldn't damage the CODEC whatever you do.

>Also can the headphone out drive a mixer line input?

I would think so.

>And finally (bonus question!), if the Falcon is aimed at the music industry
>why didn't Atari provide line level analog i/o, like every other piece of
>MIDI kit?

F***ed if I know, but from what I've heard the analogue I/O is not really
up to anything more than recording and replaying sampled sound effects for
games. It certainly isn't good enough for any professional studio.

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

3596. Re: Falcon headphone output without internal speaker

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 19:27:54 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <219vbq$m6e@elroy.jpl.nasa.gov>
Source record: 37751

In article <2199il$1cen@info2.rus.uni-stuttgart.de> schulz@kssun7.rus.uni-stuttgart.de (Claus-Dieter Schulz) writes:
>Is there a way to stop the audio output to the internal
>speaker but still getting the audio to the headphone output.

Just use the General Setup CPX, there's a button there for turning the speaker on and off. I think it toggles one of the previously unused Yamaha port bits, don't remember which tho.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

3597. Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 20:54:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <21a4e1INN7ml@golem.wcc.govt.nz>
Source record: 37752

A plea to anyone who has installed, or knows about installing, the Overscan (as seen in overscan.arc etc. on atari-archive, the PD version!). On an STFM-Revision D (Or compatible) motherboard....

I have all the parts, the only thing I'm unsure of, is which trace on the mother-board I'm supposed to cut. If I chop up the wrong one, I doubt it'd do the machine much good! (Routing 20Volts to the Eproms wouldn't do them any good that's for sure!)

So, if anyone can tell me, (or show me via a pic' file of some sort, even better!). I'd really appreciate it, as otherwise I've got $5 of parts which are no use to me! (Not much but, money is money!)

HELP!

3598. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 21:56:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <21a832INN7s3@golem.wcc.govt.nz>
Source record: 37754

In article <2194q7$gbb@msuinfo.cl.msu.edu>, molin@ptb.cl.msu.edu (Michael Olin) writes:
>Andreas P. Pauletti <pauletti@tech.ascom.ch> writes:
>
>>I am not sure if this is still needed will TOS versions > 1.04 or with
>>MultiTOS.
>
>You should DEFINITELY use a folder fix program of some sort with TOS 1.04,
>however it should be considered a configuration setting rather than a bug
>fix.
>

THERE IS NO NEED FOR FOLDER FIX WITH TOS 1.4, go read the Developer Docs.

Comments like this make me see RED...

Also I have been running TOS 1.4 for a Few years with out any Problems at all,
and with out FolderFix....

Also ICD Booter has FolderFix included, also from memory each added Folder
consumes some 128-256 bytes each...

Roger..... sheppard_r@kosmos.wcc.govt.nz

3599. Re: MiNT, MINIX, GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 22:11:14 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Jul5.221114.12140@mnemosyne.cs.du.edu>
Source record: 37753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Has anyone gotten MiNT1.04 to load XFS drivers??
Yes ... though 1.04 has a few bugs.
>
> Has the new MINIX.XFS driver been released (binary). I compiled the source
>for the last one and it was SLOWER than the last one. In fact, someone said
>that MINIX filesystem was faster than TOS and I've found it to be MUCH slower.
>I have problems with some programs (compiled in GFA of course) and the MINIX
>filesystem, but not the RAM disk filesystem, and both are long filenames.
It might help if you mentioned the versions of Minixfs. 0.60 pl5 is the latest
and is source only. Basically if you can't recompile it you shouldn't touch it
until it's been tested more. It's on a.a.u.e .

>
> I was thinking of modifying the RAM filesystem to use the BLiTTER to do its
>memory copy functions, and maybe speed it up that way (make faster than the
>blazing it already is, much faster and more compatible than any other RAM Disk
>I've used). I wish I could make it fragment RAM less.
This is a common misunderstanding. A blitter is not much quicker that a few well
place movems. After all that effort you might get 10% performance increase if
you are lucky. On a TT and TT ram you'd probably make it slower.
Steve.

3600. Re: Bounced Mail, Faclon Audio I/O

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-05 23:57:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.402369@cix.compulink.co.uk>
Source record: 37755

In article <1993Jul5.183851.19672@eng.cam.ac.uk>, cmh@eng.cam.ac.uk (C.M. Hicks) writes:
>
>F***ed if I know, but from what I've heard the analogue I/O is not really
>up to anything more than recording and replaying sampled sound effects for
>games. It certainly isn't good enough for any professional studio.
>
>Christopher

It certainly isn't up to pro-audio quality. It is much more than suitable
for games, comparable to a low to mid price domestic CD player.

Ofir ogal@cix.compulink.co.uk

"There is no time like the present for
postponing what you ought to be doing."

3601. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 03:40:59 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Jul6.034059.5670@jonh.wimsey.bc.ca>
Source record: 37756

sheppard_r@kosmos.wcc.govt.nz writes:

>THERE IS NO NEED FOR FOLDER FIX WITH TOS 1.4, go read the Developer Docs.

>Comments like this make me see RED...

Well, you'll have to continue seeing red then. If you really read
the developer docs, you'll see that thje 40 folder limit is not gone, it
is just extended. I got bit several times on tos 1.4 before I started
extending the folder limit again.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

3602. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 06:21:59 UTC
From: marc@targon.UUCP
Message-ID: <3399@targon.UUCP>
Source record: 37759

In article <1993Jul6.034059.5670@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
|sheppard_r@kosmos.wcc.govt.nz writes:
|
|>THERE IS NO NEED FOR FOLDER FIX WITH TOS 1.4, go read the Developer Docs.
|
|>Comments like this make me see RED...
|
| Well, you'll have to continue seeing red then. If you really read
|the developer docs, you'll see that thje 40 folder limit is not gone, it
|is just extended. I got bit several times on tos 1.4 before I started
|extending the folder limit again.

True. It is still advisable to use the pool fix, because you might
run out of buffer slots. You will know when your system freezes
with something like 'Out of pool buffers; use foldrxxx to get more'.

Marc

3603. Re: MiNT, MINIX, GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 07:08:41 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C9qEII.DH8@hpbbrd.bbn.hp.com>
Source record: 37767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Evan Langlois (evanlang@sdf.lonestar.org) wrote:
> I was thinking of modifying the RAM filesystem to use the BLiTTER to do its
> memory copy functions, and maybe speed it up that way (make faster than the
> blazing it already is, much faster and more compatible than any other RAM Disk
> I've used).

I don't think it would be worth the trouble. On a lowly 8 MHz ST, the
processor can move blocks of memory at 13.5 Mb/s. The blitter could
be a little faster because it doesn't have to fetch command opcodes
in-between, but on the other hand, you have to set it up before
the transfer which for smaller blocks more than weighs off the speed
gains. On a 68030 system, the processor could even hold the copy
loop in its cache, and the blitter would probably have no
advantage whatsoever! The blitter really excels at transfers that
are not word- or even byte-aligned, but RAM disk data are always
word-aligned.

> Has MultiTOS been released? I mean can I buy it from the local dealer (US).

I don't know about the US situation, but MultiTOS has been available
here in Germany for quite some time now.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>---

3604. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 08:21:04 UTC
From: reschke@math.uni-muenster.de
Message-ID: <21bclg$5jl@obelix.uni-muenster.de>
Source record: 37758

In article 21a832INN7s3@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
> THERE IS NO NEED FOR FOLDER FIX WITH TOS 1.4, go read the Developer Docs.
>
> Comments like this make me see RED...
>
> Also I have been running TOS 1.4 for a Few years with out any Problems at all,
> and with out FolderFix....
>
> Also ICD Booter has FolderFix included, also from memory each added Folder
> consumes some 128-256 bytes each...

FoldrXXX extends the GEMDOS memory pool. Each call to Malloc() needs a few bytes from this pool, so if you have programs which do a LOT of calls to Malloc() (not malloc()), you'll have to install it (older version of the PureC linker for example). No matter which ROM TOS you are using.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3605. Re: IDE drives in F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 08:29:25 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jul6.082925.8264@beaver.cs.washington.edu>
Source record: 37757

In article <2194c0$hbq@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>Is it just my system or what? I can't recall seeing a hard drive work so
>slow since the SH204 days... Loading PageStream on a stock ST (using a
>Supra/Quantum combo) takes a matter of seconds. Loading PageStream on
>a F030 takes EASILY 10 time longer (although I haven't timed it, to
>be fair) The F030 drive light blinks on, then off, then on, then off
>for awhile, then on, then off ad infinitum.
>
>IDE drives are supposed to be known for their speed, or so I understood.
>Is this a problem with HDX/AHDI?
>--

All the Falcons I have seen (that's three different ones) have had the 65MB
IDE drive in them and they're a far cry from an SH204. In fact, I've been
impressed by the speed of the internal drive, and as far as I can tell it's
just as fast as all the Atari hard drives I've seen (how's that for an
objective fact-based comment? :-) Anyway, on my 520 STFM I have a
Seagate ST157 and I only manage about 500 K/sec from it, so anything above
that seems screamingly fast to me.

More Falcon reltated, the programs I've been running on the Falcons I've
used have never demonstrated any slowness in disk access, although some
of them rebooted somewhere between excruciatingly slow and speeding
along more like a TT. Who knows what may cause the difference, perhaps
I'll be able to figure it out once I get my own Falcon...

> =-=-=-=

3606. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 11:02:35 UTC
From: reschke@math.uni-muenster.de
Message-ID: <21bm4b$19r5@obelix.uni-muenster.de>
Source record: 37760

In article 3399@targon.UUCP, marc@targon.UUCP (Marc Dierikx) writes:
> In article <1993Jul6.034059.5670@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> |sheppard_r@kosmos.wcc.govt.nz writes:
> |
> |>THERE IS NO NEED FOR FOLDER FIX WITH TOS 1.4, go read the Developer Docs.
> |
> |>Comments like this make me see RED...
> |
> | Well, you'll have to continue seeing red then. If you really read
> |the developer docs, you'll see that thje 40 folder limit is not gone, it
> |is just extended. I got bit several times on tos 1.4 before I started
> |extending the folder limit again.
>
> True. It is still advisable to use the pool fix, because you might
> run out of buffer slots. You will know when your system freezes
> with something like 'Out of pool buffers; use foldrxxx to get more'.
>
> Marc

This is exactly the situation when you have to install foldrxxx.prg :-)

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3607. Re: Quantum ELS 170 Meg for a MSTE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 13:22:15 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <C9qvt3.5J6@hermes.hrz.uni-bielefeld.de>
Source record: 37761

```
In article <...>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
|> In article <...> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
|> >
|> > 210MB? Which one? I've had a LPS240S running with the internal MSTE
|> > controller without problems. Quantum drives have a jumper to disable
|> > the SCSI parity bit, that's what I've had to do, but no other problems
|> > occured.
|>
|> I'm not sure the ELS series has a parity disable jumper. You
|> might want to check that first. ICD's newer AdSCSI host adaptors
|> will handle parity enabled just fine.

Ok, in the meantime information about that being wrong has also reached me,
so no ELS, but definitely LPS, I've been using one!

TeSche
--
Torsten Scherer (TeSche, Schiller...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de
```

3608. vs_clip()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 15:03:15 UTC
From: ant@mks.com
Message-ID: <1993Jul6.150315.14410@mks.com>
Source record: 37763

Is it possible to set more than one clipping region at a time
with vs_clip()?

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

3609. MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 15:13:55 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <1993Jul6.151355.3918@cs.nott.ac.uk>
Source record: 37762

Can anyone tell me how much memory MultiTOS uses relative to a MiNT 1.04 / TOSWIN setup? - I'm wondering if it is worth buying for a 4Mb STE system (yes, I know it will be slow, but presumably not that much slower than TOSWIN which I use at the moment...).

Also, is it possible to buy MultiTOS on it's own? - I'm not sure that I'd use the capabilities of SpeedoGDOS all that much - AMCGDOS has always been enough...

Thanks,
Keith.

~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

3610. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 16:19:39 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <C9r40r.BF5@mailer.cc.fsu.edu>
Source record: 37768

Gustavo Comezana (gustavo@barkai.uchicago.edu) wrote:
> Hi, everybody. I'm experiencing a weird and maddening problem with my
> ST. Although the machine boots from floppy just fine, I can't get it
> to boot from the hard disk. This started happening after I tried to
> instal winx (a program that supposedly allows one to open a very large
> number of windows from the desktop). This thing was supposed to run
> from the auto folder, but it bombed, signalling the beginning of my
> woes: although I have removed the program from the auto folder, what
> the ST does now on bootup is to load everything in the auto folder, but
> once it is done, instead of exiting to the desktop it starts booting
> up again (and again, and again, ad infinitum). Does anyone have any
> idea of what could be going on? I'm at the end of my wits. I don't
> know what else to check. Any suggestion would be appreciated.

Sounds like a wierd acc, or possible corruption of your FATs, etc. In the
former case, boot from a floppy and rename all your accs so they don't load.
Also, reinstalling your hard disk driver is not a bad idea.

I highly recommend that you get a copy of Desk Manager or Super Boot and use
it with your hard disk. Also, there is the commercial program Xboot that
is supposed to be excellent. These programs all allow you to manage your
hard disk booting sequence, which really helps when an auto folder prg or
acc goes nuts. Also, you can define several configurations and select
them at boot time. Something like this really is a "must have" for any
ST w/hard disk setup. I personally use Desk Manager.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3611. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 16:26:16 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul6.162616.14990@ugle.unit.no>
Source record: 37764

C.J.Ridd@cs.Bham.Ac.Uk,
In a message on 2 July, wrote :

CR> In article <1993Jul2.073107.11978@midway.uchicago.edu> gustavo@barkai.uch
CR> u (Gustavo Comezana) writes:
CR> >Hi, everybody. I'm experiencing a weird and maddening problem with my
CR> >ST. Although the machine boots from floppy just fine, I can't get it
CR> >to boot from the hard disk. This started happening after I tried to
CR> >instal winx (a program that supposedly allows one to open a very large
CR> >number of windows from the desktop). This thing was supposed to run
CR> >from the auto folder, but it bombed, signalling the beginning of my
CR>
CR> Winx only works on German ROMs. If you want lotsawindows, use MTOS!
CR>

Huh ???
I've used winx (2.0) on my UK TOS 3.06 chips, no problems !
But since I now have multiTOS, I don't have any need for it :-)

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

3612. Falcon audio i/o

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 16:27:09 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul6.162709.15058@ugle.unit.no>
Source record: 37765

Steve@wan.Inf.Rl.Ac.Uk,
In a message on 5 July, wrote :

sF> How should a balanced mic (hot,cold,ground) be wired to the Falcon mic in
sF> Alternatively how shoud the line outs of my mixer (which has balanced mic
sF>
sF> be wired to the Falcon mic input? - I don't want to burn the
codec!

1): Dunno
2): Use 200 kOhm resistors on the left and right channels.

sF> Also can the headphone out drive a mixer line input?

Yup

sF>
sF> And finally (bonus question!), if the Falcon is aimed at the music indust
sF> didn't Atari provide line level analog i/o, like every other piece of MID
sF>

That irritates me as well !
I guess they reckoned that "normal" users would only plug a microphone
to the AD input, and "serious" users would buy a better AD system that
hooks onto the DSP port.

Erling

 ATP/Unix 1.40 Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

3613. Falcon headphone output w

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 16:27:36 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul6.162736.15131@ugle.unit.no>
Source record: 37766

Schulz@kssun7.Rus.Uni-Stu,
In a message on 5 July, wrote :

sh> Is there a way to stop the audio output to the internal
sh> speaker but still getting the audio to the headphone output.
sh> tnx

Switch the internal speaker off with xcontrol and the general.cpx.
This only disables the internal speaker, while the output is still
going to the headphone jack.

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

3614. Re: ST Monochrome Monitor (Goldstar)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 16:27:43 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <C9r4E7.Bsr@mailer.cc.fsu.edu>
Source record: 37769

Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:

> What I want to know is:

> a) What happened? I know the Atari mono monitors have a reputation of
> dying (this one is about 5.5 years old)....

5.5 years is a pretty good run for any monitor (especially a $100Cdn one).
It sounds like your flyback bit the dust, but there is no way to really tell
without opening it up (WARNING: Monitors can hold a lethal charge for quite
some time, even when unplugged).

> b) Should I bother trying to find someone to fix it?

Probably not. Instead, keep an eye on the forsale posts in comp.sys.atari.st
and buy a used one in good shape. I have done this twice (both mono monitors
work great). I have bought lots of stuff via the net, and have yet to
be screwed (heck, we're all nice folks). I would expect to pay less than
$100 for an SM-124 in perfect shape (both of mine were $80).

> Buying a new one isn't really an option; the closest shop that stocks
> (highly overpriced) Atari hardware is about an hour's drive away and I
> don't have access to a car. Besides, I only paid $100 Cdn for this
> monitor in the first place...

A new SM-124 would not be bad, but the newest ST mono monitors are pretty
crappy, IMHO. The ones I have seen are stock mono VGA with no sound, not
the nice paper-white phosphor of the old SM-124's.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3615. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 17:59:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.405341@cix.compulink.co.uk>
Source record: 37694

In article <1993Jul6.034059.5670@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
>
>>THERE IS NO NEED FOR FOLDER FIX WITH TOS 1.4, go read the Developer Docs.
>
>>Comments like this make me see RED...
>
> Well, you'll have to continue seeing red then. If you really read
>the developer docs, you'll see that thje 40 folder limit is not gone, it
>is just extended. I got bit several times on tos 1.4 before I started
>extending the folder limit again.
>
>--

I can only confirm this by saying that Progate supply the program with their drives and insist on using it regardless of TOS version. Under 1.4 and higher the problem is less likely to hit, but it is still there. To be on the safe side I recommend adding at least 40 folders. The memory requirement is 132 bytes per folder.

Ofir ogal@cix.compulink.co.uk

New sig being beta-tested

3616. Re: Shells, Unixmode and Mint??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 20:24:00 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.eg.JKWVyZ00iqE@lionbbs.escape.de>
Source record: 37692

In <jhoffmanC9o0KH.Gx1@netcom.com>, John Hoffman writes:

>The main problem is that BASH also uses the file .bash_history to put
>history in. It looks like bash is puting this in the .bas file.

There is an easy solution to this:

Create a .bas file from scratch and set an environment variable
BASH_HISTORY in there.

Well, better scan the bash docs for the name of the env. variable
that holds the name of the history file and use THAT instead of
BASH_HISTORY if they differ! ;-)

Yeah, and you better use a name that does NOT begin with '.bas'
as the name of your history file!

>Help appriciated.
Got it? ;-)

Uwe
--
./K/USR/UWEKLOSS/GUS.RB

3617. C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 20:58:00 UTC
From: swithing@ic.sunysb.edu
Message-ID: <C9rGt1.Gs1@acsu.buffalo.edu>
Source record: 37770
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

GOOD NEWS!!!!!

My brother just informed me that he found out from one of his fellow Clarkson Engineering graduates who works for Commodore, that Commodore has chosen the RISC chip of future amigas! (drum roll please...) As many have speculated, it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during Lew Eggerechts speech. Better yet they will be showing in a semi-private session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new high-end AAA Chip set! (This computer is not due out until mid 1994, however) Expect truely blinding speed in this speed demon!!!!!

More details as I recieve them.

++
==

-Scott, the amigavagelist

3618. Re: .5 -> 2.5 meg upgrade NEED HELP! Save an Atari ST!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 21:01:37 UTC
From: monnier@di.epfl.ch
Message-ID: <21cp7h$hgn@disun41.epfl.ch>
Source record: 37771

In article <heonj00.741461521@DMI.USherb.CA> heonj00@DMI.USherb.CA (Crazy Jeff) writes:
> A point I wasn't sure while I was doing the wirying: at
>some point we have to connect the Vcc (pin 8) of a DRAM slot to the
>Vcc of the SIP but there are two Vcc on the SIP (pin 1 and 30). I
>hooked up to the 30. Did I have to connect with pin 1 instead or with
>both? Same problem with the GND, I hooked up to 22 but there were two
>possibilities.
>
> Any feedbacks will be more than welcome.

I don't exactly know what your problem is, but obviously your
power wiring is a bit weak. When I upgraded my ST, I've finally had
to get the power form the very source (the power supply) and have
two thick wires for both voltages (in clear, 4 wires: pin 1, 9, 22, 30)

This may not always be necessary, but it helps (it seems that the length
of the signal wires influences the power needs: the longer the wires, the
better the power source you need (not sure, just an impression))

Other potential problems:
- bad solder
- wrong wiring (it happens sometimes)
- short-cut
- resistors for all the signals (I don't know
how important they are, but ..)

Stefan

3619. FLOPPY TROUBLE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 21:36:32 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jul06.213632.197428@zeus.calpoly.edu>
Source record: 37772

My floppy drive can read a disk fine, but 50% of the time it comes up
with a write error((Data on drive B may be damaged.....)).

Is it time for a new floppy, or what.

Thanks in advance!

Chris. (cwilliso@tuba.calpoly.edu)

3620. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 22:41:18 UTC
From: azog@world.std.com
Message-ID: <C9rLov.LIt@world.std.com>
Source record: 37773
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

swithing@ic.sunysb.edu (Scott Withington) writes:

>GOOD NEWS!!!!!

>My brother just informed me that he found out from one of his fellow Clarkson
>Engineering graduates who works for Commodore, that Commodore has chosen the
>RISC chip of future amigas! (drum roll please...) As many have speculated,
>it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during
^^^^^^^^^

Ah, but there is a machine I would love to own. But are you sure on the
speeds? I know that some of the AXP PCs will be semi-castrated down to
about 66MHz (altho, I think this is mostly the buss limitation: the
low ends seem to be ESIA buss, and higher ends will have who-knows-what?)

>Lew Eggerechts speech. Better yet they will be showing in a semi-private
>session the prototype Amiga-A with the Alpha (100Mhz) and the prototype new
>high-end AAA Chip set! (This computer is not due out until mid 1994, how-
>ever) Expect truely blinding speed in this speed demon!!!!!

And lets hope that in 1994 prices will drop. I think the AXP PC 150
is priced at $7000, diskless! (altho, I dont have the DEC brochure
here to quote directly from... and we all know DEC hikes prices up to
where no mere mortal can afford things...)

--
Billy D'Augustine azog@world.std.com

Do three wrongs make a left?

3621. Re: MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 23:31:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <21d20flNNfcm@golem.wcc.govt.nz>
Source record: 37774

] Can anyone tell me how much memory MultiTOS uses relative to a MiNT
] 1.04 / TOSWIN setup? - I'm wondering if it is worth buying for a 4Mb
] STE system (yes, I know it will be slow, but presumably not that much
] slower than TOSWIN which I use at the moment...).

I had M-TOS, using MiNT v0.98 running on a 1meg STFM, with NO other
TSR's/ACC's of any sort, and after loading, I had 8k of RAM available!
(Not even enough for M-TOS to display a disk directory!)

Basically, it uses an entire meg of RAM, and at least 2meg of Hard-Drive
space for a decent setup! (All it's files + extras)

3622. Re: FLOPPY TROUBLE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 23:35:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <21d27rINNfcm@golem.wcc.govt.nz>
Source record: 37775

] My floppy drive can read a disk fine, but 50% of the time it comes up
] with a write error((Data on drive B may be damaged.....)).
]
] Is it time for a new floppy, or what.

1st, try a cleaning disk (probably about $5 from the local computer shop),
this will get any gunge off the heads.

If that doesn't work, try bending the metal plate at the base of the
drive just inside the door, upwards about a quarter centimetre, this
can fix this problem (did with mine, and no, it doesn't cause read/write
problems when the disks are used with other drives, at least not on the
few machines I've tried it on!).

If all else fails, the write head could actually be loose, or misaligned,
in which case you'll need to open up the machine, and make sure that
the screws (if any, some models don't have screws holding them in place),
aren't wobbly. And generally scoop the dust etc. out of it.

3623. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-06 23:46:49 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Jul6.234649.2316@jonh.wimsey.bc.ca>
Source record: 37779

reschke@math.uni-muenster.de (Julian Reschke) writes:

>In article 3399@targon.UUCP, marc@targon.UUCP (Marc Dierikx) writes:

>> True. It is still advisable to use the pool fix, because you might
>> run out of buffer slots. You will know when your system freezes
>> with something like 'Out of pool buffers; use foldrxxx to get more'.

>This is exactly the situation when you have to install foldrxxx.prg :-)

Strangely, when I had problems, I did not get the Out of... error.
My first inkling that something was wrong was bizarre had drive file
access problems. Had me very confused at the time because I also thought
the problem was a non-issue in 1.4.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m* s/++ g+ w+++ -x+

3624. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 00:39:29 UTC
From: fihsu@athena.mit.edu
Message-ID: <21d601$3qi@senator-bedfellow.MIT.EDU>
Source record: 37776
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C9rGt1.Gs1@acsu.buffalo.edu>, swithing@ic.sunysb.edu (Scott Withington) writes:
[...]

Is it just my imagination, or was this exact same article posted a few months ago?

|> -Scott, the amigavagelist

Francis

3625. Omnimon connector info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 01:16:07 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <21d84n$38b@fido.asd.sgi.com>
Source record: 37777

I'd like to use my Wuztek "Omnimon" for both my STE and a Mac Centris so I need to build a cable. No one seems to know about a DB-25 multisync pinout which is what the monitor has.

I pulled off the "Omnimon" label and learned that the monitor is an Acer multiscan monitor.

The pinout in the Wuztek lists two pins called "analog on." Anyone know what these do or where to find a VGA or Centris cable for this beastie?

Thanks,

Steve Whitney

3626. Re: MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 01:23:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <84820@cup.portal.com>
Source record: 37778

Re: Question about the availability of MultiTOS...

MultiTOS and SpeedoGDOS are being sold separately. According to Bob Brodie
it's possible to order MultiTOS directly from Atari now.

Not sure about Atari UK..

BobR

3627. Upgrading SS to DS (pc drive in SF314 shell) HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 02:25:38 UTC
From: mayfiej@ucunix.san.uc.edu
Message-ID: <21dc72$dfo@ucunix.san.uc.edu>
Source record: 37783

The situation: Long ago I bought an Atari 520STfm (SS drive, 520k). I also
bought an SF314 DS/DD external drive. I switched the DS drive with the SS drivethat was
built-in to the computer so that I could boot DS disks. This worked
fine. The SS drive burnt up, though... it likes to write BAD tracks on the disks,
eventually- ones that leave the disk permanantly damaged. I figured I'd just
get an internal 3.5" drive at a PC shop and slip it in the ol' SF314 case. Well, it FITS,
but the computer won't boot up when the drive's connected... if I put the old one back in,
everything's fine. But this new one- even if it's not
switched on- just won't allow the system to work. It is a Chinon drive (the same company
that made the drive that's now inside my ST). Earlier today, I
even bought an HD 3.5 drive, and it did the same thing, but I took it back cuz
I thought the fact that it was HD was causing my problem.
1.Why doesn't this new drive work?
2.How can I fix it?
Thanks.

--
"My mom bought me a cool shirt; when I wear it I'm the shit.
I'm not really that legit- my mom... bought... it." -Ween

3628. HELP!!! Atari SS to DS won't work!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 02:29:45 UTC
From: mayfiej@ucunix.san.uc.edu
Message-ID: <21dcep$doc@ucunix.san.uc.edu>
Source record: 37782

The situation: Long ago I bought an Atari 520STfm (SS drive, 520k). I also
bought an SF314 DS/DD external drive. I switched the DS drive with the SS drivethat was
built-in to the computer so that I could boot DS disks. This worked
fine. The SS drive burnt up, though... it likes to write BAD tracks on the disks,
eventually- ones that leave the disk permanantly damaged. I figured I'd just
get an internal 3.5" drive at a PC shop and slip it in the ol' SF314 case. Well, it FITS,
but the computer won't boot up when the drive's connected... if I put the old one back in,
everything's fine. But this new one- even if it's not
switched on- just won't allow the system to work. It is a Chinon drive (the same company
that made the drive that's now inside my ST). Earlier today, I
even bought an HD 3.5 drive, and it did the same thing, but I took it back cuz
I thought the fact that it was HD was causing my problem.
1.Why doesn't this new drive work?
2.How can I fix it?
Thanks.

--
"My mom bought me a cool shirt; when I wear it I'm the shit.
I'm not really that legit- my mom... bought... it." -Ween

3629. HELP!!! SS to DS won't work!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 02:35:23 UTC
From: mayfiej@ucunix.san.uc.edu
Message-ID: <21dcpb$eab@ucunix.san.uc.edu>
Source record: 37691

The situation: Long ago I bought an Atari 520STfm (SS drive, 520k). I also
bought an SF314 DS/DD external drive. I switched the DS drive with the SS drivethat was
built-in to the computer so that I could boot DS disks. This worked
fine. The SS drive burnt up, though... it likes to write BAD tracks on the disks,
eventually- ones that leave the disk permanantly damaged. I figured I'd just
get an internal 3.5" drive at a PC shop and slip it in the ol' SF314 case. Well, it FITS,
but the computer won't boot up when the drive's connected... if I put the old one back in,
everything's fine. But this new one- even if it's not
switched on- just won't allow the system to work. It is a Chinon drive (the same company
that made the drive that's now inside my ST). Earlier today, I
even bought an HD 3.5 drive, and it did the same thing, but I took it back cuz
I thought the fact that it was HD was causing my problem.
1.Why doesn't this new drive work?
2.How can I fix it?
Thanks.

--
"My mom bought me a cool shirt; when I wear it I'm the shit.
I'm not really that legit- my mom... bought... it." -Ween

3630. Re: MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 02:58:28 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9rxLG.7nr@netcom.com>
Source record: 37780

In article <84820@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Re: Question about the availability of MultiTOS...
>
>MultiTOS and SpeedoGDOS are being sold separately. According to Bob Brodie
>it's possible to order MultiTOS directly from Atari now.

MultiTOS, SpeedoGDOS, AtariWorks, Compo's FalconSpeed (286 emulator), and
ScreenBlaster were all seen and ready to be purchased at my local dealer
on Friday.

He also picked up 17 Falcons that day, but that's another story. :-) 5
were gone by noon, and only 6 were left on Saturday, BTW.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3631. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 03:05:08 UTC
From: f92bw@efd.lth.se
Message-ID: <21deh4$l8k@nic.lth.se>
Source record: 37781
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <21d601$3qi@senator-bedfellow.MIT.EDU> fihsu@athena.mit.edu (Hsu I-wei) writes:
>In article <C9rGt1.Gs1@acsu.buffalo.edu>, swithing@ic.sunysb.edu (Scott Withington)
writes:
>[...]
>
>Is it just my imagination, or was this exact same article posted a few months
>ago?
>

Yup, it sure was, and the original one was posted on April, 1.
--
****
* Bjorn Wesen, Student of Engineering Physics at LTH/Sweden *
* Internet: f92bw@efd.lth.se *
****

3632. RateHD for F030?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 03:47:24 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <21dh0c$106u@msuinfo.cl.msu.edu>
Source record: 37784

Does anyone know of a program which will test the access and throughput
speeds of IDE drives on a Falcon? I thinking in terms of the RateHD
program ICD includes in their boot utilities package.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

3633. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 03:50:48 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <21dh6o$iu7@msuinfo.cl.msu.edu>
Source record: 37785

sheppard_r@kosmos.wcc.govt.nz writes:

>THERE IS NO NEED FOR FOLDER FIX WITH TOS 1.4, go read the Developer Docs.

>Comments like this make me see RED...

It may make YOU see red, but I'm QUITE CERTAIN I recall reading entire
threads of messages that said it should be used with TOS 1.4, although
I can't say with any certainty who was the techie that said it. For
some reason I'm thinking it was Rehbock or one of the Codeheads, but
can't say for sure which (if either...)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

3634. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 03:58:14 UTC
From: oseiler@unixg.ubc.ca
Message-ID: <21dhkmINN3bq@skeena.ucs.ubc.ca>
Source record: 37786
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,comp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <21d601$3qi@senator-bedfellow.MIT.EDU> fihsu@athena.mit.edu (Hsu I-wei) writes:
>In article <C9rGt1.Gs1@acsu.buffalo.edu>, swithing@ic.sunysb.edu (Scott Withington)
writes:
>[...]
>
>Is it just my imagination, or was this exact same article posted a few months
>ago?
>

You say that too, eh? Wasn't it around April sometime? Like, the start of April
sometime? :)

The story hasn't changed at all if I remember it...

>|> -Scott, the amigavagelist
>
>Francis

-Oliver

--
| Oliver Seiler + Erisian Development Group + Amiga Developer +
| oseiler@unixg.ubc.ca +-------------Reality by the Slice--------------+
| oseiler@nyx.cs.du.edu | (604) 683-5364 |
| ollie@BIX.com | POB 3547, MPO, Vancouver, BC, CANADA V6B 3Y6 |

3635. Floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 04:00:50 UTC
From: fsjah@aurora.alaska.edu
Message-ID: <1993Jul6.200050.1@aurora.alaska.edu>
Source record: 37787

Does anybody know if it is possible to hook up one of those IBM 21 Meg
Floptical drives to an ST? Has anybody made a driver?

3636. Re: NVDI and Accelerator Boards.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 04:21:11 UTC
From: ken@isgtec.com
Message-ID: <5187@isgtec.isgtec.com>
Source record: 37699

In article <memo.401349@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
> my personal experience NVDI is *very* much better than QuickST, etc.
> Using a good benchmark program (such as Ofir Gal's excellent 'Gem
> Bench') it is clear that NVDI is very much faster. It is also -
> apparently - more compatible, works with MTOS, is Falcon compatible
> and includes a very fast GDOS replacement.

It seems to me rather meaningless to say that NVDI is "faster" than program X,
faster at doing what? What does NVDI speed up? If it is simply a VDI
replacement and therefore speeds up VDI calls only, then it is totally
different than other system speeders and comparing them is meaningless. If
it does more than speed up VDI calls, then it's badly named. :}

--
Klein bottle for rent -- inquire within.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3637. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 05:13:53 UTC
From: gustavo@arcana.uchicago.edu
Message-ID: <1993Jul7.051353.7907@midway.uchicago.edu>
Source record: 37788

In article <1993Jul6.162616.14990@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:
> C.J.Ridd@cs.Bham.Ac.Uk,
> In a message on 2 July, wrote :
>
>CR> In article <1993Jul2.073107.11978@midway.uchicago.edu> gustavo@barkai.uch
>CR> u (Gustavo Comezana) writes:
>CR> >Hi, everybody. I'm experiencing a weird and maddening problem with my
>CR> >ST. Although the machine boots from floppy just fine, I can't get it
>CR> >to boot from the hard disk. This started happening after I tried to
>CR> >instal winx (a program that supposedly allows one to open a very large
>CR> >number of windows from the desktop). This thing was supposed to run
>CR> >from the auto folder, but it bombed, signalling the beginning of my
>CR>
>CR> Winx only works on German ROMs. If you want lotsawindows, use MTOS!
>CR>
>
>Huh ???
>I've used winx (2.0) on my UK TOS 3.06 chips, no problems !
>But since I now have multiTOS, I don't have any need for it :-)
>
>Erling

Does anybody have any reliable info on whether winx may run on an
American ST? If so, how is it done?

3638. Re: .5 -> 2.5 meg upgrade NEED HELP! Save an Atari ST!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 09:30:17 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Jul7.093017.16397@eng.cam.ac.uk>
Source record: 37790

monnier@di.epfl.ch (Stefan Monnier) writes:

<< STUFF DELETED >>

>I don't exactly know what your problem is, but obviously your
>power wiring is a bit weak. When I upgraded my ST, I've finally had
>to get the power form the very source (the power supply) and have
>two thick wires for both voltages (in clear, 4 wires: pin 1, 9, 22, 30)

>This may not always be necessary, but it helps (it seems that the length
>of the signal wires influences the power needs: the longer the wires, the
>better the power source you need (not sure, just an impression))

It may also help if you connect two 0.1uF capacitors on the expansion
borad, one between pins 1 & 9, the other between 22 and 30. This lowers
the impedance of the power supply at high frequencies, as does using
short thick wires instead of long thin ones.

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

3639. Re: Floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 09:35:46 UTC
From: reschke@math.uni-muenster.de
Message-ID: <21e5di$135t@obelix.uni-muenster.de>
Source record: 37789

In article 1@aurora.alaska.edu, fsjah@aurora.alaska.edu () writes:
> Does anybody know if it is possible to hook up one of those IBM 21 Meg
> Floptical drives to an ST? Has anybody made a driver?

Of course it's possible. All you need is a hard disk driver which supports these drives (I know at least two: ICD's software and HuSHI, the driver sold by Hard&Soft, Germany).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3640. MiNT 1.04 and OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 11:13:07 UTC
From: nkjnf@alf.uib.no
Message-ID: <1993Jul7.111307.9778@alf.uib.no>
Source record: 37693

MiNT 1.04 compiles nicely using GCC 2.4.2/MiNT-libraries pl32 on
my Mega ST4 running TOS 2.06.

Unfortunately, this version of MiNT won't cooperate with AutoSwitch
OverScan. With MiNT 0.95 this was not a problem ...

Does anybody know how to solve this problem?

3641. ICD STHA Mods

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 13:05:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <21ehn7INNjra@golem.wcc.govt.nz>
Source record: 37696

HELP..!!

There were one or 2 mods to the older ICD Host adapter,
one was a CAP for noise on the Reset line and the other
was to do with Resistors, this was mentioned in STR632..

So if its posible can some one mail me this info Please...

Thanks.....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3642. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 13:35:58 UTC
From: walker@twix.unx.sas.com
Message-ID: <C9sr3z.E1z@unx.sas.com>
Source record: 37695
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C9rGt1.Gs1@acsu.buffalo.edu>, swithing@ic.sunysb.edu (Scott Withington) writes:
|> RISC chip of future amigas! (drum roll please...) As many have speculated,
|> it is the DEC Alpha! They are planning on announcing this at WOCA-NYC during

Bullsh*t detectors are going off all over the net. Please rein in your active imagination, or at least limit it to the advocacy group rather than cross-posting to every Amiga group.

PLEASE DO NOT RESPOND TO THIS POSTING. Let's reduce the bandwidth wasted by this guy by not commenting further on obvious rumormongering.

--
***** / walker@unx.sas.com
*|_o_o|\\ Doug Walker< BIX, Portal: djwalker
*|. o.| || \ CompuServe: 71165,2274
| o |//
======
Any opinions expressed are mine, not those of SAS Institute, Inc.

3643. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 14:29:59 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <C9stLz.2JI@hpbbrd.bbn.hp.com>
Source record: 37709

sheppard_r@kosmos.wcc.govt.nz wrote:
> THERE IS NO NEED FOR FOLDER FIX WITH TOS 1.4, go read the Developer Docs.
>
> Comments like this make me see RED...

Dito }-). While TOS 1.04 fixes quite a few problems with the handling
of the internal static GEMDOS data area and is generally more
efficient in using it, the internal GEMDOS memory is still limited!
Normally, you won't ever reach these limits, but there are situations
where may still bump into them. This is especially true if you're
using large program packages such as TeX, NetNews readers or other
programs that either allocate a lot of memory in small chunks or
hold a lot of open files or both. If I remember this right, the dev docs
make this quite clear. And if you still think that FOLDRxxx is
no longer needed for TOS 1.04, try searching for the string
'FOLDR' in your ROMs ...

Claus

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

3644. Re: Floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 14:35:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul7.143549.26422@newshost.lanl.gov>
Source record: 37697

In article 135t@obelix.uni-muenster.de, reschke@math.uni-muenster.de (Julian Reschke) writes:
>In article 1@aurora.alaska.edu, fsjah@aurora.alaska.edu () writes:
>> Does anybody know if it is possible to hook up one of those IBM 21 Meg
>> Floptical drives to an ST? Has anybody made a driver?
>
>Of course it's possible. All you need is a hard disk driver which supports these
>drives (I know at least two: ICD's software and HuSHI, the driver sold by Hard&Soft,
>Germany).

Julian is absolutely correct. You can save yourself a few headaches by buying a complete unit with drive, power supply, cable, interface and cartridge from either TOAD Computers or Purple Mountain Computers. There may be others who have similar packages but these are all I know of at this time. If you find a good deal on the hardware, it's easy to assemble your own as long as you get the interface and driver software from ICD or HuSHI.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3645. looking for documentation on osbind.h

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 14:54:15 UTC
From: heonj00@DMI.USherb.CA
Message-ID: <heonj00.742056855@DMI.USherb.CA>
Source record: 37698

Hello, I am looking for documentation on osbind.h in order to
set-up and use the rs-232 interface. I need to know how to set the
buffer and everything.

Thanks.

-Jeff Heon (heonj00@usherb.ca)

3646. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 16:25:19 UTC
From: t-davep@microsoft.com
Message-ID: <1993Jul07.162519.17442@microsoft.com>
Source record: 37705
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C9rGt1.Gs1@acsu.buffalo.edu> swithing@ic.sunysb.edu (Scott Withington) writes:
>GOOD NEWS!!!!!
[Bullshit post deleted for the second time this year]

>
>More details as I recieve them.
>
>
>-Scott, the amigavagelist

Alright everyone, now is the time for about 2500 people to uuencode the
entire Linux distribution and email it to this this guy, to keep his
mailer to busy to send more of this stuff...

- Dave

Standard disclaimer.

3647. Re: ST Monochrome Monitor (Gol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 17:03:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A42062@K.maus.de>
Source record: 37730

```
>also in the UK it is impossible to get Atari hi res monitors anymore. I'
>ve been trying for several months and apparently Atari are involved in
>litigation with a sub-contractor.

no - the problem is, that almost no b/w tubes are being manufactured...
```

3648. Re: Upgrading Falcons w/o HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 17:04:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A42063@K.maus.de>
Source record: 37725

>I would like to know if it is possible to upgrade Falcons without HD by
>just plugging in IDE drive or do I need to buy some kind of hardware kit
>from Atari to do that (like in Mega STE - I suppose). I am planning to
>buy Falcon without HD, tower case and 3.5" IDE hard drive.

Not a good idea.

Two reasons:

- The drive in the Falcon is cheap, (German prices ahead) for DM 400 you'll
get an 84 meg drive, MultiTOS and SpeedoGDOS (these two are DM 198 if
bought separately.

- 2,5" IDE drives are not at all cheap if bought separately.

bye, Peter

3649. Re: Upgrading Falcons w/o HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 17:06:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A42064@K.maus.de>
Source record: 37731

>As long as you have a way/place to mount your 3.5" IDE drive inside the
>tower case, you can just plug a standard IDE cable from the drive to the
>IDE connector on the Falcon motherboard; no other hookup is needed.

You'll need a pretty expensive 2,5" IDE to 3,5" IDE adaptor cable.
Might be hard to get, but it works.

Make sure to get an ATA standard drive. Older ones might not work

bye, Peter

3650. Re: IDE drives in F030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 17:07:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A42065@K.maus.de>
Source record: 37732

>Supra/Quantum combo) takes a matter of seconds. Loading PageStream on a
>F030 takes EASILY 10 time longer (although I haven't timed it, to be
>fair) The F030 drive light blinks on, then off, then on, then off for
>awhile, then on, then off ad infinitum.

This is a PageStream problem. All others load very fast.

btw, the Falcon's 84 meg drive reads about 850 KB/s and writes about 500 KB/s,
whereas the old SH204 was 250 KB/s and 110 KB/s...

bye, Peter

3651. Re: Falcon audio i/o

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 17:10:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A42066@K.maus.de>
Source record: 37728

>How should a balanced mic (hot,cold,ground) be wired to the Falcon mic
>input?

Directly.

>Alternatively how shoud the line outs of my mixer (which has
>balanced mic inputs) be wired to the Falcon mic input? - I don't want to
>burn the codec!

With 200 KOhm resistors in both lines.

>Also can the headphone out drive a mixer line input?

Yes.

3652. Re: Falcon headphone output withou

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 17:11:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A42067@K.maus.de>
Source record: 37726

>Is there a way to stop the audio output to the internal speaker but
>still getting the audio to the headphone output. tnx

Yes. Use Control Panel - General - Speaker OFF. Simple, isn't it?

3653. Re: GNU-C++ : double defined symbol ___main

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 17:31:22 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Jul7133122@acae127.cadence.com>
Source record: 37701

> The definition of __main has been moved to gnu.olb, where it belongs.
> Just delete the corresponding module from g++.olb.

or update g++.olb to a more recent version, where this (and many other
fixes) have been done.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3654. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 19:12:45 UTC
From: rhealey@ssesco.com
Message-ID: <C9t6pB.9Jp@ssesco.com>
Source record: 37700
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <21d601$3qi@senator-bedfellow.MIT.EDU>, fihsu@athena.mit.edu (Hsu I-wei) writes:
|> In article <C9rGt1.Gs1@acsu.buffalo.edu>, swithing@ic.sunysb.edu (Scott Withington) writes:
|> [...]
|>
|> Is it just my imagination, or was this exact same article posted a few months
|> ago?
|>
Hopefully it's a joke since Alpha would be a horrible chip to use
from a cost, multiple vendor and heat dissapation point of view. If
they are going to RISC MIPS would probably be the best from a cost,
multiple vendor and heat point of view. The 3000 line can run pretty
fast and the chips are dirt cheep, < $50.00 per, in quantity. That
would seem to be more in C='s price range than an Alpha or PowerPC
at a couple hundred a pop.

-Rob

3655. Re: MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 19:50:30 UTC
From: vrao@nyx.cs.du.edu
Message-ID: <1993Jul7.195030.1785@mnemosyne.cs.du.edu>
Source record: 37702

In article <ekrimenC9rxLG.7nr@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>In article <84820@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Re: Question about the availability of MultiTOS...
>>
>>MultiTOS and SpeedoGDOS are being sold separately. According to Bob Brodie
>>it's possible to order MultiTOS directly from Atari now.
>
>MultiTOS, SpeedoGDOS, AtariWorks, Compo's FalconSpeed (286 emulator), and
>ScreenBlaster were all seen and ready to be purchased at my local dealer
>on Friday.
>
>He also picked up 17 Falcons that day, but that's another story. :-) 5
>were gone by noon, and only 6 were left on Saturday, BTW.
>
>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

Does anyone know when Compo's 486sx emulator is supposed to be out?
How much is the 286 emulator selling for?

--
****
Vinay J. Rao vrao@nyx.cs.du.edu
****

3656. startgem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 20:34:47 UTC
From: gustavo@arcana.uchicago.edu
Message-ID: <1993Jul7.203447.9267@midway.uchicago.edu>
Source record: 37703

Hi,
I understand that startgem.prg expects only one line in
statgem.inf. Is there any way of executing a sequence of GEM programs
from the auto folder (perhaps not using startgem but something else)?

Thanks

Gustavo

3657. purchasing parts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 22:20:23 UTC
From: jdrukman%dlsun87@us.oracle.com
Message-ID: <?YYX.742083623@dlsun87>
Source record: 37657

anybody know where i could buy a monitor cable? i've got an sc1224
color monitor and there's a broken wire or two in the cable that
connects it to the ST. i'd hate to have to junk the whole monitor
(which worked fine when the cable was intact) because of it.

Jon Drukman jdrukman%dlsun87@us.oracle.com

Always note the sequencer - this will never let us down.

3658. purchasing parts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 22:20:23 UTC
From: jdrukman%dlsun87@us.oracle.com
Message-ID: <?.742083623@dlsun87>
Source record: 37704

anybody know where i could buy a monitor cable? i've got an sc1224
color monitor and there's a broken wire or two in the cable that
connects it to the ST. i'd hate to have to junk the whole monitor
(which worked fine when the cable was intact) because of it.

Jon Drukman jdrukman%dlsun87@us.oracle.com

Always note the sequencer - this will never let us down.

3659. Re: NVDI and Accelerator Boards.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 23:04:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.412111@cix.compulink.co.uk>
Source record: 37727

In article <5187@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>In article <memo.401349@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>> my personal experience NVDI is *very* much better than QuickST, etc.
>> Using a good benchmark program (such as Ofir Gal's excellent 'Gem
>> Bench') it is clear that NVDI is very much faster. It is also -
>> apparently - more compatible, works with MTOS, is Falcon compatible
>> and includes a very fast GDOS replacement.
>
>It seems to me rather meaningless to say that NVDI is "faster" than program X,
>faster at doing what? What does NVDI speed up? If it is simply a VDI
>replacement and therefore speeds up VDI calls only, then it is totally
>different than other system speeders and comparing them is meaningless. If
>it does more than speed up VDI calls, then it's badly named. :}
>

NVDI replaces the VDI but also speeds up BIOS and GEMDOS screen output.
It is visibly faster than Warp9 which can be confirmed by using
benchmarks. I don't think this is meaningless.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3660. Re: startgem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-07 23:56:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.412284@cix.compulink.co.uk>
Source record: 37729

In article <1993Jul7.203447.9267@midway.uchicago.edu>, gustavo@arcana.uchicago.edu (Gustavo Comezana) writes:
>Hi,
> I understand that startgem.prg expects only one line in
>statgem.inf. Is there any way of executing a sequence of GEM programs
>from the auto folder (perhaps not using startgem but something else)?
>

I don't think this is possible, but I have written a program sequencer that will let you do exactly that and more. It has a GEM front-end to create batch file which can run GEM or TOS programs and pass them multiple parameters. Anyone who is interested, could mail me.
The program is still under dev but it does work, I had no bugs reported from beta-testers. The program is shareware.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3661. GEMBench and FPU

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 01:59:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.412588@cix.compulink.co.uk>
Source record: 37734

I am currently working on V3 of GEMBench which has built-in FPU support among other things. I am looking for beta-testers to help me get some stats of the FPU performance on ST/STE/MST/MSTE (no F030 or TT). If you have an FPU installed and you are willing to help please email me.

Thanks

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3662. Re: RateHD for F030?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 02:32:34 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Jul8.023234.28675@beaver.cs.washington.edu>
Source record: 37706

In article <21dh0c$106u@msuinfo.cl.msu.edu> molin@ptb.cl.msu.edu (Michael Olin) writes:
>Does anyone know of a program which will test the access and throughput
>speeds of IDE drives on a Falcon? I thinking in terms of the RateHD
>program ICD includes in their boot utilities package.
>--

The ICD Pro Utilities, which is the version they're now selling separately and with the Link should be able to handle the IDE drive in the Falcon. I'm not sure whether they've updated the RateHD program with the rest of the utilities to work on the internal drives -- perhaps they just did the necessary ones to start with.

At any rate, get the Pro utilities from ICD if you don't yet have them, they're more Falcon-friendly... :)

> =-=
> They said it was time for change. ||| It's the SPENDING,
> They _didn't_ say they meant the ||| Stupid! How could
> change in my wallet... / | \ it be any plainer?

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

3663. Re: ST Monochrome Monitor (Goldstar)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 03:34:10 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.rYH4yt2XMhM@semprini.tdkcs.waterloo.on.ca>
Source record: 37715

In <H.ea.QaPbcxiHc0E@sanity.tdkcs.waterloo.on.ca>, George Kirkaldie writes:
> so, there is one other option.... find someone who has upgraded to a TT
> from a Mega who just happens to have both a colour and a monochrome sitting
> around waiting to be sold. Ask him nicely what he wants for it.
>
> (my best guess is that he'd only ask for about $1,000 or a TT Ram upgrade
> board)

I'll trade you the burnt-out monochrome monitor for your car, Ok?

Actually, I gave the dead monochrome to my brother; he's going to replace
the burnt-out capacitor for me this week.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3664. A lesson for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 04:12:24 UTC
From: jmw@tasman.cc.utas.edu.au
Message-ID: <jmw.742104744@tasman>
Source record: 37708

Atari, are you there? Here is how to treat your prospective developers.
I went to a CAUSE conference where I attended a talk on Windows NT (which
I thought looked very good, but that's another story). From discussions
which took place at that talk I learned of the Win32SDK CD-ROM. This
is a developers kit for NT. It costs $125 Australian and includes a beta
release of Windows NT. I have just placed
an order for it via fax. I could have also (but chose not to just at the
moment) joined Communique ($40 Australian) which is a monthly developer's
news letter and provides access to a 008 (ie free call) number.

Contrast this against my efforts to get a response of any kind out of
Atari Australia. I have spoken to them on the phone, and sent a letter
requesting details about the developer program. The attitude was 'we
don't want too many developers working on the same thing'. That was all
three months ago, and I'm still waiting to find out if I qualify for
any level of developer support at all.

Atari please get it together before it is too late.

--
John M. Williams ----------> ^ _ Email: J.M.Williams@med.utas.edu.au
School of Health Sciences, / `--' \ Phone: +61 02 354751
University of Tasmania, \ / Fax: +61 02 354816
GPO Box 252C, Hobart \|^--^ Tasmania, AUSTRALIA 7001

3665. Changing res on the Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 04:36:07 UTC
From: dud@stein.u.washington.edu
Message-ID: <21g87n$4os@news.u.washington.edu>
Source record: 37707

Could someone run me through how to change resolutions on the Falcon?
What system calls are used?

Dan Aylward
dud@u.washington.edu

3666. Re: A lesson for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 06:37:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <21gfamINNoc8@golem.wcc.govt.nz>
Source record: 37710

] requesting details about the developer program. The attitude was 'we
] don't want too many developers working on the same thing'. That was all

I didn't think there was such a thing as 'too many' developers?

Atari isn't around here, try.....

Z*NET
AtariNET
NeST
GEnie
Compuserve

Everywhere but USEnet, as they all claim it's a 'Rumor Mill' (In other
words, there's too many good ideas for the company to handle 8-)

3667. Atari Developer CD ROM coming soon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 07:36:39 UTC
From: wilsont@rahul.net
Message-ID: <C9u554.Jwr@rahul.net>
Source record: 37711

I'll try to get the whole article posted here, (it'll probably be in AEO anyways...) heres a summary till then.

Atari wants developer contributions to put on a CD-ROM they will release the day before the glendale show at a 'reasonable' cost. (no price given)

The Atari developer kit files will be on there, MTOS, Works, sample code etc etc, if you think you have some stuff every developer should see, or if you want to put a special encrypted demo version of a compiler or programmer utility on it, you can also do that.

Deadlines are in august(7th?).

Like I said, i'll try to post it here. (I need permission)

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

3668. Re: NVDI and Accelerator Boards.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 09:23:31 UTC
From: kuhnu@math.uni-muenster.de
Message-ID: <21gp2j$q4c@obelix.uni-muenster.de>
Source record: 37712

In article 5187@isgtec.isgtec.com, ken@isgtec.com (Ken Newman) writes:
>In article <memo.401349@cix.compulink.co.uk> sabbath@cix.compulink.co.uk writes:
>> my personal experience NVDI is *very* much better than QuickST, etc.
>> Using a good benchmark program (such as Ofir Gal's excellent 'Gem
>> Bench') it is clear that NVDI is very much faster. It is also -
>> apparently - more compatible, works with MTOS, is Falcon compatible
>> and includes a very fast GDOS replacement.
>
>It seems to me rather meaningless to say that NVDI is "faster" than program X,
>faster at doing what? What does NVDI speed up? If it is simply a VDI
>replacement and therefore speeds up VDI calls only, then it is totally
>different than other system speeders and comparing them is meaningless. If
>it does more than speed up VDI calls, then it's badly named. :}
>

NVDI is a _complete_ VDI replacement plus an build-in GDOS; as Quick-ST etc.
are also screen accelerators (at least partly), a comparison _does_ make
sense (at least of the screen accelerating parts). And in this light, NVDI
is a lot fasterthan the other programs. And there is another special point:
IO-redirection works without any problem under NVDI, even with the first
version.

Regards
Ulrich

3669. MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 09:44:30 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1993Jul8.104431.131453@mswe.dnet.ms.philips.nl>
Source record: 37735

Hello,

I am having some trouble with MultiTOS. Beside the numberous crashes and
incompatibility problems (switching from TT-MED to ST-High) the main problem
is the XCONTROL.ACC. It is version 1.00 and I was wondering if there is
a newer version around somewhere. This one leaves the mous in the busy
state and does not allways have a correct layout.

And then, is there an editor to edit the new deskcicn.rsc file?

Thanx

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

3670. Mega-STe second serial port, LAN port. Any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 10:01:49 UTC
From: laverman@cs.rug.nl
Message-ID: <21grad$nb6@rug4.cs.rug.nl>
Source record: 37713

I am looking for information on how to program the extra serial
port and the LAN port on the Mega-STe. The new Profi-Buch that will
contain this information appears to have hit the `Real Soon Now' stadium,
so I'ld rather not wait...

Bert
--

Bert Laverman, Dept. of Computing Science, Groningen University
Email: laverman@cs.rug.nl Phone: +31-50-633948
Home: bert@rakis.iaf.nl Fax: +31-50-633800

3671. WEATHER RADAR

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 12:42:39 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <21h4nv$l6p@charm.magnus.acs.ohio-state.edu>
Source record: 37714
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I thought I once read a post that it is possible to build a weather radar receiver for the ST. If true, where can I get the instructions to build this monster?

->->->((JP))<-<-<-

3672. Re: Atari Developer CD ROM coming soon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 14:54:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul8.145455.4206@newshost.lanl.gov>
Source record: 37716

In article Jwr@rahul.net, wilsont@rahul.net (Timothy Wilson) writes:

>
>Atari wants developer contributions to put on a CD-ROM they will
>release the day before the glendale show at a 'reasonable' cost.
>(no price given)

The point of contact at Atari is Mike Fulton. Interested developers can
either give him a ring or try to send him mail to GEnie at

MIKE-FULTON@genie.geis.com

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3673. Re: FOLRXXX.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 17:05:40 UTC
From: ken@isgtec.com
Message-ID: <5198@isgtec.isgtec.com>
Source record: 37723

In article <3399@targon.UUCP> marc@targon.UUCP (Marc Dierikx) writes:
> In article <1993Jul6.034059.5670@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> | Well, you'll have to continue seeing red then. If you really read
> |the developer docs, you'll see that thje 40 folder limit is not gone, it
> |is just extended. I got bit several times on tos 1.4 before I started
> |extending the folder limit again.
>
> True. It is still advisable to use the pool fix, because you might
> run out of buffer slots. You will know when your system freezes
> with something like 'Out of pool buffers; use foldrxxx to get more'.

Huh? As I understood it the 40-folder problem and the pool fix problem are completely separate and have nothing to do with each other? They are solved independently by separate patch programs?

--
Klein bottle for rent -- inquire within.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3674. Re: WEATHER RADAR

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 17:13:57 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <21hkkl$dkr@usenet.INS.CWRU.Edu>
Source record: 37717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In a previous article, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) says:

> I thought I once read a post that it is possible to build a weather radar
>receiver for the ST. If true, where can I get the instructions to build this
>monster?
>
>->->->((JP))<-<-<-
>

They stopped manufacturing one of the chips for the unit. I heard from someone that the reason they did so was that the product was picking up more than just weather signals.

Or could be used to pick up more than just weather signals.

It was called WEFAX. I still have a couple of the chips though, but I never did put the thing together and try it out. Maybe I will some day...

Len

--

3675. News on Spectre 3.1???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 18:00:06 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Jul8.110006.4653@arizona.edu>
Source record: 37718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Was there any anouncement last night on Genie about Spectre 3.1, as someone had said there would be? I'm very interested in hearing about it. Could someone post it on the net, if such anouncement exists?

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

3676. M-disk 6.0 on a TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 18:03:43 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Jul8.110344.4654@arizona.edu>
Source record: 37719
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been trying to run M-disk RAMdisk (mdisk60.lzh at a.a.u.e.) on my TT, but I always get 2 bombs, even with my auto folder empty and all ACCs turned off. The docs explicitly state that it should work on a TT, even out of TT-RAM. What could I be doing wrong? (I have TOS 3.05, 2M ST-RAM, 4M TT-RAM.)

-thanks

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

3677. Gnu Lib vs Mint Libs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 19:07:18 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanC9v146.1ts@netcom.com>
Source record: 37720

I have another question. What is the difference between mintlibs and the regular gnulibs (Tos based I presume). If I just want to write software to run on TOS based systems can I use the mintlibs??

I finally got my mint/bash/unixmode problems all resolved. I ended up using mint aware BASH 1.05. This older version uses bash.rc instead of .bashrc as a startup file.

As a few other people have mentioned I'm also getting the ___main not found error message when compiling the simple hello world prog.. I've used both PL 85 and 87 libs and includes. Someone mentioned that PL 88 fixes the problem. Where would I find these libs? They don't appear on any of the ftp sites I've checked.

Thanks,
John

--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

3678. 11 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 19:37:32 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <UgD7Rwa00YUn4UyFBd@andrew.cmu.edu>
Source record: 37721

Does anyone know what 11 bombs means? (A full list of bomb meanings would be useful, too, if anyone has one they can post)

I am running multi-MiNT. Yesterday I created 2 accounts on my system (the first 2 non-system accounts). Mine is user #4, a friend of mine is user #5. I can log in as him, or as root. If I try to log in as me, I type my username at the login: prompt and I get 11 bombs (I have no password, by the way. Neither does my friend). I created as guest account as user#6, and trying to log in as guest produces the same results. As far as I can tell, our accounts are set up identically (I even copied all of his files to my directory), and our /etc/passwd entries are identical except for user ID, username, and user #.

This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.

3679. Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 21:16:07 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <21i2qnINNsi6@golem.wcc.govt.nz>
Source record: 37724
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Anyone out there know where I can get the file detailling the installation
of a 1.44meg drive in a Mega-STE with AJAX chip?!

TIA!

3680. HP dvi drivers?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 21:33:34 UTC
From: whitbeck@equinox.unr.edu
Message-ID: <1993Jul8.213334.21676@unlv.edu>
Source record: 37722

I need dvi drivers for HP printers, preferably the new 4L-
either compiled or source code in C.

I found a dvilj in Germany that compiles and works on a Sun but
on the ST it compiles ok but crashes (2 bombs)- can't even use
CSD to debug it!

I'd appreciate e-mail if you have any ideas.

Thanks,

Mike Whitbeck whitbeck@maxey.unr.edu

3681. Re: HELP!!! SS to DS won't work!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-08 23:33:55 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.742174435@groucho>
Source record: 37733

mayfiej@ucunix.san.uc.edu (Joshua Mayfield) writes:

> The situation: Long ago I bought an Atari 520STfm (SS drive, 520k). I also
>bought an SF314 DS/DD external drive. I switched the DS drive with the SS drivethat was
built-in to the computer so that I could boot DS disks. This worked
[... etc ...]

Is it really necessary to send this message to the same group ** 3 ** times ???

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

3682. Re: Floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 03:35:54 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.Db4P2AzbCpM@harvee.billerica.ma.us>
Source record: 37642

In <1993Jul7.143549.26422@newshost.lanl.gov>, John Hutchinson writes:
>In article 135t@obelix.uni-muenster.de, reschke@math.uni-muenster.de (Julian Reschke) writes:
>>In article 1@aurora.alaska.edu, fsjah@aurora.alaska.edu () writes:
>>> Does anybody know if it is possible to hook up one of those IBM 21 Meg
>>> Floptical drives to an ST? Has anybody made a driver?
>>
>>Of course it's possible. All you need is a hard disk driver which supports these
>>drives (I know at least two: ICD's software and HuSHI, the driver sold by Hard&Soft,
>>Germany).
>
>Julian is absolutely correct. You can save yourself a few headaches by buying
>a complete unit with drive, power supply, cable, interface and cartridge from
>either TOAD Computers or Purple Mountain Computers. There may be others who
>have similar packages but these are all I know of at this time. If you find
>a good deal on the hardware, it's easy to assemble your own as long as you get
>the interface and driver software from ICD or HuSHI.

I bought my floptical from Purple Mountain and it works rather nicely.
it is fast, reliable and the ICD driver works well with it. on the
down side, it takes 20 minutes to format a disk and the PM case gets
rather hot in spots. I'm glad I got it.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

3683. Atari Developer CD ROM info.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 06:04:33 UTC
From: wilsont@rahul.net
Message-ID: <C9vvJM.EDw@rahul.net>
Source record: 37736

From: Mike Fulton, Atari Developer Support

To: Atari Developer Community & Atari Programmers everywhere

This file can be freely distrubted, as long as it remains INTACT, and
unedited, and in its entirety.

Atari Developer CDROM

Atari is currently in the production stages of creating a Developer
CDROM disc that will be offered to both new and existing developers.

The initial release is slated for the developer conference that is going
to be held on Friday, September 17, 1993 in Glendale, California, the
day before "Atari Computer Faire, Version 7.0" starts (AKA "The Glendale
Show").

Once the initial version of the disc has been released, we expect to
have updates a couple of times a year with new material and any
necessary corrections. Once you've purchased the disc, you'll be able
to get the upgrade discs at reduced cost. (Exact pricing information
for the disc and/or updates is not available at this time, but it
should be pretty reasonable.)

Since not all developers will already be using a CDROM drive with their
system, we plan to include a floppy disk that will have the necessary
CDROM driver software to allow them to access the disc once they have
connected a CDROM drive to their computer.

==========

Here's a preliminary outline of what we hope to include on the disc:
(This is still preliminary subject to change without notice, of course!)

==========

* All of the current versions of all of the programs and files in the
Atari developer's kit, plus additional related items not included in
the regular kit.

* Atari Falcon030-specific developer's tools such as the DSP
Assembler, Linker, and Debugger

* Current release of SpeedoGDOS outline font scaler

* Current release of MultiTOS multitasking operating system

* Atari Works -- integrated word processor, spreadsheet, database

* Programs that currently ship with Atari computers such as the Falcon030 (but which work with older machines) that not everybody may have, such as:

CalAppt -- Calendar/Appointment Book/Address Book

Procalc -- Calculator Accessory (with number-base conversions)

Talking Clock -- STE/TT/Falcon030 Talking Clock Program/accessory

Accessory Games -- Breakout, Landmine

Audio Fun Machine -- Assign sounds to keystrokes & system events on STE/TT/Falcon030

* Online Documentation -- The disc contents will be described in an online hypertext format. Additionally, at least some of the regular developer's documentation will also be available in hypertext format. (With more to come on future updates.)

Imagine being able to look at a function reference of all the functions described in the GEMDOS manual. You click on "Fsfirst()" and get a description of that function. While you're looking at that, you start to wonder what the rules for legal filenames are, so you click on "Filename" and see a description of what constitutes a legal filename.

* Demo programs -- graphics demos, sound demos, etc. For all machines, especially the new Atari Falcon030.

* Sample source code -- for new TOS features, from past developer newsletters, and so on.

==========

Aside from all of the above, there are three additional categories of files that we would like to include. These categories all depend to a large degree on submissions from the Atari Developer community.

==========

* Public-domain & shareware development tools, utilities, & source code.

We would like to include as much public domain and shareware stuff as we can. We want development tools, utilties, sample source code, and anything else that is programming-related. For example, we would like to include things like the GNU GCC compiler (C & C++) and other GNU tools, and possibly other PD or shareware compilers as well.

We would like to include just about any kind of developer oriented program, but we do have a few basic guidelines about the submissions that we would like to follow:

1) The software should be compatible with both SpeedoGDOS and MultiTOS. By 'compatible' I mean it doesn't crash or mess up the display in some fashion. Taking advantage of either SpeedoGDOS or MultiTOS is not required, although it is certainly welcome.

If you have something that you might like to submit, and you aren't sure how it behaves with SpeedoGDOS or MultiTOS, please just go ahead and submit it. We will be testing submissions as much as possible before including them. Include information for any compatibility problems you already know about.

If you know for a fact that your submission doesn't work with SpeedoGDOS and/or MultiTOS, but feel that other developers will still find it quite useful, then let us know about it and perhaps we'll make an exception here and there (pun absolutely intended! ;^).

In most cases, incompatibility problems with SpeedoGDOS and MultiTOS are easy to fix, because they are usally caused by one of a small handfull of programming errors. If you make your submission, it may be the case that we can point out what's wrong and you will be able to fix it without too much trouble.

One problem that some programs have regarding MultiTOS is that they don't do their console & screen I/O in a consistent manner. They mix up BIOS, GEMDOS and GEM calls all together. For example, they might use Bconin() to get keyboard input and then they'll use v_gtext() to output information to the screen. Or they'll use evnt_keybd() or evnt_multi() to get their input, and then use Bconout() or Cconws() or some other such BIOS or GEMDOS call to do their screen I/O.

This doesn't work too well with MultiTOS where programs generally don't own the whole system and have to share the keyboard and display screen with other programs.

If you're going to do be a GEM program, then you should do all of your screen & console I/O through GEM. If you're not a GEM program, then you should do all of your console & screen I/O through the BIOS and GEMDOS. Pick one or the other and stick with it.

2) The submission should have at least minimal documentation, preferably in English. If complete documentation is only available in another language, then we'll have to judge how difficult the program is to figure out and use without documentation.

Submission Guidelines
---

* If something is clearly marked as being public domain, you do not have to be the author to submit it.

* On files marked "Public Domain", if there is a notice about distibution restrictions of some kind, then the author may have misunderstood what "public domain" means and we'll try to contact them to straighten things out and make sure they don't have a problem with us including their stuff on the CDROM.

(Legally speaking, once something has been released into the public domain, the author has given up the rights to put any restrictions on it of any kind. Free Software and Public Domain Software aren't the same thing.)

* If something is marked as being shareware, you do not have to be the author to submit it, but you must include all of the appropriate files including the information on how to contact the copyright holder so that we can contact them to obtain permission if necessary.

* If something has a copyright notice, but is marked as being freely distributable, you do not have to be the author to submit it, but you must include all of the appropriate files.

* If something has a copyright notice, and is not marked as being shareware or as being freely distributable, before submitting it, please send email with whatever information is available for the program, but not the program itself.

==========

* Demo versions of commercially available software

We would like to include disabled demo versions of commercially available software. For example, if we weren't including a fully working version of Atari Works, we might instead include a demo version that would let you load and edit files, but not let you save or print (or would print with a special "DEMO VERSION" box on top of the regular text).

We would like to concentrate on developer-oriented & power-user software such as programming languages and utilities, program shells, disk utilities, and so forth. However, if space permits, we may be able to include a few more end-user oriented demos. If you would like to make such a submission, let us know and we'll try to get it on the disc if possible. A CDROM holds about 600mb and while that may sound like a lot (and is!) it can still get filled up very quickly.

It is strongly recommended that demo versions have their disabled sections completely removed, not simply disabled. If your demo version isn't supposed to be able to print, then take the printing

code out completely rather than simply jumping past it. If you don't take such steps, then somebody may figure out how to re-enable the disabled sections of the program.

==========

* Locked (password encrypted) versions of shareware and commercially available software

To go along with the demo versions mentioned above, it would be great if we could include actual working versions of some of these products. Let's use Hisoft's Lattice C as an example:

Suppose that there was a demo version on the disc that would let you create source code files up to 5K long and compile them. But you couldn't save the files, and you could only have 1 object module, and the resulting program would say "COMPILED WITH DEMO VERSION OF LATTICE C" several times whenever you ran it, and only work right if the Lattice C integrated environment had passed it a special code on the commandline when it ran.

Such a demo version would give the user a reasonable chance to see the program and decide if they like it or not, but without making the demo version useful in its own right.

So now a user sees the demo version and says "Wow, this looks pretty cool, and I'd like to buy the real thing." So they call up the publisher, which would be Oregon Research here in North America, or HISOFT in the U.K. and Europe, and they say "I have the Atari Developer CDROM and I want to purchase Lattice C".

At this point, the publisher would take down the user's credit card number, and say "What's the serial number for your CDROM?" and the user would tell them, and then they would be given a special password that can be used to install a fully working version of the program onto their hard disk from the CDROM. Some documentation would be included online, and the user would get a regular set of manuals in the mail a few days later.

This is good for the user: he gets to try out the software before he buys it.

This is good for the publisher: you save some money because you don't have to pay for fancy packaging, floppy disks, or even for manuals if you can manage to get it all in online form. You can sell the password at a discount compared with the regular price, and still make more per package than you normally do (since there is no distributor or dealer discount involved).

This is good for the user: he gets to save a little money
and gets to install the software from CDROM instead of having
to do it from floppy disks.

This is good for the publisher: You've got direct advertising
of the most effective kind aimed at the users who are going to
be most interested in this kind of product.

How does it work? Will it be secure?

Each CDROM will come with a floppy disk that is serialized.
Included on this disk will be an installation program shell
that will be used to install the locked software after a user
has purchased the password. This will be something that
Atari will put together that works as follows:

The user will run the shell, and their serial number will be
displayed on screen. They'll give this number to the
publisher, and the publisher will use a special program or
spreadsheet or otherwise figure out what the password needs
to be, and give the user this password.

Now the user can tell the installation shell what they want
to install. They'll point at the desired item and then the
shell will execute an installation program that the publisher
will create. The CDROM serial number will be given to this
installation program. Then the publisher's install program
will get the password from the user and combine it with the
CDROM serial number to generate a decryption code. Then the
install program will use this code to decode and install the
program.

There's more detail here than I'm giving, but I'd rather
discuss it only with those developers who are making a
submission. I think the basic idea that's important to get
across is that it will be at least as secure as your basic
floppy disk release. Plus, the resulting installed programs
can be marked in such a way that you'd be able to figure out
the serial number from the CDROM they were installed from.

Time permitting, there will probably be an Atari supplied
installation program that is capable of working in this
fashion, and it will be made available to those developers
who are interested.

==========

For the most part, we would like to avoid the use of file-compression
utilities such as ARC, LHARC, ZOO, or ZIP. We would prefer to have
files on the CDROM in an uncompressed format that is ready to use.
(The encrypted fully working versions of commercial software would be
an exception here.)

However, if we have so many submissions that we run out of room, some material may be placed onto the disc in an archived format. We plan to include the various file compression utilities on the disc, however, so the user will be able to decompress anything on the disc without needing to get anything like a decompression program from some other source.

==========

Please keep in mind that this is a developer-oriented CDROM, not aimed at the average end-user. There will probably be some sharp edges to watch out for, although we'll try to make everything as easy to figure out and use as possible.

If you want to submit an encrypted version of your software, please contact me AS SOON AS POSSIBLE so that we can get things worked out as early as possible.

In order to be included on the initial release of the disc, submissions must be received before the deadlines given below. Submissions made after the deadlines will be included if possible, but will most likely be held over for the next update of the disc.

The deadline for all submissions except encrypted versions of commercial programs is August 7. The deadline for encrypted versions of working programs is August 21. The CDROM will be going to production approximately the first week of September.

If there is some special reason you cannot make either deadline, please contact me as soon as possible so that we can make special arrangements if possible.

Your Submissions Are Welcome!

Send submissions, questions, comments, etc. to Mike Fulton at:

Mailing Address: EMAIL:

Atari Corp. GEnie = MIKE-FULTON
Attn: Mike Fulton Delphi = ATARITECH
1196 Borregas Ave. Compuserve = 75300,1141
Sunnyvale, CA 94089 Internet = 75300.1141@compuserve.com

Atari BBS (408) 745-2196 (Log on with name of "Atari Dev1" and use "DEVONE" for password, send email to "Mike Fulton". You won't be able to read messages or download files with this account, but you can upload and send me email.)

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

3684. Re: vs_clip()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 07:10:46 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <21j5lmINN1f1a@rs2.hrz.th-darmstadt.de>
Source record: 37737

In article <1993Jul6.150315.14410@mks.com>, ant@mks.com (Anthony Howe) writes:
> Is it possible to set more than one clipping region at a time
> with vs_clip()?

No.

--
---------------==========**********==========---------------
! INGENIUM - Software, Roland Schorr, Draisstrasse 21, 69502 Hemsbach (6944) !
! Roland Schorr @ LU (MausNet) /|\ schorr@rbg.informatik.th-darmstadt.de !
---------------==========**********==========---------------

3685. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 09:22:18 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.417783@cix.compulink.co.uk>
Source record: 37649

In article <1993Jul8.104431.131453@mswe.dnet.ms.philips.nl>, mboom@mswe.dnet.ms.philips.nl writes:
>Hello,
>
>I am having some trouble with MultiTOS. Beside the numberous crashes and
>incompatibility problems (switching from TT-MED to ST-High) the main problem
>is the XCONTROL.ACC. It is version 1.00 and I was wondering if there is
>a newer version around somewhere. This one leaves the mous in the busy
>state and does not allways have a correct layout.
>
The latest version of XControl is 1.31, if you can't find it I can UU
mail it to you.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3686. Re: RateHD for F030?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 12:28:30 UTC
From: gertjan@prl.philips.nl
Message-ID: <1993Jul9.122830.13372@prl.philips.nl>
Source record: 37738

Hi There,

Who has experience with running System 7 on Spectre?
I've tried System 7.1 on Spectre 2.0, but it can't find the system
file. What am I doing wrong?

All comments are welcome, especially the positive ones.

Thanks in advance,

Gertjan Koolen
Philips Research Laboratories
E-mail: gertjan@prl.philips.nl

3687. Re: Atari Developer CD ROM info.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 13:53:16 UTC
From: dba@jet.uk
Message-ID: <1993Jul9.135316.8393@jet.uk>
Source record: 37739

In <C9vvJM.EDw@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:

> From: Mike Fulton, Atari Developer Support
>
> To: Atari Developer Community & Atari Programmers everywhere
>

>This file can be freely distrubted, as long as it remains INTACT, and
>unedited, and in its entirety.

>
>
> Atari Developer CDROM
> ---------------------
>
> Atari is currently in the production stages of creating a Developer
> CDROM disc that will be offered to both new and existing developers.
>
[most of the interesting bits deleted]

>--
>Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
>wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
>::
>I walk the path Electronic.

Please - DO NOT LIMIT THE CDROM TO DEVELOPERS ONLY - This is the stuff
that atari NEEDS to show the capability of the Atari range.

Sell it for $50 - $100 to as many people as possible, it is a very good reason
for buying a CDROM drive.

The more internal info that Atari gives the better. As many of the large
software houses have no interest in Atari it means that the small developer
(commercial and PD) will have to write it.

I would be interested for the Multitos - SpeedoGDOS - AtariWorks combo.

Throw in some PD Fonts as well.

Here in the UK this months PC MAGAZINE (Aug 93) just gave a CDROM disk FREE
with the magazine. This has over 170MB of software. Includes encrypted
versions of software that can be "unlocked" (for a fee) and installed on
a hard drive. There is plenty of PD PC software as well.

GO FOR IT Atari

regards dennis
--
_. ._____. ._____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3688. How to decompress master63.lzh?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 14:59:52 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jul9.115952.14886@ac.dal.ca>
Source record: 37641

I just got master63.lzh from paderborn, but I can't get it unarc'd. All my lha type programs fail because of a '.' in the path; i.e. I get an error message to the effect that the folder . can't be created (the archive tries to decompress to '.\master63\batch' etc). I've tried all kinds of combinations of commands but so far to no avail. Of course, I could extract without having the folder structure created but that would be a pain.

Can anyone tell me what switches I can set to handle this job? Thanks.

John

3689. TT030 External Speaker was Re: Falcon headphone output withou

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 15:05:52 UTC
From: gruber@austin.ibm.com
Message-ID: <C9wKLt.24CB@austin.ibm.com>
Source record: 37740

In article <A42067@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writes:
> >Is there a way to stop the audio output to the internal speaker but
> >still getting the audio to the headphone output. tnx
>
> Yes. Use Control Panel - General - Speaker OFF. Simple, isn't it?

How do I redirect the TT030's internal speaker to the stereo out ?

Thanks,
Scott

3690. Re: NVDI and Accelerator Boards.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 18:01:07 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.419450@cix.compulink.co.uk>
Source record: 37650

In article <memo.412111@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>
>>It seems to me rather meaningless to say that NVDI is "faster" than program X,
>>faster at doing what? What does NVDI speed up? If it is simply a VDI
>>replacement and therefore speeds up VDI calls only, then it is totally
>>different than other system speeders and comparing them is meaningless. If
>>it does more than speed up VDI calls, then it's badly named. :}
>>

Strange, I never saw the above posting aimed at my earlier message.
A good job really because I'd probably have flamed it out of hand. I
was just offering information, I don't really feel that I have to
quantify everything I say - if everyone did that then this newsgroup
would be a very dull place full of very dull people.

>NVDI replaces the VDI but also speeds up BIOS and GEMDOS screen output.
>It is visibly faster than Warp9 which can be confirmed by using
>benchmarks. I don't think this is meaningless.

...another good reason for putting in some TOS-type checking into
GemBench, then that would be badly named too. [g]

ATB,

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| As death lays bleeding on the steps of life, as the |
| infant recoils from the gunsmoke, as the cancer eats |
| into the belly of your god, as the temperature rises |
| and the earth itself screams against man - you have |
| to say to yourself 'F*ck It, Let's Have Some Fun' |
|-----------------------------------------------------|
| sabbath@cix.compulink.co.uk (Graeme Rutt)|
|_____________________________________________________|
```

3691. Falcon users should have own newsgroup?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 18:14:35 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jul09.181435.140566@zeus.calpoly.edu>
Source record: 37643

You know, I think the Falcon is a really neat
computer and everything, but I only have an ST,
and now 70-80% of my news is irrelevant.
I wonder if there should be a newsgroup called:
atari.comp.st.falcon...?

Just an Idea.

Anyone else think so?

Chris.
(cwilliso@tuba.calpoly.edu)

3692. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 18:16:45 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul9.181645.6001@ugle.unit.no>
Source record: 37644

C.J.Ridd@cs.Bham.Ac.Uk,
In a message on 2 July, wrote :

CR> In article <1993Jul2.073107.11978@midway.uchicago.edu> gustavo@barkai.uch
CR> u (Gustavo Comezana) writes:
CR> >Hi, everybody. I'm experiencing a weird and maddening problem with my
CR> >ST. Although the machine boots from floppy just fine, I can't get it
CR> >to boot from the hard disk. This started happening after I tried to
CR> >instal winx (a program that supposedly allows one to open a very large
CR> >number of windows from the desktop). This thing was supposed to run
CR> >from the auto folder, but it bombed, signalling the beginning of my
CR>
CR> Winx only works on German ROMs. If you want lotsawindows, use MTOS!
CR>

Huh ???
I've used winx (2.0) on my UK TOS 3.06 chips, no problems !
But since I now have multiTOS, I don't have any need for it :-)

Erling

3693. Falcon audio i/o

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 18:16:59 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul9.181659.6058@ugle.unit.no>
Source record: 37645

Steve@wan.Inf.Rl.Ac.Uk,
In a message on 5 July, wrote :

sF> How should a balanced mic (hot,cold,ground) be wired to the Falcon mic in
sF> Alternatively how shoud the line outs of my mixer (which has balanced mic
sF>
sF> be wired to the Falcon mic input? - I don't want to burn the
codec!

1): Dunno
2): Use 200 kOhm resistors on the left and right channels.

sF> Also can the headphone out drive a mixer line input?

Yup

sF>
sF> And finally (bonus question!), if the Falcon is aimed at the music indust
sF> didn't Atari provide line level analog i/o, like every other piece of MID
sF>

That irritates me as well !
I guess they reckoned that "normal" users would only plug a microphone
to the AD input, and "serious" users would buy a better AD system that
hooks onto the DSP port.

Erling

 ATP/Unix 1.40 Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

3694. Falcon headphone output w

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 18:17:10 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul9.181710.6118@ugle.unit.no>
Source record: 37646

Schulz@kssun7.Rus.Uni-Stu,
In a message on 5 July, wrote :

sh> Is there a way to stop the audio output to the internal
sh> speaker but still getting the audio to the headphone output.
sh> tnx

Switch the internal speaker off with xcontrol and the general.cpx.
This only disables the internal speaker, while the output is still
going to the headphone jack.

Erling

3695. Re: NVDI and Accelerator Boards.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 19:27:01 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jul9122701@hpbeo82.bbn.hp.com>
Source record: 37648

```
> [...] If
> it does more than speed up VDI calls, then it's badly named. :}

NVDI is a complete reimplementation of the VDI, including device drivers and
GDOS. It will speed up BIOS and GEMDOS screen output as well.
As for the name, I've seen less appropriately named products :-)

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

3696. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-09 19:30:21 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenC9wwuL.CH7@netcom.com>
Source record: 37647

In article <1993Jul8.104431.131453@mswe.dnet.ms.philips.nl> mboom@mswe.dnet.ms.philips.nl writes:
>
>I am having some trouble with MultiTOS. Beside the numberous crashes and
>incompatibility problems (switching from TT-MED to ST-High) the main problem
>is the XCONTROL.ACC. It is version 1.00 and I was wondering if there is
>a newer version around somewhere. This one leaves the mous in the busy
>state and does not allways have a correct layout.

Supposedly, 1.2 is out and about; I think it comes with the Falcon. I would have said it comes with MultiTOS too, but it seems like you don't have it. Someone is trying to get permission to upload it to GEnie.

>And then, is there an editor to edit the new deskcicn.rsc file?

Use any resource editor, or the NewDesk Icon Editor (commercial product).
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3697. Re: Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-10 08:16:20 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.421237@cix.compulink.co.uk>
Source record: 37651

In article <21i2qnINNsi6@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz writes-
:
>Anyone out there know where I can get the file detailling the installation
>of a 1.44meg drive in a Mega-STE with AJAX chip?!
Just plug it in and set the appropriate jumper (7?)

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

3698. Re: Falcon headphone output w

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-10 10:17:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.421413@cix.compulink.co.uk>
Source record: 37652

In article <1993Jul9.181710.6118@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:

> ------ / \ /____ / / |/ ____| o Don't save the whale !
^^^^^^^^^^^^^^^^^^^^^^

W H Y ?

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3699. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-10 10:37:06 UTC
From: alex@falcon.demon.co.uk
Message-ID: <742300626snz@falcon.demon.co.uk>
Source record: 37655

In article <ekrimenC9wwuL.CH7@netcom.com> ekrimen@netcom.com writes:

>>And then, is there an editor to edit the new deskcicn.rsc file?
>
>Use any resource editor, or the NewDesk Icon Editor (commercial product).

DESKCICN.RSC includes color icons; the only resource editor I know of which
will touch them is Interface (from Shift).

--
Alex Kiernan
alex@falcon.demon.co.uk

3700. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-10 12:19:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.421539@cix.compulink.co.uk>
Source record: 37653

In article <ekrimenC9wwuL.CH7@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
>
>>And then, is there an editor to edit the new deskcicn.rsc file?
>
>Use any resource editor, or the NewDesk Icon Editor (commercial product).
>--

You can't because the file contains colour icons.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3701. Hard Disk Partitioning

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-10 20:56:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <10JUL199315561020@pavo.concordia.ca>
Source record: 37654

I would like to know if it's possible to subdivide a hard disk partition. Right now I have four partitions. C: 1,021,288 bytes, D: 9,908,205 bytes, E: 9,879,205 bytes, F: 21,910,362. C,D,E are GEM and F is BGM. Can I split my F partition into two 11 meg partitions?

Please, if you have any comments/advice, E-Mail me.

3702. MiNT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-11 06:56:41 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1993Jul11.065641.29350@galileo.cc.rochester.edu>
Source record: 37656

I have some questions about MiNT and hope that someone
can answer me or direct me to the right source.

1. Is this the place to ask question about MiNT or is
the a mailing list for that?

2. I am running 0.95 on my MegaSTe4 with Multiuser setup.
How can I connect my 520ST(1Meg) to the MegaSTE and log in from
the 520ST. I am interested in this because the 520ST doesn't
have a hard drive and I would like to use the programs which
are on the MegaSTE.

3. Is it possible to let my MegaSTE communicate with a machine
running Unix? eg. file transfering, remote login from either
one of the machine to another etc.

3a. Is it possible through the telephone line?

4. What is Ka9q? I am reading the DOC files but since it's so long,
please tell me in a shorter way what is the most important uses
of it.

5. I used the Distibution disks from Atari.Archive to set up the
MiNT. Most of the stuff works fine but:
GCC runs but when I tried to compile a simple C program,
I see no output file at all. It didn't give any error message
either.

finger works for the 1st few days but now it tell me that
it couldn't open PTY.B

6. Is it safe to access GEM partitions under the Minix filesystem?

Thanks in advance

...
ling cherd

3703. Re: C= chooses RISC Chip for future amigas. !!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-11 14:46:29 UTC
From: naasc@cnaas.adsp.sub.org
Message-ID: <naasc.03gr@cnaas.adsp.sub.org>
Source record: 37682
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

```
Scott Withington writes:
> GOOD NEWS!!!!!
> My brother just informed me that he found out from one of his fellow Clarkson
> Engineering graduates who works for Commodore, that Commodore has chosen the
Please spare us. And DON'T cross-post this crap. April 1. was a long
time ago.

--

__ __
/_ /_ /\ Christopher Naas My opinions only, not
__/__//_/ naasc@cnaas.adsp.sub.org those of my colleagues
```

3704. TT030 External Speaker wa

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-11 18:10:36 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Jul11.181036.25357@ugle.unit.no>
Source record: 37658

Gruber@austin.Ibm.Com,
In a message on 9 July, wrote :

gT> In article <A42067@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writ
gT> > >Is there a way to stop the audio output to the internal speaker but
gT> > >still getting the audio to the headphone output. tnx
gT> >
gT> > Yes. Use Control Panel - General - Speaker OFF. Simple, isn't it?
gT>
gT>
gT>
gT> How do I redirect the TT030's internal speaker to the stereo out ?
gT>
gT> Thanks,
gT> Scott
gT>
Are you being deliberately stupid, or have you lost all sense of imagination ?
Anyway, the answer to your question:

gT> > Yes. Use Control Panel - General - Speaker OFF. Simple, isn't it?

OK ?

Erling

 ATP/Unix 1.40 Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

3705. Supercharger

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-11 19:43:53 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <21pqhpINN4he@golem.wcc.govt.nz>
Source record: 37659

Can anyone out there give me full spec's & details of the 'Supercharger PC' emulator? (e.g. what modes/speeds etc. Compatibility, worth, uses etc. etc.)

TIA!

3706. Re: HP dvi drivers?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-11 22:04:15 UTC
From: yanfali@isoit109.BBN.HP.COM
Message-ID: <4510002@isoit109.BBN.HP.COM>
Source record: 37663

Hi,

yes, I think one comes with the C_TEX package available
on atari.archive.umich.edu
It's for an HP laserjet II I think, but their are upwardly
compatible so that should cause no problems.

Caio

Yan

3707. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 07:21:05 UTC
From: dba@jet.uk
Message-ID: <1993Jul12.072105.2477@jet.uk>
Source record: 37660

In <742300626snz@falcon.demon.co.uk> alex@falcon.demon.co.uk (Alex Kiernan) writes:

>In article <ekrimenC9wwuL.CH7@netcom.com> ekrimen@netcom.com writes:

>>>And then, is there an editor to edit the new deskcicn.rsc file?
>>
>>Use any resource editor, or the NewDesk Icon Editor (commercial product).

>DESKCICN.RSC includes color icons; the only resource editor I know of which
>will touch them is Interface (from Shift).

>--
>Alex Kiernan
>alex@falcon.demon.co.uk

When is WERCs likely to be upgraded to cope with them?
The standard DESKICN.RSC only shows one menu item.

--

```
_. .________________________. .___________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3708. "The system is out of memory"

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 09:22:00 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <CA1oop.JGw@newcastle.ac.uk>
Source record: 37661

I've extended my newdesk.inf with entries for more programs/icons (so I could make my desktop look more like Gemini :). When I tested it, I found a few problems :

a) The last entries in the file aren't used.
b) When I start a program, a dialog box with "The system is out of memory [OK]" appears. When I quit the program, all the open drive windows have gone.

On further testing, I discoverd that if the newdesk.inf is 123 lines or less, there are no problems, 125 lines and I can have 2 drive windows open with no problems and 127 lines and I can't have any windows open when I start a program.

Is this a known problem? Is there a patch?

BTW, hardware used :

STe (4Mb, 16MHz Adspeed)
TOS 2.06 UK
ICD Host adapter
Mono monitor

Thanks for any info,

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - 2112 - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | #include <std_disclaimer.h>

3709. problems with a LPS240S and Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 11:05:40 UTC
From: pswtrapp@ibm.rhrz.uni-bonn.de
Message-ID: <pswtrapp.1.742475140@ibm.rhrz.uni-bonn.de>
Source record: 37662

I have installed a Quantum LPS249S in my Meg STE on the orginal
SCSI-host. But now I've some problems with reading the Disk.
Sometime the Desktops is showing my confused or empty Directorys,
which is correct after a ESC-press. Also some programs (gcc,cheeta ..)
can't read all files (or dirs), so they showed me errors.
I have tryed the AHDI (vers 5) and the SCSI-Tools (2.07, Buffer:64,64,
400 !! Folders) driver, (with and without FOLDRXXX.PRG) without any
success.The Hd is partitioned in 7: C-I (16,50,40,40,30,30,rest or so), no
jumper is set. Maybe it's a Problem with the STE-cache, but i can't switch
it off without changing from 16 to 8 MHz (a error in the CPX ???),
but in the 8 MHz/cache off -mode it seems to work, but I want
my 16MHz !!!!! (proofed with SED440 and the Bugaboo's SYS)
Knows someone a program for the AUTO-Folder for changing to 16 MHz
or the right bit-combination for &FF8E21 (I think there are not only the
2 lowest bit like discribed in the PROFI-BUCH).
Thanxs Wolfgang

3710. Re: "The system is out of memory"

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 11:49:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.425654@cix.compulink.co.uk>
Source record: 37673

In article <CA1oop.JGw@newcastle.ac.uk>, J.D.Coleman@newcastle.ac.uk (Julian Coleman) writes:
>
>I've extended my newdesk.inf with entries for more programs/icons (so I could
>make my desktop look more like Gemini :). When I tested it, I found a few
>problems :
>
>a) The last entries in the file aren't used.
>b) When I start a program, a dialog box with "The system is out
> of memory [OK]" appears. When I quit the program, all the open
> drive windows have gone.
>
>On further testing, I discoverd that if the newdesk.inf is 123 lines or less,
>there are no problems, 125 lines and I can have 2 drive windows open with no
>problems and 127 lines and I can't have any windows open when I start a program.
>
>Is this a known problem? Is there a patch?
>

The problem is that the AES buffer can only cope with files up to 4096k.
If you find a patch, please let me know. The worst thing is that the
desktop gives you no warning when you save.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3711. Re: problems with a LPS240S and Mega STE -add

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 11:59:46 UTC
From: pswtrapp@physik.rhrz.uni-bonn.de
Message-ID: <pswtrapp.2.742478386@physik.rhrz.uni-bonn.de>
Source record: 37664

```
Please replies only to the mailer
I dont have a mailbox/un*x -account , sorry
8-) wolfgang
```

3712. Re: Atari Developer CD ROM info.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 12:32:29 UTC
From: rjansen@fwi.uva.nl
Message-ID: <1993Jul12.123229.9669@fwi.uva.nl>
Source record: 37665

dba@jet.uk (Dennis B Armstrong) writes:

>Please - DO NOT LIMIT THE CDROM TO DEVELOPERS ONLY - This is the stuff
>that atari NEEDS to show the capability of the Atari range.

>Sell it for $50 - $100 to as many people as possible, it is a very good reason
>for buying a CDROM drive.

>I would be interested for the Multitos - SpeedoGDOS - AtariWorks combo.

>Throw in some PD Fonts as well.

>GO FOR IT Atari

YES YES ! AGREE AGREE!
Please Atari, listen to the people who still like the boxes you're making.
You need them, and they need you (They are the ones who still didn't fall
for a blue machine) so make them feel happy, not only with good computers,
but also by keeping the software up to date with MAC or Window trash.
Make it worth to buy a CD-ROM. Use your advantage with music and Multimedia,
stay strong by satisfying your users!

Again, GO FOR IT, ATARI!

Rene.
--
********____*********
Rene M. Jansen [rjansen@fwi.uva.nl]
Multimedia Lab University of Amsterdam Holland
********____*********

3713. Re: TT030 External Speaker wa

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 12:47:05 UTC
From: gruber@austin.ibm.com
Message-ID: <CA1y6H.18Fv@austin.ibm.com>
Source record: 37667

In article <1993Jul11.181036.25357@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:
> Gruber@austin.Ibm.Com,
> In a message on 9 July, wrote :
>
> gT> In article <A42067@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writ
> gT> > >Is there a way to stop the audio output to the internal speaker but
> gT> > >still getting the audio to the headphone output. tnx
> gT> >
> gT> > Yes. Use Control Panel - General - Speaker OFF. Simple, isn't it?
> gT>
> gT>
> gT>
> gT> How do I redirect the TT030's internal speaker to the stereo out ?
> gT>
> gT> Thanks,
> gT> Scott
> gT>
> Are you being deliberately stupid, or have you lost all sense of imagination ?
> Anyway, the answer to your question:
>
> gT> > Yes. Use Control Panel - General - Speaker OFF. Simple, isn't it?
>
> OK ?
>
> Erling
> ---
> ♦ ATP/Unix 1.40 ♦ Running under atari MultiTOS
>
> --
> _______ _____ o ____ Erling Henanger
> /___ /____/ / / /| / / Norwegian Institute
> / /\ / / / | / | ___ of Technology. (NTH)
> ------ / \ /____ / / |/ ____| o Don't save the whale !

Erling,
Your rudness and self assumption is not appreciated.

Scott

3714. CD-RO: profit for atari but only if the CD is cheep!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 15:18:13 UTC
From: ab@ersys.edmonton.ab.ca
Message-ID: <31yk7B2w165w@ersys.edmonton.ab.ca>
Source record: 37666

I hope that Atari makes the CD dirt cheep
i CD can be made for as little ase $5 if it is doen in mass
this means that a CD can sell for cheep (indeed to get permition
to place GNU stuff on the disk they MUST sell for cheep!) thus atari
can make easaly 10 to 15 bucks a disk erevy year that they come out
whith an upgrade. This is more $ then atari gets out of most of its
costomers, i bought the machein and that the last time i gave atari
a cent .... there CPU is great ...but ther periferals...

atari hase 2 chioces
1) sell the CD cheep and hope that all those crazy 14 year-old kidsuse
the info to make the atari sing 'n dance
2) hike the price sell none of them and let your competeters in bisness
and in the bootleg bissness drive you out of the market.
(at high prices the CD will be coppied and distrabuted illeagly so it
wont save atari - developers AND hackers are the only thing that will
save atari becouse noone beleaves arati can support the softwhere half of
the company. perhaps atari CAN run the softwhere aspect of the Co. but
every one i have talked to about bying an atari tells me that wont by one
becouse they BELIEVE that you can not provide devolopmint, this
perseption is the big hurdle you must overcome. an expensive devlopers
kit will not banish this perseption. high prices will however make
steeling the info on the CD atractive, thus you will sell none, lose
money, stop devloping the CD and devlopment will remaine ase sporatick
and slow ase at present. whith out an increase in softwhere devolopment
the atari will look less and less atractive and costomers will switch to
other platforms. compatition from bootlegger bisness will mean no
development and your bissness competters (IBM MAC AMEGA ect.) will eat
you.)

i am sorry for the bluntness of this measage but i feel that if atari is
to survive that sertan unpleasant thing should be said (and said bluntly
) to the excutive of atari.

-al
p.s. someone port gramatica to the AtariST ... quick!

--
Allan Brockman ab@ersys.edmonton.ab.ca

3715. Obscure (or well known) VDI bug??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 19:14:17 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <88382@ut-emx.uucp>
Source record: 37669

Hi, I have unearthed a mysterious problem while porting Atari Ghostscript 2.61, and the only source I can imagine is a buggy VDI routine. Has anyone ever seen the vr_trnsfm() routine break if the image is too large (in TOS 1.0)? Here is what happens:

Color images in GS are first put in the form of color planes, and then converted to the appropriate hardware-dependent format by vr_trnsfm() (or whatever the name of that routine is). This works fine up to a certain resolution (I think it was 106 ppi in st low res, and 111 ppi in st med res), and then suddenly goes haywire if you increase the resolution by 1 more pixel per inch.

"Haywire" means that the resulting image appears "wiggly" as if it were painted on the bottom of a slightly wavy pool (it is not moving however) instead of having smooth curves or straight lines. This change happens very suddenly as you increase the resolution, and then remains the same for higher resolutions.

I checked GS 2.52 and it indeed has a similar problem, except that instead of a wavy image, there is no image at all. This occurs at exactly the same resolutions as it does in GS 2.61, even though the routines used to render color images have changed completly between 2.52 and 2.61. This (and my experience with GS on other platforms) leads me to beleive that this is a problem specific to the atari. Since all the code I write is perfect and entirely bug free (:-), it must be Atari's fault. Seriously, I can't find any mistakes in my code, and it DOES work correctly for any resolution up to the given limits, so the only problem I can imagine is some bug in vr_trnsfm() which makes it choke on images that are too large. Has anyone ever had a problem like this?

I am using TOS 1.0 on a 4M 520, and I am nowhere close to running out of memory when this problem occurs. Any suggestions would be appreciated.

Thanks,

-Tim Gallivan

3716. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 19:27:30 UTC
From: alex@falcon.demon.co.uk
Message-ID: <742505250snz@falcon.demon.co.uk>
Source record: 37674

In article <1993Jul12.072105.2477@jet.uk> dba@jet.uk writes:
>...
>When is WERCs likely to be upgraded to cope with them?
>...

Sorry I don't know, WERCS is not something I'm really involved with;
try mail to hisoft@cix.compulink.co.uk

--
Alex Kiernan
alex@falcon.demon.co.uk

3717. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 21:05:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A47103@K.maus.de>
Source record: 37671

>is the XCONTROL.ACC. It is version 1.00 and I was wondering if there is
>a newer version around somewhere. This one leaves the mous in the busy
>state and does not allways have a correct layout.

Xcontrol is up to version 1.31, which was released two weeks ago.

>And then, is there an editor to edit the new deskcicn.rsc file?

There is, a full-scale resource editor (INTERFACE) and a plain icon editor
(ZOOM!), both on sale from German company shift.

bye, Peter

3718. Disk ordering: C, D, ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 21:27:32 UTC
From: saj@chinet.chinet.com
Message-ID: <CA2M9x.L1o@chinet.chinet.com>
Source record: 37670

Simple question, I hope people aren't too bored with it yet: if I have an internal dirve in a Falcon 030, and also a SCSI external drive, which one has the C: partition?
Steve

3719. Re: startgem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-12 22:48:24 UTC
From: wabe@ukc.ac.uk
Message-ID: <5216@eagle.ukc.ac.uk>
Source record: 37668

In article <1993Jul7.203447.9267@midway.uchicago.edu> gustavo@arcana.uchicago.edu (Gustavo Comezana) writes:
>Hi,
> I understand that startgem.prg expects only one line in
>statgem.inf. Is there any way of executing a sequence of GEM programs
>from the auto folder (perhaps not using startgem but something else)?
>
Surely you can use startgem to start a GEM program which then
reads a datafile which consists of lines of GEM prognames which are then
simply Pexec'ed in sequence until you come to the end of the file.

Such a program would be virtually trivial, you'd need something
like

```
FILE *fp; char filename[50];
/* Assume the list of GEM filenames are in file LISTFILE */
if (fp = fopen("LISTFILE\0","r"))
/* Next while statement gets executed if fp is not NULL */
while (filename = fgets(fp)) Pexec(0,filename,"\0","\0");
fclose(fp);
```

Though I've never tried it, surely the above must work? I guess
you'd better end its name with .PRG rather than .TOS though.

Cheers,
W. Alan B. Evans

3720. Re: CD-RO: profit for atari but only if the CD is cheep!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 00:47:09 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Jul13.004709.144236@zeus.calpoly.edu>
Source record: 37672

In article <31yk7B2w165w@ersys.edmonton.ab.ca> ab@ersys.edmonton.ab.ca (Allan Brockman) writes:
> i CD can be made for as little ase $5 if it is doen in mass
> this means that a CD can sell for cheep (indeed to get permition
> to place GNU stuff on the disk they MUST sell for cheep!)

GNU doesnt care if you charge a million dollars for their software as long as you include the source code and the rights for the user to modify and redistribute the code.

(But I too hope the CD is reasonably priced).

3721. Re: C= chooses RISC Chip for future amigas.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 03:22:55 UTC
From: clemon@lemsys.UUCP
Message-ID: <fdrdt*Yw3@lemsys.UUCP>
Source record: 37594
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amiga.misc,cmp.sys.amiga.hardware,comp.sys.amiga.applications,comp.sys.atari.st,comp.sys.atari.st.tech

In article <C9rGt1.Gs1@acsu.buffalo.edu>, Scott Withington writes:

> GOOD NEWS!!!!!
>
> My brother just informed me that he found out from one of his fellow Clarkson

> More details as I recieve them.

This again? How soon we forget.

It's like deja vu all over again.
It's like deja vu all over again.

--
Craig Lemon VE3XCL (Advanced) - clemon@lemsys.UUCP <-home-> +1 519 741 0297
SCHOOL: calemon@sunee.uwaterloo.ca | Electrical Engineering
TCP/IP: ve3xcl@ve3xcl.ampr.org [44.135.84.51] | University of Waterloo
AX.25 Packet: ve3xcl@ve3euk.#SWON.ON.CAN.NA | Waterloo, Ontario, CANADA

3722. How do I break a long into its high and low bytes?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 06:44:38 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <453L7B2w165w@sys6626.bison.mb.ca>
Source record: 37676

I know this is a simple problem, and there's probably a simple enough answer, but I have not yet found it: How do I break a long into its high and low bytes? I have a long, and I want to pass that long to evnt_timer(), unfortunately evnt_timer() only accepts integers.
Can anyone help?

Thanks in advance.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

3723. Falcon audio double buffering

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 08:12:38 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13767@hardy.rl.ac.uk>
Source record: 37675

Does anyone know how to achieve reliable double buffering of audio "in the background"?
I want to record samples of length greater than my available memory so I want
to have two buffers; one which the system is DMAing to and one which I am processing.
When the system hits the end of frame I want to be able to switch buffers (I assume
I can process the other buffer in time). Now I see there is an xbios call to
set either the timerA or mono-detect interupts to be signalled at an end of frame
and there is another xbios call to set the start and end addresses of the audio in
frame. Questions:

(1) Can I reliably call xbios from an interupt routine?
(2) If I change frames from inside interrupt routine while recording, will I
drop samples at 50KHz?
(3) Is there any cleaner way to process a continuous stream from the ADC with
the main processor (how do direct-to-disk systems work) ?

Steven

3724. GCC 2.4.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 09:11:58 UTC
From: djohnson@cix.compulink.co.uk
Message-ID: <CA3Ivy.I69@cix.compulink.co.uk>
Source record: 37679

I have just ftp this from atari.archive. I believe I have got all the correctly libraries. When compiling up a simple 'hello world' program it compiles that ___main is not defined (I think this is the error message I am writing this message from work). What am I missing in my set up

Cheers for any help

Dave

--
| Dave Johnson djohnson@cix.compulink.co.uk |
| Compulink Information eXchange - Europe's largest conferencing system |
| Data lines +44-81-390-1255 X25 NUA 2342 1330 0310 |

3725. Re: CD-RO: profit for atari but only if the CD is cheep!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 09:33:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CA3Jvy.F25@cs.bham.ac.uk>
Source record: 37677

In article <31yk7B2w165w@ersys.edmonton.ab.ca> Allan Brockman writes:
[horribly spelled message deleted]
> p.s. someone port gramatica to the AtariST ... quick!
>
>--
>Allan Brockman ab@ersys.edmonton.ab.ca

Someone tell this man about spell checkers, please. Hey, the posting
was nearly as badly spelled as Roger Sheppard's are :-(

3726. Re: Obscure (or well known) VDI bug??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 09:43:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CA3KBp.F8v@cs.bham.ac.uk>
Source record: 37678

In article <88382@ut-emx.uucp> timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
>Hi, I have unearthed a mysterious problem while porting Atari
>Ghostscript 2.61, and the only source I can imagine is a buggy VDI
>routine. Has anyone ever seen the vr_trnsfm() routine break if the image
>is too large (in TOS 1.0)? Here is what happens:
>
>Color images in GS are first put in the form of color planes, and then
>converted to the appropriate hardware-dependent format by vr_trnsfm()
>(or whatever the name of that routine is). This works fine up to a
>certain resolution (I think it was 106 ppi in st low res, and 111 ppi in
>st med res), and then suddenly goes haywire if you increase the
>resolution by 1 more pixel per inch.
>

I've had the same problem also, but with monochrome MFDBs. I was
trying to 'follow the rules', building a device-independant bitmap and
vr_trnfm() it for the screen. It failed on large (width > 1024 pixels
possibly) images. This is really wierd, considering that vr_trnfm()
should be a no-op in monochrome cases.

I haven't tried it since installing TOS 1.4 though (or using NVDI,
come to that...)

Is there a list of VDI bugs somewhere? F'r instance, anybody else
notice that wide lines get drawn 2 pixels too wide (except when
horizontal)? NVDI fixes *that* bug.

3727. Re: ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 10:03:46 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Jul13100346@hal.cerfacs.fr>
Source record: 37690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> On 28 Jun 93 09:10:57, ralph@cerfacs.fr (Ralph Sobek) said:

Me> I have just received my upgrade of ICD's AdSCSI diskette containing
Me> ICDBOOT 6.1.4. Unfortunately, after printing out that it is loaded it
Me> does not scan *any* of my disks! My Mega 4 ST just sits there until I
Me> reboot from floppy. My Mega 4 runs TOS 2.06 and my disk has autoboot
Me> set. IDCHECK works fine!

First off, thanks to those that have answered but I still can't get it
to work! I have tried enabling and disabling the drives all to no
avail! Furthermore I have now remarked that the C: drive is greyed
out when I enable/disable the drives in order to configure ICDBOOT.

Me> Any suggestions?

Further suggestions are most appreciated.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Mega 4STfm with TOS 2.06, floptical! Where do I get good CDs for my Mega?

3728. Re: Disk ordering: C, D, ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 10:06:47 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jul13.100647.10670@rhrk.uni-kl.de>
Source record: 37680

saj@chinet.chinet.com (Stephen Jacobs) writes:

>Simple question, I hope people aren't too bored with it yet: if I have an
>internal dirve in a Falcon 030, and also a SCSI external drive, which one
>has the C: partition?

The internal drive starts with C: unless you work with a harddisk driver
that allows to change the logical order of physical drives. HuSHI, included
with the SCSITOOL by Hard & Soft, allows to reorder drives.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3729. Re: Disk ordering: C, D, ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 10:09:25 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jul13.100925.11056@rhrk.uni-kl.de>
Source record: 37681

saj@chinet.chinet.com (Stephen Jacobs) writes:

>Simple question, I hope people aren't too bored with it yet: if I have an
>internal dirve in a Falcon 030, and also a SCSI external drive, which one
>has the C: partition?

One important thing I forgot to mention in my previous answer about HuSHI:
The driver doesn't support Falcon SCSI yet.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3730. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 10:54:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <21u489INN1ji@golem.wcc.govt.nz>
Source record: 37683

In article <A47103@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writes:
>>is the XCONTROL.ACC. It is version 1.00 and I was wondering if there is

>Xcontrol is up to version 1.31, which was released two weeks ago.

>bye, Peter

Peter but were is the English version of Xcontrol, its not on GEnie
the Main Atari support BBS in the USA...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3731. Re: Obscure (or well known) VDI bug??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 12:04:00 UTC
From: reschke@math.uni-muenster.de
Message-ID: <21u8bg$1b2o@obelix.uni-muenster.de>
Source record: 37684

In article 88382@ut-emx.uucp, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
> Hi, I have unearthed a mysterious problem while porting Atari
> Ghostscript 2.61, and the only source I can imagine is a buggy VDI
> routine. Has anyone ever seen the vr_trnsfm() routine break if the image
> is too large (in TOS 1.0)? Here is what happens:

There's indeed a bug in vr_trnfm(). You might try NVDI to make sure that this is really what happens. There's also a bug fix, but I'm not sure what the names is (and where to find it). Ask Laurenz Pruessner (spoil@cs.tu-berlin.de) for details.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3732. Re: Disk ordering: C, D, ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 12:05:21 UTC
From: reschke@math.uni-muenster.de
Message-ID: <21u8e1$1b2o@obelix.uni-muenster.de>
Source record: 37685

In article L1o@chinet.chinet.com, saj@chinet.chinet.com (Stephen Jacobs) writes:
> Simple question, I hope people aren't too bored with it yet: if I have an
> internal dirve in a Falcon 030, and also a SCSI external drive, which one
> has the C: partition?
> Steve

With AHDI: probably the IDE drive. Other drivers allow to use an arbitrary
ordering.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3733. Re: Disk ordering: C, D, ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 12:07:52 UTC
From: reschke@math.uni-muenster.de
Message-ID: <21u8io$1b2o@obelix.uni-muenster.de>
Source record: 37687

In article 11056@rhrk.uni-kl.de, seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
> saj@chinet.chinet.com (Stephen Jacobs) writes:
>
> >Simple question, I hope people aren't too bored with it yet: if I have an
> >internal dirve in a Falcon 030, and also a SCSI external drive, which one
> >has the C: partition?
>
> One important thing I forgot to mention in my previous answer about HuSHI:
> The driver doesn't support Falcon SCSI yet.

This will change with release 5.0, on which we are working just now (probably
sometime in August).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3734. Re: Disk ordering: C, D, ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 12:28:03 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.430241@cix.compulink.co.uk>
Source record: 37601

In article <CA2M9x.L1o@chinet.chinet.com>, saj@chinet.chinet.com (Stephen Jacobs) writes:
>Simple question, I hope people aren't too bored with it yet: if I have an
>internal dirve in a Falcon 030, and also a SCSI external drive, which one
>has the C: partition?

The internal drive.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3735. Re: startgem question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 12:28:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.430240@cix.compulink.co.uk>
Source record: 37602

```
In article <5216@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>Surely you can use startgem to start a GEM program which then
>reads a datafile which consists of lines of GEM prognames which are then
>simply Pexec'ed in sequence until you come to the end of the file.
>
>Such a program would be virtually trivial, you'd need something
>like
>
>FILE *fp;char filename[50];
>/* Assume the list of GEM filenames are in file LISTFILE*/
>if (fp = fopen("LISTFILE\0","r"))
>/* Next while statement gets executed if fp is not NULL*/
>while (filename = fgets(fp)) Pexec(0,filename,"\0","\0");
>fclose(fp);
>
>Though I've never tried it, surely the above must work? I guess
>you'd better end its name with .PRG rather than .TOS though.
>
>Cheers,
>W. Alan B. Evans
>

Well, almost. You also need shel_write.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."
```

3736. Re: How do I break a long into its high and low bytes?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 13:14:34 UTC
From: cse0080@desire.wright.edu
Message-ID: <1993Jul13.081434.11172@desire.wright.edu>
Source record: 37686

In article <453L7B2w165w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (John Perry) writes:
> I know this is a simple problem, and there's probably a simple enough
> answer, but I have not yet found it: How do I break a long into its high
> and low bytes? I have a long, and I want to pass that long to
> evnt_timer(), unfortunately evnt_timer() only accepts integers.
> Can anyone help?
>
> Thanks in advance.
>
> **
> * John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
> * INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
> **

Assuming that you are using C:

```
long L;
int Lo, Hi;

L = FunctionThatReturnsLong();

Hi = *((int*) &L);
Lo = *(((int*) &L) + 1);
```

Perform a test first, assigning something like 0x5555aaaa to L and verifying that Hi and Lo get the proper values. On Intel low-byte-first stuff, you swap the stuff assigned to Hi and Lo. I am pretty sure the 680x0 stuff stores the high word first in memory.

You could also do:

```
Hi = ((int*) &L)[0];
Lo = ((int*) &L)[1];
```

Depending upon which you think makes more sense.

Karl C. Hansen
cse0080@desire.wright.edu

3737. No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 14:13:37 UTC
From: simon@gst-soft.demon.co.uk
Message-ID: <1993Jul13.151337.1@gst-soft.demon.co.uk>
Source record: 37603

Debugger for the Falcon
OK - silly question time. Does anybody know of a debugger that is really Falcon compatible? Preferrably, I need a name, address and a phone number for such a beast. It does not need to be a source code debugger but it does need to be able to understand the debugging symbols produced by Pure C.

MonTT does not work which was the most likely.

Help

Simon@gst-soft.demon.co.uk

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

3738. Re: How do I break a long into its high and low

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 14:16:44 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13770@hardy.rl.ac.uk>
Source record: 37688

In article 453L7B2w165w@sys6626.bison.mb.ca, marco@sys6626.bison.mb.ca (John Perry)
writes:
>I know this is a simple problem, and there's probably a simple enough
>answer, but I have not yet found it: How do I break a long into its high
>and low bytes? I have a long, and I want to pass that long to
>evnt_timer(), unfortunately evnt_timer() only accepts integers.
>Can anyone help?
>
I think you mean hi and lo words.

```
long l;
hi = ((short) (l >> 16));
lo = ((short) l);
```

Assuming that short is 16 bits which is true for most (all?) compilers on the ST.

Steven

3739. Re: How do I break a long into its high and low bytes?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 14:58:45 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul13.145845.20238@nrtpa038.bnr.ca>
Source record: 37689

```
In article <1993Jul13.081434.11172@desire.wright.edu>, cse0080@desire.wright.edu (Karl C.
Hansen) writes:
|> In article <453L7B2w165w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (John Perry)
writes:
|> > I know this is a simple problem, and there's probably a simple enough
|> > answer, but I have not yet found it: How do I break a long into its high
|> > and low bytes? I have a long, and I want to pass that long to
|> > evnt_timer(), unfortunately evnt_timer() only accepts integers.
|> > Can anyone help?
|> >
|> > Thanks in advance.
|> >
|> > * John Perry, Winnipeg
|> Assuming that you are using C:
|>
|> long L;
|> int Lo, Hi;
|>
|> L = FunctionThatReturnsLong();
|>
|> Hi = *((int*) &L);
|> Lo = *(((int*) &L) + 1);
|>
|> Perform a test first, assigning something like 0x5555aaaa to L and verifying
|> that Hi and Lo get the proper values. On Intel low-byte-first stuff, you
|> swap the stuff assigned to Hi and Lo. I am pretty sure the 680x0 stuff stores
|> the high word first in memory.
|>
|> You could also do:
|>
|> Hi = ((int*) &L)[0];
|> Lo = ((int*) &L)[1];
|>
|> Depending upon which you think makes more sense.
|>
|> Karl C. Hansen
|> cse0080@desire.wright.edu
|>

Try this:

union {
unsigned long Lng ;
struct {
unsigned int Hi;
```

```
unsigned int Lo;
} parts ;
} value ;

value.Lng = FunctionThatReturnsLong();

then value.parts.Hi contains the upper word
and value.parts.Lo contains the lower word

A word of warning: This is only appicable to 680x0 processors. Other
processors sometimes have different byte/word ordering
than then 680x0 familly (read Intel 80x86).

While the wording seems to be excessive it does save some processing
time during execution.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

3740. Re: How do I break a long into its high and low bytes?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 15:10:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.430878@cix.compulink.co.uk>
Source record: 37591

In article <453L7B2w165w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (John Perry) writes:
>I know this is a simple problem, and there's probably a simple enough
>answer, but I have not yet found it: How do I break a long into its high
>and low bytes? I have a long, and I want to pass that long to
>evnt_timer(), unfortunately evnt_timer() only accepts integers.
>Can anyone help?
>

Right shift >> and bitwise ANDing. Which language are you using?

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3741. Hard drive on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 19:53:49 UTC
From: i-bds@microsoft.com
Message-ID: <1993Jul13.195349.18974@microsoft.com>
Source record: 37592

Can anyone tell me what the conector on the back of my STe that says
"Hard Drive" really is? I can be so lucky as to have it be a SCSI port
so what does it take to connect a SCSI drive up?

Also I have a mono monitor hooked up and a tv for low res. Is there any way
to switch between the two without having to power off and unhook the mono
so I can get Color? Preferably some software, my preferences greys out the two
color options. I know it is possible, I have a couple of games that do it.

Thanks,
DFS
Lost in my own Mind.

3742. Re: Hard drive on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-13 22:57:09 UTC
From: randyh@sad.hp.com
Message-ID: <CA4L39.IBz@srgenprp.sr.hp.com>
Source record: 37593

Here is an old article I wrote that should explain what you need to know/do.

~~~~~~

Hello,

This is what you're looking for. What you do is cut the
mono-detect wire on the ST monitor socket. This will require
removing the ST cover and top shielding. You don't have to
remove the the PC board.

Connect the PC board side of the cut wire to one side of a SPDT
switch, and the other side of the wire to the common terminal.
Use about six inches of wire, you'll want to route the switch
through a hole in the top shielding.

Once the soldering is done make a hole in the ST case just above
the modulator to fit the switch into. Route the switch through
the shielding, replace the shielding, fasten the switch into the
hole and replace the top cover of the ST.

```
*---< <------------< mono-detect
/ (cable side)
mono-detect >-------> >---* / *---< (open)
(PC side)
```

I have been using this in my vintage 520ST for over two years.
I'm not familiar with the STE, you may need to locate the switch
somewhere else. At any rate, I have had no problems and simply
throw the switch to change monitor/TV.

What's happening is that the mono_detect line is normally open for
color resolutions, but tied to ground for mono. The mono cable
simply shorts the mono_detect line to the ground line of the
monitor socket. Opening the switch prevents the mono cable from
having any effect.

Randy Hosler randyh@hpsadpk

Oh yea, I take no responsibility in the unlikely event that you
should inadvertantly kill your ST.
~~~~~~

3743. Adapter to connect harddisk to paralell port!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 02:09:39 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.742615779@sakura>
Source record: 37596

Dear everybody,

I've heard that an adaptor exists that makes it possible to
connect a haddisk to the parallel port of an ST.
I need to connect a harddisk to my ST Book notebook□{...

Does anybody know more?

Any hint greatly appreciated,

Christi□{an Goltz
Kyoto, Japan

3744. Re: Hard drive on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 02:47:54 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCA4vru.ADI@netcom.com>
Source record: 37595

In article <1993Jul13.195349.18974@microsoft.com> i-bds@microsoft.com (David Shoemaker) writes:
>Can anyone tell me what the conector on the back of my STe that says
>"Hard Drive" really is? I can be so lucky as to have it be a SCSI port
>so what does it take to connect a SCSI drive up?

It's a propietary connector. You need a device called the Link from ICD to convert the ACSI (Atari Computer Systems Interface) signals to SCSI. You can connect any external SCSI drive (like those sold for Macs) to the Link. The Link also comes with (excellent) software to format and partition the software, among other things.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3745. CD-ROM help...weird bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 04:45:38 UTC
From: cse0507@desire.wright.edu
Message-ID: <1993Jul13.234538.11215@desire.wright.edu>
Source record: 37597

I have some odd behavior from CD-ROM drives. I cannot copy a file off it that is much more than 70-80k. If I do try to get anything with any length to it, it gets the first 100k or so, then the CD-ROM blinks a few more times and stops. The ICD software reports a bus reset (sense 29) about a minute later, and I can't access the CD-ROM until I reboot. Very very frustrating. The brand of mechanism doesn't seem to matter, nor the access time. I'm using ICD 6.0.7, the very latest (May 93) MetaDOS drivers from the net, and TOS 3.06 on an 18meg TT. I have played with the ICD settings for days, no result. The SCSI ID doesn't matter. The virtual drive letter doesn't matter. The discs are all ISO 9660, and are perfectly usable on my friend's Macintosh, *using the same drive*! The annoying part is I can get directories, Show Information on the drive, and get small files all day, until I try to access anything with any length. Any ideas?

--
||| Bob "SubGenius" Schulze (%!#) @%(-)&$$
)|(
/ | \ Es brilig war. Die schlichte Toven, Wirrten und wimmelten in Waben;
Und aller-mumsige Burggoven, Dir mohmen Rath ausgraben.

3746. Re: MINT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 07:17:28 UTC
From: lemmens@dv.twi.tudelft.nl
Message-ID: <1993Jul14.071728.12128@donau.et.tudelft.nl>
Source record: 37598

Last year I wrote some tools to make remote login under MINT possible.
The package is called stlogin2.lzh and I think you can find it on many
ftp-sites.

It supports a getty that ask for username and password and then starts a shell.
Also small tools like talk and write to talk with other people on the host
ATARI and some stuff like last, who and so on.

Runs almost all ttp programs including editors, compilers and so on.

--
Kees Lemmens, | Phone : +31-15-787229
Dep. Applied Analysis, | Fax : +31-15-787209
Fac. Techn. Maths & Informatics, | PO Box : 356; NL-2600 AJ Delft
Delft University of Technology. | E-mail : lemmens@dv.twi.tudelft.nl

3747. Re: GCC 2.4.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 09:53:30 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CA5FH7.9By@hermes.hrz.uni-bielefeld.de>
Source record: 37600

```
In article <...>, djohnson@cix.compulink.co.uk ("David Johnson - CIX Staff") writes:
|>
|> I have just ftp this from atari.archive. I believe I have got all the
|> correctly libraries. When compiling up a simple 'hello world' program it
|> compiles that __main is not defined (I think this is the error message
|> I am writing this message from work). What am I missing in my set up
|>

Obviously you haven't got the right libraries :( I don't use a 2.4.x
version of gcc, but I've listened to some discussion some days ago, where
it was mentioned that you'll need mintlibs32 or gnulibs8? (don't ask me
THAT number, please). Get the newest ones available, and it should work.

TeSche
--
Torsten Scherer (TeSche, Schiller...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de
PMail: Wiesenstrasse 28, D-32545 Bad Oeynhausen, Germany
-------------------------------------------------------------------------------
o o o / |
| | | | | | /--\ | What ever happened
| | | | | | | | | to all the fun in the world?
| |-----------' /----/ | FZ
\___/ | |
```

3748. Re: CD-ROM help...weird bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 10:06:59 UTC
From: reschke@math.uni-muenster.de
Message-ID: <220ls3$qpt@obelix.uni-muenster.de>
Source record: 37599

In article 11215@desire.wright.edu, cse0507@desire.wright.edu (Bob "SubGenius" Schulze) writes:
> I have some odd behavior from CD-ROM drives. I cannot copy a file off it
> that is much more than 70-80k. If I do try to get anything with any length
> to it, it gets the first 100k or so, then the CD-ROM blinks a few more times
> and stops. The ICD software reports a bus reset (sense 29) about a minute
> later, and I can't access the CD-ROM until I reboot. Very very frustrating.
> The brand of mechanism doesn't seem to matter, nor the access time. I'm
> using ICD 6.0.7, the very latest (May 93) MetaDOS drivers from the net, and
> TOS 3.06 on an 18meg TT. I have played with the ICD settings for days, no
> result. The SCSI ID doesn't matter. The virtual drive letter doesn't
> matter. The discs are all ISO 9660, and are perfectly usable on my friend's
> Macintosh, *using the same drive*! The annoying part is I can get
> directories, Show Information on the drive, and get small files all day,
> until I try to access anything with any length. Any ideas?

Version 1.9 of the ISO9660 driver (this should be the current version distributed by Atari) has a bug in Fseek() which breaks all programs that try to find out the file size by Fseeking to the end of the file. I hope that they'll release a fix ASAP.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
_____

3749. Re: MINT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 10:57:35 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Jul14.105735.1057@zaphod.earth.ox.ac.uk>
Source record: 37604

In article <1993Jul14.071728.12128@donau.et.tudelft.nl> lemmens@dv.twi.tudelft.nl (Kees Lemmens) writes:
>
>Last year I wrote some tools to make remote login under MINT possible.
>The package is called stlogin2.lzh and I think you can find it on many
>ftp-sites.

There's also my BSD-like init(8) package, available from atari.archive as well as other places.

>It supports a getty that ask for username and password and then starts a shell.
>Also small tools like talk and write to talk with other people on the host
>ATARI and some stuff like last, who and so on.
>
>Runs almost all ttp programs including editors, compilers and so on.

Mine is much the same, in fact it's difficult to tell the system from a Unix machine. My package doesn't have a version of talk(1), but it does have write(1). I'm currently working on a new version which will have loads more stuff added.

>--
>Kees Lemmens, | Phone : +31-15-787229
>Dep. Applied Analysis, | Fax : +31-15-787209
>Fac. Techn. Maths & Informatics, | PO Box : 356; NL-2600 AJ Delft
>Delft University of Technology. | E-mail : lemmens@dv.twi.tudelft.nl

So... take you pick! :-)

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3750. Re: No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 11:40:05 UTC
From: reschke@math.uni-muenster.de
Message-ID: <220ral$14hu@obelix.uni-muenster.de>
Source record: 37605

In article 1@gst-soft.demon.co.uk, simon@gst-soft.demon.co.uk (Simon Jones) writes:
> Debugger for the Falcon
> OK - silly question time. Does anybody know of a debugger that is
> really Falcon compatible? Preferrably, I need a name, address and a
> phone number for such a beast. It does not need to be a source code
> debugger but it does need to be able to understand the debugging
> symbols produced by Pure C.
>
> MonTT does not work which was the most likely.
>
> Help

You might want to try TempleMon 2.02 (ftp.uni-muenster.de,
atari/Programming/templ202.zip).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3751. Re: Hard drive on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 12:15:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <220tdhINN7sh@golem.wcc.govt.nz>
Source record: 37606

In article <ekrimenCA4vru.ADI@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:

>It's a propietary connector. You need a device called the Link from ICD
>to convert the ACSI (Atari Computer Systems Interface) signals to SCSI.
>You can connect any external SCSI drive (like those sold for Macs) to the
>Link. The Link also comes with (excellent) software to format and
>partition the software, among other things.

> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

Some one here offered me a second hand NEW Link, but states that it does not
come with a 19pin ACSI cable, is this true or has some one lost the cable..??

If it does not come with a cable, well how in the hell can you use it..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

3752. Re: Hard drive on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 14:20:45 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul14.142045.1530@nrtpa038.bnr.ca>
Source record: 37607

In article <220tdhINN7sh@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> In article <ekrimenCA4vru.ADI@netcom.com>, ekrimen@netcom.com (Ed Krimen) writes:
|>
|> >It's a propietary connector. You need a device called the Link from ICD
|> >to convert the ACSI (Atari Computer Systems Interface) signals to SCSI.
|> >You can connect any external SCSI drive (like those sold for Macs) to the
|> >Link. The Link also comes with (excellent) software to format and
|> >partition the software, among other things.
|>
|> > Ed Krimen
|> > ekrimen@netcom.com
|> > AEO.5 (GEnie)
|>
|>
|> Some one here offered me a second hand NEW Link, but states that it does not
|> come with a 19pin ACSI cable, is this true or has some one lost the cable..??
|>
|>
|> If it does not come with a cable, well how in the hell can you use it..??
|>
|>
|>
|>
|>
|> Roger..... sheppard_r@kosmos.wcc.govt.nz
|>

Links do not come with a cable, it is an extra $19 (US)

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

3753. Re: M-disk 6.0 on a TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 16:25:22 UTC
From: pswtrapp@work71.physik.uni-bonn.de
Message-ID: <pswtrapp.1.742667122@work71.physik.uni-bonn.de>
Source record: 37608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jul8.110344.4654@arizona.edu> paul@jupiter.ame.arizona.edu (Paul Harris) writes:
>Subject: M-disk 6.0 on a TT?
>From: paul@jupiter.ame.arizona.edu (Paul Harris)
>Date: 8 Jul 93 11:03:43 MST
>I've been trying to run M-disk RAMdisk (mdisk60.lzh at a.a.u.e.) on my TT,
>but I always get 2 bombs, even with my auto folder empty and all ACCs
>turned off. The docs explicitly state that it should work on a TT, even
>out of TT-RAM. What could I be doing wrong? (I have TOS 3.05, 2M ST-RAM,
>4M TT-RAM.)
>
>-thanks
>---
>
>-Paul Harris @ @
>paul@jupiter.ame.arizona.edu ___/
>
>

There are some newer versions of M-disk (6.8 or higher ?),
maybe they will work with your setup.
(I think 6.8 comes with the Multi-TeX packet, but it is also
availible on several ftp-servers)

3754. Re: problems with a LPS240S and Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 17:34:50 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jul14.143450.14978@ac.dal.ca>
Source record: 37611
Body handling: Inline uuencoded payload not displayed: s16.lzh

(Sorry for posting this but I wasn't able to get through by email - JGC)

In article <pswtrapp.1.742475140@ibm.rhrz.uni-bonn.de>, pswtrapp@ibm.rhrz.uni-bonn.de (Wolfgang Trappe) writes:
> I have installed a Quantum LPS249S in my Meg STE on the orginal
> SCSI-host. But now I've some problems with reading the Disk.
> Sometime the Desktops is showing my confused or empty Directorys,
> which is correct after a ESC-press. Also some programs (gcc,cheeta ..)
> can't read all files (or dirs), so they showed me errors.
> I have tryed the AHDI (vers 5) and the SCSI-Tools (2.07, Buffer:64,64,
> 400 !! Folders) driver, (with and without FOLDRXXX.PRG) without any
> success.The Hd is partitioned in 7: C-I (16,50,40,40,30,30,rest or so), no
> jumper is set. Maybe it's a Problem with the STE-cache, but i can't switch
> it off without changing from 16 to 8 MHz (a error in the CPX ???),
> but in the 8 MHz/cache off -mode it seems to work, but I want
> my 16MHz !!!!! (proofed with SED440 and the Bugaboo's SYS)
> Knows someone a program for the AUTO-Folder for changing to 16 MHz
> or the right bit-combination for &FF8E21 (I think there are not only the
> 2 lowest bit like discribed in the PROFI-BUCH).
> Thanxs Wolfgang

Hello Wolfgang,

I don't think I can help with your hard disk problem. Last week I put a Maxtor 130 Meg in my MSTE, to replace the failed ST157N. The main problem I had was finding which jumpers to set, since Toad didn't send me the manufacturer's spec sheet. By experimenting I eventually found a combination which worked - one of the sets of jumper pins must have been to disable the SCSI parity checking (necessary for the Atari hd controller in the MSTE); I'm not sure what the other set of jumper pins is for, perhaps termination, or drive id?

I have heard that Cheetah can cause serious problems, so I don't use it.

As far as an auto folder program to set the MSTE to 16MHz, I _can_ help with that. I once wrote a small assembler program to toggle the appropriate bits (my assembler source was on the ST157N which is no longer working, but I could find out the details if you wish). The program is S16.PRG (it sets the MSTE to 16MHz, cache on). I now use S16_COFF.PRG, which sets 16MHz, cache on and also turns the keyboard click OFF. These programs can be run at any time, not necessarily from the AUTO folder, but if present in the AUTO folder (only use ONE of them) they will speed up the boot process. These programs don't put any message on the screen when they run, but you can check with XCONTROL that they do the job. The 2 progs are archived (-lh5-) and uuencoded in S16.UUE, which appears at the end of this message.

If I can be of more help, let me know.

Regards,
John

==========< cut here >==========
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: s16.lzh]

3755. HBS240 & Real-time clock

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 18:11:20 UTC
From: porret@elde1.epfl.ch
Message-ID: <1993Jul14.181120.1@elde1.epfl.ch>
Source record: 37609

I have a Mega ST computer and, one year ago, I bought a HBS240 board, including a 68000/16MHz processor and cache-RAM, to speed it up a bit.
Later, I noticed that my real time clock wasn't working anymore. I didn't understand why but it didn't bother me too much as I decided to buy a TT, what is done now.

As I wasn't using this HBS240, I sold it to a friend who also had a Mega ST. A month after he installed it, the same problem occured : he lost his real time clock (I mean, the chip is burned out and doesn't work at all).

I'm wondering if anybody had the same kind of experience and, if so, if you happen to know :

- Why and how does the HBS240 affect the hardware like that. As for me, I'm completely unable to understand where the incompability lies; I haven't a clue !

- How to avoid this problem.

If you use this board, please answer, even if you don't have any problem with it (I'd like to know if I'm just the unlucky one !).

Thank you.

Alain-Serge Porret | E-mail : PORRET@ELDE.EPFL.CH
Electricity Department | DecNet : 56451::PORRET
Swiss institute of technology |

3756. International Software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 18:31:14 UTC
From: jbowyer@cis.vutbr.cz
Message-ID: <1993Jul14.183114.20138@cis.vutbr.cz>
Source record: 37620
Cross-posted to: comp.sys.apollo,comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc

Please share your systems expertise with our mailing list.

INSOFT-L on LISTSERV@CIS.VUTBR.CZ Internationalization of Software
Discussion List

Internationalization of software relates to two subjects:

1. Software that is written so a user can easily change the
language of the interface;

2. Versions of software, such as Czech WordPerfect, whose
interface language differs from the original product.

Topics discussed on this list include:

-- Techniques for developing new software

-- Techniques for converting existing software

-- Internationalization tools

-- Announcements of internationalized public domain software

-- Announcements of foreign-language versions of commercial
software

-- Calls for papers

-- Conference announcements

-- References to documentation related to the
internationalization of software

This list is moderated.

To subscribe to this list, send an electronic mail message to
LISTSERV@CIS.VUTBR.CZ with the body containing the command:

SUB INSOFT-L Yourfirstname Yourlastname

Owner:

Center for Computing and Information Services
Technical University of Brno
Udolni 19, 602 00 BRNO
Czech Republic

INSOFT-L-REQUEST@CIS.VUTBR.CZ

3757. Re: No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 19:29:49 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <3357@tekgen.bv.tek.com>
Source record: 37610

In article <220ral$14hu@obelix.uni-muenster.de> reschke@math.uni-muenster.de writes:
>In article 1@gst-soft.demon.co.uk, simon@gst-soft.demon.co.uk (Simon Jones) writes:
>> Debugger for the Falcon
>> OK - silly question time. Does anybody know of a debugger that is
>> really Falcon compatible? Preferrably, I need a name, address and a

>> MonTT does not work which was the most likely.
>>

Falcon Enhanced versions of all of our compilers will be released shortly,
included is a new version of MON that is Falcon compatible in all video modes
including TrueColor. Availability in 2-4 weeks

Best regards,

____ ____
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Oregon Research boblu@tekgen.bv.tek.com Genie: ORA \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 CompuServe: 71333,2655 \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 624-2940 \/

3758. Connecting SC1224 to a pc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 22:23:15 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <g05o7B3w165w@sys6626.bison.mb.ca>
Source record: 37612

This post should also be sent to comp.sys.pc.whatever but i'll ask her first. Has anyone connected or know how to connect the sc1224 up to a pc?

3759. Re: MINT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-14 23:01:14 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <QgF90uq00awU0F4EwK@andrew.cmu.edu>
Source record: 37613

But do your net utilities work with SLIP?

This .sig is $hareware. If you use it for more than a
month, send me all of your money, then see a
psychologist. Or kill me.

3760. Packtet software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 01:48:38 UTC
From: aa872@Freenet.carleton.ca
Message-ID: <CA6np2.M82@freenet.carleton.ca>
Source record: 37614

I am looking for packet radio software for the Atari 520 ST. Anybody know where I can download a good program.

Thanks in advance.

Tom
--
"Trials! Now there's an idea."|States cannot create their status as sovereign
All opinions expressed, ARE! |states and then rely upon it to justify
Tom aa872 |their creation.
==========

3761. Ringing the Bell (again and again)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 04:11:23 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <oDLP7B1w165w@sys6626.bison.mb.ca>
Source record: 37615

How can I make the system bell ring a number of times in succesion? I am using Cconws("\7") to ring it, and if I repeat that function the bell only rings once. Is that normal?

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

3762. Re: Ringing the Bell (again and again)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 07:38:02 UTC
From: hopha@nmr.kun.nl
Message-ID: <9307150830.AA01995@nmrsun1.nmr.kun.nl>
Source record: 37616

In <oDLP7B1w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:

> How can I make the system bell ring a number of times in succesion? I am
> using Cconws("\7") to ring it, and if I repeat that function the bell
> only rings once. Is that normal?

Every time you do a Cconws("\7"), the system starts a new bell sound, even though the old one hadn't finished yet. So you hear one prolonged beep. Use a wait routine, eg. for (i=0; i<25; i++) Vsync(); inbetween the Cconws calls.
- Hans

Hans Hoppe (currently at:) + "In the beginning the Universe was created.
Dep. of Biophysical Chemistry + This has made a lot of people very angry and
University of Nijmegen (NL) + been widely regarded as a bad move." -D.Adams

3763. Re: TT030 External Speaker was Re: Falcon headphone output withou

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 10:28:21 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CA7Br9.M82@cs.ruu.nl>
Source record: 37617

In <C9wKLt.24CB@austin.ibm.com> gruber@austin.ibm.com (Gruber) writes:

>In article <A42067@K.maus.de>, Peter_Missel@k.maus.de (Peter Missel) writes:
>> >Is there a way to stop the audio output to the internal speaker but
>> >still getting the audio to the headphone output. tnx
>>
>> Yes. Use Control Panel - General - Speaker OFF. Simple, isn't it?
>
>How do I redirect the TT030's internal speaker to the stereo out ?
>
>Thanks,
> Scott

I know our `rudness' is not appreciated, but face it you are being stupid;
now don't tell us we're being racist because your e-mail address has got
`ibm' in it. But really you should be grateful that your presence in this
group is still `appreciated'.

P.S. :-) I guess

P.S. 2 How do I switch off the terrible internal sound of an IBM?
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

3764. Re: No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 11:56:00 UTC
From: djs@jet.uk
Message-ID: <1993Jul15.115600.28728@jet.uk>
Source record: 37618

In <1993Jul13.151337.1@gst-soft.demon.co.uk> simon@gst-soft.demon.co.uk (Simon Jones) writes:

>Debugger for the Falcon
>OK - silly question time. Does anybody know of a debugger that is
>really Falcon compatible? Preferrably, I need a name, address and a
>phone number for such a beast. It does not need to be a source code
>debugger but it does need to be able to understand the debugging
>symbols produced by Pure C.

>MonTT does not work which was the most likely.
HiSoft are now advertising Falcon-compatible versions of Devpac and
Lattice C as `coming soon'.

I wonder if we can infer from your post that GST are working on Timeworks upgrades?! Something like TimeWorks publisher 3 would be nice, although I do realise that the port from Windows to ST GEM is harder than from DOS GEM to ST GEM.
--
+---+
| David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028 |
+---+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3765. Accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 12:40:27 UTC
From: naffara@crc.ac.uk
Message-ID: <1993Jul15.124027.27144@crc.ac.uk>
Source record: 37619
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How much difference will a software accelerator such as warp 9 or NVDI make on a Mega 4? Is either of these two better than the other?

Also would an accelerator board be any better considering the extra price? Can you combine the two?

Are there any problems with software compatibility?
(I have heard that Timeworks 2, which I use, does not work with NVDI)

Any idea of prices and places to buy/have fitted these in the UK?

Sorry about all the questions,
Phil
(E-mail pd@mbuc.bio.cam.ac.uk) Send replies to this address instead of the one at the top of the message

Oh yes, one more thing. Why is it a single A4 page (from Timeworks) takes about 20 minutes to print on a Canon BJ10e (in BJ mode, I haven't tried epson mode yet).
Will a accelerator help with this or is it just the combination of program+printer?

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

3766. Re: TT030 External Speaker was Re: Falcon headphone output withou

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 13:59:31 UTC
From: stud30@iris5.csv.ica.uni-stuttgart.de
Message-ID: <223ns3$nc2@info2.rus.uni-stuttgart.de>
Source record: 37621

In article <CA7Br9.M82@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>P.S. 2 How do I switch off the terrible internal sound of an IBM?

Destroy the machine with an axe. Works perfectly.

>Annius V. Groenink

Ciao
Uwe

3767. Re: TT030 External Speaker was Re: Falcon headphone output withou

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 14:26:28 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.302.742746388@dhhalden.no>
Source record: 37622

In article <CA7Br9.M82@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
[div. flames deleted]

>P.S. 2 How do I switch off the terrible internal sound of an IBM?

Annius, shouldn't this really read PS/2? :)

Jon

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Hjortsbergvn 7 |
N-1784 HALDEN, NORWAY | OOOPS! He took the other part as well...
Voice: +47 9 17 59 39 |

3768. Re: MINT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 16:16:27 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Jul15.161627.3421@zaphod.earth.ox.ac.uk>
Source record: 37623

In article <QgF90uq00awU0F4EwK@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
> But do your net utilities work with SLIP?

If you're talking KA9Q, then no... but I doubt any others do either. If
you've found a TCP/IP package for MiNT which has a telnetd and maybe rlogind
which can call an external program giving the program a pseudo TTY then
it'll work if you get the telnetd to run my version of login.

If you have found such a package tell me.. I would love to get a copy!

>---
>This .sig is $hareware. If you use it for more than a
>month, send me all of your money, then see a
>psychologist. Or kill me.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3769. 1040ST won't run with hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 17:36:12 UTC
From: don@cc.gatech.edu
Message-ID: <1993Jul15.173612.4856@cc.gatech.edu>
Source record: 37624

I went to hook a Syquest 44MB drive with an ICD AdSCSI+ controller to my Dad's 1040STf (circa 1987???). With the hard drive hooked up (which had worked on a 1040STe earlier), his computer wouldn't boot. Two questions:

1. Any idea why it won't boot? It won't read floppy drives if the controller is attached--keeps saying drive not ready--but disconnect the hard drive and everything works fine.

2. Thinking it might be the loose chip problem present in some early Ataris, I performed the old "drop one side on the desk" maneuver...unfortunately I didn't notice it til afterwards that the internal floppy drive was still running. Now it no longer works (and we have to run everything from an external drive). Did I trash the drive? Is it fixable? Any suggestions of where to get another floppy, or of a place that might be able to repair the current one?

Thanks for any suggestions!
don@cc.gatech.edu

-Don Allison (don@cc.gatech.edu)

3770. HELP: need to undelete entire HD partition

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-15 21:43:11 UTC
From: cmedley@wam.umd.edu
Message-ID: <224j1f$8c6@cville-srv.wam.umd.edu>
Source record: 37625
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am in dire need of a tool to (hopefully) undelete a hard disk partition. I accidentally erased it, and am now in search of a good tool to try to reconstruct it.

The data is still present, and (perhaps luckily) the drive was recently defragmented.

Any help is greatly appreciated! I'm looking for any leads that can help bail me out on this one... undeleters, etc...

3771. Re: Hard drive on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 00:32:23 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCA8Eu0.pA@netcom.com>
Source record: 37626

In article <220tdhINN7sh@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>Some one here offered me a second hand NEW Link, but states that it does not
>come with a 19pin ACSI cable, is this true or has some one lost the cable..??

I think it does come with a cable; you wouldn't be able to use it otherwise.
But you can just buy one from ICD. They're about $20.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3772. Re: CD-ROM help...weird bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 01:10:08 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <742843244.0@mettav.royle>
Source record: 37543

Hi Bob!

On 13 Jul 93 at 23:45:38 your editor spewed to All
...

B"> I have some odd behavior from CD-ROM drives. I cannot copy a
file
B"> off it that is much more than 70-80k. If I do try to get
anything
B"> with any length to it, it gets the first 100k or so, then the
CD-ROM
B"> blinks a few more times and stops. The ICD software reports a
bus
B"> reset (sense 29) about a minute later, and I can't access the
CD-ROM
B"> until I reboot. Very very frustrating. The brand of
mechanism

Its a bug in metados, there is a fix program for it, I can't remember the
filename offhand but I can find out if you
want.

-Paul-

--
~=~=~=

3773. Re: HELP: need to undelete entire HD partition

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 03:18:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.442150@cix.compulink.co.uk>
Source record: 37636

In article <224j1f$8c6@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley) writes:
>
>I am in dire need of a tool to (hopefully) undelete a hard disk partition. I
>accidentally erased it, and am now in search of a good tool to try to
>reconstruct it.
>

Diamond Edge and Knife are two possibilities. In any case, it may prove a very difficult job unless you know what you are doing.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3774. MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 03:59:54 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CA8oFu.162@sdf.lonestar.org>
Source record: 37632

Well, I finally found out why MiNT 1.04 wouldn't work. It would display its message and hang there without loading the XFS files, even though if I removed the XFS files it would work, but would be very unstable. Weird huh? The problem was Warp9, so if anyone is having similar problems try killing W9. If someone has War9 and MiNT 1.04 working together, please let me know!!

3775. OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 04:05:17 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CA8oot.1CJ@sdf.lonestar.org>
Source record: 37631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've downloaded the 3 overscan docs and noticed that there are no instructions for a TOS 1.62 STE, and the MMU, GLU, and Video Shifter, the 3 chips that are used in th modification, are all different on the STE.

Has anyone done this modification to an STE machine? I have an NEC 3D Multisyc, and I would KILL for a little extra resolution (the monitor can certainly handle it!!). Also, the video shifter of the STE will sync to an external input, like the Falcon (kinda) and also has some other improvements. I would think such a modification would be easier. Anyone got it working (please no guessing, I'm willing to open the machine and play, but I'm no tech and would rather not let the magic smoke out of my computer. Nothing works after the magic smoke goes away!!)

Thanks a bunch.

.. please email me ..

evanlang@sdf.lonestar.org

3776. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 09:22:36 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <225s0sINNfkn@rs2.hrz.th-darmstadt.de>
Source record: 37627

Hatari!

a) The problem, that MultiTOS makes trouble, when you switch from TT-MED to ST-HIGH can only be a problem of an ACC or AUTO-PRG. On the TT of a friend of mine, there was no problem switching the screenmodes.

b) XCONTROL 1.31 is available. Look at several FTP-sides. (BTW: XCONTROL 1.2 seems to work better with MultitTOS!)

c) INTERFACE2 (Shift, Germany) can handle the new colored-icons, for the bw-deskicn-file you can take any iconeditor.

Greetings, Roland.

--
---------------==---------------
! INGENIUM - Software, Roland Schorr, Draisstrasse 21, 69502 Hemsbach (6944) !
! Roland Schorr @ HD (MausNet) /|\ schorr@rbg.informatik.th-darmstadt.de !
! Maus @ HD: Germany - (06201) 47 72 74, 18:00 - 19:00 Uhr Maustauschzeit !
---------------==---------------

3777. Re: HBS240 & Real-time clock

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 10:44:52 UTC
From: Paul_Tuijnman@p19.f202.n281.z2.fidonet
Message-ID: <2c4687b8@p2123.f130.n500.z2.fidonet>
Source record: 37550

>
> If you use this board, please answer, even if you don't have any
> problem with it (I'd like to know if I'm just the unlucky one !).
>
> Thank you.
>
> --
> --------
> Alain-Serge Porret | E-mail : PORRET@ELDE.EPFL.CH
> Electricity Department | DecNet : 56451::PORRET
> Swiss institute of technology |

Hi Alain-Serge,

I have a Mega and a HBS 240, but it didn't screw up the timer like yours did. I have every possible add-on and add-in (TOS upgrade, Xtra RAM, card for driving a SM194 19" screen) etc, but it all works like it should, I'm almost sorry to say,

Paul

|Paul_Tuijnman@nextjk.wlink.nl|
| FidoNet 2:500/130.2123 |
| tel/fax +31 50 416932 |
| Groningen - Netherlands |

--- Bermuda v1.00 Li
* Origin: *--No Point in Yelling--* (2:281/202.19)

3778. Re: "The system is out of memory"

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 13:07:34 UTC
From: hesche@trick.cs.tu-berlin.de
Message-ID: <2265mm$nfb@news.cs.tu-berlin.de>
Source record: 37628

In article <memo.425654@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

> >On further testing, I discoverd that if the newdesk.inf is 123 lines or less,
> >there are no problems, 125 lines and I can have 2 drive windows open with no
> >problems and 127 lines and I can't have any windows open when I start a program.

> The problem is that the AES buffer can only cope with files up to 4096k.
> If you find a patch, please let me know. The worst thing is that the
> desktop gives you no warning when you save.

For german TOS exists a patch, I don't know, if it is working with UK-TOS:
ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de):
pub/atari/utils/:
shbuf10.lzh Bigger size of the Shell-Buffer (for NEWDESK.INF), needs
GEMRAM (TOS 2.06) or ROMRAM (TOS 3.06), v1.0

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin | MAUS: @ B
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
Please send flames to dev/null

3779. Re: Falcon audio double buffering

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 14:58:00 UTC
From: Christoph_Wissing@st.maus.de
Message-ID: <A6556@ST.maus.de>
Source record: 37484

S>(3) Is there any cleaner way to process a continuous stream from the
S>ADC with the main processor (how do direct-to-disk systems work) ?
Use buffoper () to detect which buffer is actually written, you could work
(i.e. save to disk) on the other buffer. The buffer should be at least 2*64KB
(50Khz, 16Bit-Stereo), if you want write to disk.
A nonfragmented Disk will help.
The disadvantage is the busy-waiting using buffoper ().

Christoph.

3780. Re: No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 15:00:02 UTC
From: simon@gst-soft.demon.co.uk
Message-ID: <1993Jul16.160002.1@gst-soft.demon.co.uk>
Source record: 37638

Thanks to one and all for their comments; as the future work I'm
afraid I cannot yet comment.

:-)

Simon @ GST

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

3781. Re: International Software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 16:12:07 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul16.161207.29975@btree.uucp>
Source record: 37629
Cross-posted to: comp.sys.apollo,comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc

In article <1993Jul14.183114.20138@cis.vutbr.cz> jbowyer@cis.vutbr.cz writes:
>
>Please share your systems expertise with our mailing list.
>
>
>INSOFT-L on LISTSERV@CIS.VUTBR.CZ Internationalization of Software
> Discussion List
>
> Internationalization of software relates to two subjects:
>
> 1. Software that is written so a user can easily change the
> language of the interface;
>
> 2. Versions of software, such as Czech WordPerfect, whose
> interface language differs from the original product.

[Specifics Deleted To Save Disc Space And Keep SysAdmin Happy]

Isn't that why GEM uses *.RSC files? All of the operator interface
is kept separately from the program so that all you need to do is
edit the *.RSC file and ship the edited file with the *same* program.
That reduces the issue to "where can I find someone who can trans-
late all these messages?"

Or am I _missing_ something, here?

-- George Crissman

```
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ************************************************************************
* Working on a video project, and find you need information on formats, *
* standards, etc.? finger crissman@brooktree.com for a suggestion. *
*****************************************************************************
```

--
****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *

3782. Monitor Connections

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 16:29:26 UTC
From: round@sees.bangor.ac.uk
Message-ID: <1993Jul16.172926@sees.bangor.ac.uk>
Source record: 37548

Right here is one that might really be a bit of a challenge, what
I want to do is to connect a colour monitor (ex BBCmicro) to an
Atari ST. Now I don't have any information on the monitor other than
it works with a BBC micro and it is RGB. As I understand it the
monitor connection on the ST is RGB too.

What I would like is:

1 - The pinout for the ST monitor socket.

And if any of you are feeling really well informed

2 - The pinout for the monitor port on the BBC
3 - An informed guess of feasibility

If it is of any use the monitor was supplied by RS and is branded CUB.

Any information will be much appreciated.

David

David Round, room 310, UCNW, -+-\ -+-\
SEES, Dean Street, | | |_/
Bangor, Gwynedd, | | | \
LL57 1UT, UK EMail round@uk.ac.bangor.sees -+-/ + `

3783. Maths Co-processors and Falcons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 17:09:51 UTC
From: fraser@festival.ed.ac.uk
Message-ID: <38711@castle.ed.ac.uk>
Source record: 37630

Ok, everybody knows that the Falcon comes with a maths co-processor socket, but does anyone have any details about it.

Can a 68882 be used, or is it just a 68881 socket? (as the mega STE had, if I remember correctly). What speed processors can the socket handle? And most importantly, do you still need the special Atari chip in order to use one?

Also, does anyone know any distributers that sell these chips? I haven't seen them advertised anywhere, but I haven't tried phoning places yet.

What I really want is for my falcon to have a 50MHz 68882 working away in the background, either raytracing, or working on a rather intensive maths program I'm in the midst of writing, whilst MultiTOS runs everything perfectly in the foreground. (I can but dream...)

Thanks in advance,

John

| John Fraser | Edinburgh Parallel Computing Centre |
| fraser@festival.ed.ac.uk | Summer Scholarship Student :-) |

3784. Floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 18:57:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A53184@K.maus.de>
Source record: 37635

-A40271@K

>Does anybody know if it is possible to hook up one of those IBM 21 Meg
>Floptical drives to an ST? Has anybody made a driver?

ICD claims that The Link, an ST->SCSI adaptor, can handle Flopticals when using
their software (comes with the adaptor).

Atari claims that the brandnew HDX/AHDI release (versions 5.04/6.06) handles
the Insite floptical correctly. Might be on TT and Falcon only, though.

I tried neither of these, so don't shoot the messenger...

bye, Peter

3785. Re: Maths Co-processors and Falcons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 19:56:33 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jul16.165633.15023@ac.dal.ca>
Source record: 37633

In article <38711@castle.ed.ac.uk>, fraser@festival.ed.ac.uk (J Fraser) writes:
>
> Ok, everybody knows that the Falcon comes with a maths co-processor
> socket, but does anyone have any details about it.
>
> Can a 68882 be used, or is it just a 68881 socket? (as the mega STE
> had, if I remember correctly). What speed processors can the socket
> handle? And most importantly, do you still need the special Atari
> chip in order to use one?
>
> Also, does anyone know any distributers that sell these chips? I haven't
> seen them advertised anywhere, but I haven't tried phoning places yet.
>
> What I really want is for my falcon to have a 50MHz 68882 working away
> in the background, either raytracing, or working on a rather intensive
> maths program I'm in the midst of writing, whilst MultiTOS runs everything
> perfectly in the foreground. (I can but dream...)
>
> Thanks in advance,
>
> John
> --
> | John Fraser | Edinburgh Parallel Computing Centre |
> | fraser@festival.ed.ac.uk | Summer Scholarship Student :-) |
> --

With the 68000 CPU (ST's and STE's, including MegaSTE's) the 68881 can't function as a true co-processor, so needs the Atari SFP004 interface to make it function as a peripheral. This isn't necessary with 68030 chips, so the 68881/68882 run as true co-processors, without the SFP004 board. I don't know for sure if the 68882 can be used, though my _guess_ would be that it can.

John Cordes

3786. Turn external SS drive to DS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 20:38:42 UTC
From: i-bds@microsoft.com
Message-ID: <1993Jul16.203842.28486@microsoft.com>
Source record: 37634

If I have an external SS drive can I take out the drive and put in a Teac 720k DS drive? What would I have to do? I have a 1040STe.

Thanks,
DFS
Lost in my own Mind.

3787. Tos upgrade on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-16 20:46:32 UTC
From: i-bds@microsoft.com
Message-ID: <1993Jul16.204632.29415@microsoft.com>
Source record: 37545

I have TOS v 1.xx and am wondering if there is something I can do to upgrade it. I am having a few problems with demos and wonder if I might be the problem.

What can I do for the upgrade? Is it software or a ROM?

The copyright is 89 on the desktop info screen.

Thanks,
DFS
Lost in my own Mind.

3788. Re: Maths Co-processors and Falcons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-17 01:21:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.446424@cix.compulink.co.uk>
Source record: 37542

In article <38711@castle.ed.ac.uk>, fraser@festival.ed.ac.uk (J Fraser) writes:
>
>Ok, everybody knows that the Falcon comes with a maths co-processor
>socket, but does anyone have any details about it.
>
>Can a 68882 be used, or is it just a 68881 socket? (as the mega STE
>had, if I remember correctly). What speed processors can the socket
>handle? And most importantly, do you still need the special Atari
>chip in order to use one?

You can plug in a 68882 directly, no need for soldering or any additional boards. I don't know about speed, I have a 16MHz one installed. It is not I/O memory mapped, but a proper co-processor, speed on stuff like trigonometry is at least x10 faster than the 030. I got mine from the Atari Workshop 081-693 3355.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3789. Re: Floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-17 03:39:16 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Jul17.033916.29688@mnemosyne.cs.du.edu>
Source record: 37637

Peter_Missel@k.maus.de (Peter Missel) writes:

>ICD claims that The Link, an ST->SCSI adaptor, can handle Flopticals when using
>their software (comes with the adaptor).

>Atari claims that the brandnew HDX/AHDI release (versions 5.04/6.06) handles
>the Insite floptical correctly. Might be on TT and Falcon only, though.

>I tried neither of these, so don't shoot the messenger...

I've tried them both. The Link/ICD works like a charm. AHDI works, mostly,
but requires a Falcon or TT.

Dan

--
dcable@nyx.cs.du.edu

3790. Re: Maths Co-processors and Falcons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-17 04:31:17 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <227val$gg2@elroy.jpl.nasa.gov>
Source record: 37639

In article <38711@castle.ed.ac.uk> fraser@festival.ed.ac.uk (J Fraser) writes:
>Ok, everybody knows that the Falcon comes with a maths co-processor
>socket, but does anyone have any details about it.
>
>Can a 68882 be used, or is it just a 68881 socket? (as the mega STE
>had, if I remember correctly). What speed processors can the socket
>handle? And most importantly, do you still need the special Atari
>chip in order to use one?

The 68881 and 68882 are pin-compatible - they are completely interchangable, from a hardware standpoint. There are some differences in software, but nothing major. In the Falcon, there is only a single clock input available, so it runs at the same 16 MHz as the CPU. I suppose if you wanted to, you could cut the clock lines and provide your own crystal to run at a different rate. There is no reason why the math processor must run at the same speed as the main processor, it's just the way Atari laid out their board. And no, you don't need any special adaptors to use the coprocessor, you just need to have the right chip layout (PGA, pin-grid-array).
>
>Also, does anyone know any distributers that sell these chips? I haven't
>seen them advertised anywhere, but I haven't tried phoning places yet.

Look in a Mac magazine, the ads in the back will list 'em. Probably other computer or electronics magazines will have 'em too. Lots of places that sell DRAMs will also have them available. Or you can probably get them directly from Motorola.
>
>What I really want is for my falcon to have a 50MHz 68882 working away
>in the background, either raytracing, or working on a rather intensive
>maths program I'm in the midst of writing, whilst MultiTOS runs everything
>perfectly in the foreground. (I can but dream...)

A Motorola math coprocessor is not a completely independent unit. In particular, it requires the main processor for all memory/operand accesses. Even in a compute-intensive application, 90% of your code will still be regular 68030 instructions, taking care of control flow, etc... Of course, if you *do* use a 68882 at 50 MHz, that last 10% of code will certainly execute very quickly...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"You take the good with the bad" ? Nah, the good *comes with*
the bad, but even an amoeba will choose which to accept.

3791. Programming Help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-17 05:57:23 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAAoJn.6pq@sdf.lonestar.org>
Source record: 37546
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a few questions. I would like sone info on using the STE DMA sound. How do I access the micro-wire interface, and I remember something about the MFP seeing a change in the mono detect line at the end of a sample or something like that. I would also like some info on programming the MFP. Preferablly in C!

Why should we use shel_write()? Last I knew it killed the calling program. And that really sucks for 90% of the reasons why I'd ever call Pexec(). In fact there is no way to make shel_write load a program and load it concurrently either, like in MiNT. shel_write knows that some programs are text and some are GEM, will it use the TOSRUN pipe to execute programs?

I'm writing a transfer ACC and I'd like to it to multitask cooperatively on old systems, and pre-emptively with MiNT. I was planning on using Tfork() to do the actual transfer since that way it gets executed in the background pre-emptively under MiNT (and I can just sit in an evnt_multi call during the transfer), and will execute as a function call without MiNT. The problem with this is that I need to call evnt_multi() while the transfer is going if there is no MiNT. Can I latch onto some interrupt and make an evnt_multi() call from a timer interrupt? If so, how? I'd rather not just use evnt_multi after every block as that would slow down high speed transfers ALOT, and would eat CPU time for lunch at slow speeds. I would like to call evnt_multi() once per second. Also, how are semaphores used? MintLib, in its mentioning of Tfork() says that semaphores must be used for things like malloc(). Exactly what calls must be "semaphor"'d and how is this done?

Does MiNT 1.04 still use the blocking Pfork()? If so, should I assume that there is no magical fix in Mintlib 33 either and so fork() is still blocking?

Thanks a bunch for all your help, please send replies as E-Mail to :
evanlang@sdf.lonestar.org

3792. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-17 07:51:21 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <awkT7B4w165w@sys6626.bison.mb.ca>
Source record: 37640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What is overscan?

3793. Re: HELP: need to undelete entire HD partition

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-17 11:10:27 UTC
From: cmedley@wam.umd.edu
Message-ID: <228mn3$egb@cville-srv.wam.umd.edu>
Source record: 37541

In article <memo.442150@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <224j1f$8c6@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
>>
>>I am in dire need of a tool to (hopefully) undelete a hard disk partition. I
>>accidentally erased it, and am now in search of a good tool to try to
>>reconstruct it.
>>
>
>Diamond Edge and Knife are two possibilities. In any case, it may prove a
>very difficult job unless you know what you are doing.
>
>Ofir ogal@cix.compulink.co.uk
>
>Ray's Rule of Precision:
> "Measure with a micrometer. Mark with chalk. Cut with an axe."

I just ordered Diamond Edge, and spoke to the author about whether it could
do the job, and he assured me it would work. I'm looking forward to getting
it and seeing if it can recover the drive...

(I was sitting here thinking of writing my own utility to do it, but figured
I'd rather recover the drive than experiment. :))

It also doesn't hurt that the drive had just been defragmented.

:)

3794. Re: ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-17 14:40:31 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <22930v$hfb@msuinfo.cl.msu.edu>
Source record: 37544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ralph@cerfacs.fr (Ralph Sobek) writes:

>>>>>> On 28 Jun 93 09:10:57, ralph@cerfacs.fr (Ralph Sobek) said:

>Me> I have just received my upgrade of ICD's AdSCSI diskette containing
>Me> ICDBOOT 6.1.4. Unfortunately, after printing out that it is loaded it
>Me> does not scan *any* of my disks! My Mega 4 ST just sits there until I
>Me> reboot from floppy. My Mega 4 runs TOS 2.06 and my disk has autoboot
>Me> set. IDCHECK works fine!

>First off, thanks to those that have answered but I still can't get it
>to work! I have tried enabling and disabling the drives all to no
>avail! Furthermore I have now remarked that the C: drive is greyed
>out when I enable/disable the drives in order to configure ICDBOOT.

>Me> Any suggestions?

>Further suggestions are most appreciated.

I have seen ICDBOOT 6.1.4 work on both a Falcon and a Link, and it
performed flawlessly. My guess is that you have a munged disk or
some corrupted files... My suggestion is that you talk to ICD.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

3795. Problems with appl_find()...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-17 22:42:30 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <J6Pu7B2w165w@sys6626.bison.mb.ca>
Source record: 37547

I have written an ACC which checks to see if a certain application is installed every two minutes. The two minute delay is created using evnt_timer() and I check to see if the application is installed using appl_find().

Unfortunately, every once in a while this accessory "freezes" the computer at the exact moment I either start to load or start to exit another program. I think this lock up is a result of the appl_find() call, and not the evnt_timer() call.

Can anyone offer me any help? Am I doing something illegal?

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

3796. Re: Ringing the Bell (again and again)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-17 23:02:48 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <743037026.0@cyberhm.royle>
Source record: 37584

```
Captain's Log stardate 14.07.93, Commander John Perry entered:

JP> How can I make the system bell ring a number of times in succesion? I
JP> am using Cconws("\7") to ring it, and if I repeat that function the
JP> bell only rings once. Is that normal?

You need a delay between each ring call.. I kludged it with loops!
:-) ... you could just use a printf ?? Have some source code...

/*
+-----------------------------------------------------------------+
| RINGIT.TTP Pager for BBS use
| V0.1b 20/05/92
| Steve Caple..... [>~CyberHome~<] BBS <<++-44-270-583-287>>
| V32,HST,V42b
+-----------------------------------------------------------------+
| FIDO 2:255/404.0
| BBS 8pm-8am NeST 90:102/106.0
| 24 hours wkends FamilyNet 8:7600/20
| Christnet 12:1000/100.0
| TurboNet 100:103/2.0
| user@cyberhm.royle.org
+-----------------------------------------------------------------+
*/

#include <stdio.h>
#include <string.h>
#include <ctype.h>

#define DELAY 32767
#define LOOPS 2

long i;
int count,j;

main(int argc,char *argv[])
{
if ( (argc == 1) || (strlen (argv[1]) !=1) || (!(isdigit(*argv[1]))))
{
printf("RINGIT: Usage.. 'ringit n' - {n = number 1 to 9}.\n");
return 1;
}
count = (*argv[1] - '0');/* Count now is the NUMBER on cmdline */
while ( count-- >0)
{
j = LOOPS;
```

```
printf("\a !"); /* sounds the bell !! */
while( j-- > 0)
{
i = DELAY;
while( i-- > 0);
}
}
printf("\nRINGIT: You've been yelled at!!!!");
return 0; /* no errors */
}
```

-
+ Want *UseNet News/Internet Email* for less than a fiver-a-month? +
+ CyberHome Systems UK has it on offer - a Public Access System!! +
+ +
+ Contact: Steve.Caple@cyberhm.royle.org , 2:255/404 ,90:102/106 +
+ (0270)583287 BBS 8pm-8am Week/24HRS Weekend (Voice 8am-8pm Week) +
-
-=* Nuke the site from orbit .. it's the only way to be sure *=-

* Origin: CyberHome Fido<==>UseNet Gateway... (Fido 2:255/404)

3797. Re: Monitor Connections

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-18 01:26:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22a8s9INN1l7@golem.wcc.govt.nz>
Source record: 37549

Hi No you can't use that monitor..

Your monitor is TTL RGB and the Atari is Analog RGB...

Get one of the Philips TV's with a SCART or a CM8833mkII monitor
or one of the Amiga monitors, also made by Philips, they do have
AV inputs and can be used with a VCR...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3798. Drag & Drop: How?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-18 07:04:16 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.gg1LtCPWBbg@elfhaven.ersys.edmonton.ab.ca>
Source record: 37562

Hi,

Could someone tell me how to implement the drag & drop protocol that
MultiTOS uses?

What I need to be able to do is load a text file when an icon is dropped
on one of my application windows. Is this very difficult?

Could someone tell me (or show me with source code in any language
except assembly) how to do this?

Please respond VIA electronic mail, and I will summarize all responses
to the network.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

3799. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-18 13:05:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A11427@S.maus.de>
Source record: 37555

```
E>I've downloaded the 3 overscan docs and noticed that there are no
E>instructions for a TOS 1.62 STE, and the MMU, GLU, and Video Shifter,
E>the 3 chips that are used in th modification, are all different on the
E>STE.

Overscan doesn't work on any STE.

Christof
```

3800. Re: Floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-18 13:53:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A1014@MS.maus.de>
Source record: 37554

In article A53184@K, Peter Missel @ K wrote:
>ICD claims that The Link, an ST->SCSI adaptor, can handle Flopticals when using
>their software (comes with the adaptor).
>
>Atari claims that the brandnew HDX/AHDI release (versions 5.04/6.06) handles
>the Insite floptical correctly. Might be on TT and Falcon only, though.
>
>I tried neither of these, so don't shoot the messenger...

Don't forget SCSI-Tool/HuSHI :-) (we were the first ones...)

It's really only a matter of handling removable media correctly (a),
to initiatilize the drive correctly (b) and to support media without
root sectors, especially Insite's VHD format (c). I don't know how
good AHDI and ICD are regarding (c).

3801. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-18 20:34:34 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.4ljy@terapin.com>
Source record: 37551
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

evanlang@sdf.lonestar.org (Evan Langlois) writes:

>
>I've downloaded the 3 overscan docs and noticed that there are no instructions
>for a TOS 1.62 STE, and the MMU, GLU, and Video Shifter, the 3 chips that are
>used in th modification, are all different on the STE.
>
>Has anyone done this modification to an STE machine? I have an NEC 3D
Multisyc,
>
>and I would KILL for a little extra resolution (the monitor can certainly
handle
>
>it!!). Also, the video shifter of the STE will sync to an external input,
like
>the Falcon (kinda) and also has some other improvements. I would think such a
>modification would be easier. Anyone got it working (please no guessing, I'm
>willing to open the machine and play, but I'm no tech and would rather not let

>the magic smoke out of my computer. Nothing works after the magic smoke goes
>away!!)
>
>Thanks a bunch.
>
>.. please email me ..
>
>evanlang@sdf.lonestar.org
>
>
Yes, I know what you mean. I have an ATARI SC1435 color monitor, and am not
getting anything out of it other than the stereo sound! I have a 14' monitor,
but the actual screen is the same size as the 12' monitor, and THAT has a
border! Well I also have an ATARI 1040 STE, TOS 1.62. I had heard that you
couldn't get overscan to work on an STE, but if you find out please let me
know.

Thanks,

Alberto Fonseca
afonseca@terapin.com

3802. Re: HELP: need to undelete entire HD partition

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-18 21:34:13 UTC
From: saj@chinet.chinet.com
Message-ID: <CADqL2.u4@chinet.chinet.com>
Source record: 37552

Since the most frequent cause of massive data loss among people I've known is blown partition tables, I figure this fits in:

Any documentation available giving an overview of Atari partitioning? Given GEM, BGM and XGM partitions, not to mention installable file systems, I'm somewhat confused.

Is there a good way to back up partitioning information onto a floppy, such that if an operation blows the partitioning information, it can be restored?

And why do HDX 5.1 and 5.3 insist that the formatting information on my big (~600 MB) old (Wren V) SCSI drive is bad? It works fine, divided (a couple years ago, and with some difficulty) into partitions C: - I:. I'd like to do some fiddling with the booter, and this is a known way to lose partitioning. With HDX refusing to read or write it, I'm reduced to printing out physical sector 0--this gives me a bad feeling.

Steve

3803. Re: Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-18 21:39:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A55223@K.maus.de>
Source record: 37553

-A45306@K

>>Anyone out there know where I can get the file detailling the
>installation >of a 1.44meg drive in a Mega-STE with AJAX chip?!

>Just
>plug it in and set the appropriate jumper (7?)

No! In a Mega STE, there might be more work to be done:

If the power supply is Rev. -001, remove the middle screw and insulate that point.

Check if you have a C309301-002 PAL in there; if it's -001, replace.

bye, Peter

3804. How to start *.prg from within a tos program?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 05:18:41 UTC
From: marc@targon.UUCP
Message-ID: <3408@targon.UUCP>
Source record: 37556

Hi,

As the subject says, I wonder if it is possible to start a gem program
(*.prg, *.app) from within a tos program (*.tos, *.ttp), and if so,
how it is done. Well, I know how to start it actually, but get
the infamous mouse hiding/showing mismatch behaviour.
I already tried to initialize gem within the tos program and tried
some v_hide_c and v_show_c combinations, but to no reveal.
Does anyone have a clue?
Oh, and by the way, is there any difference between a .prg and a .app?

Thanks,

Marc

3805. Partition Bootsector corrupted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 05:28:10 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAECIy.MJ5@freenet.carleton.ca>
Source record: 37557

One of the partitions on my Falcon's hard drive has a corrupted
bootsector. Is there anything I can do to fix it beides
reformating/repartitioning the drive? Any help would be gratly appreciated!

Jack

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

3806. Heat 'n' Serve C / Gemini - Conflict?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 07:08:44 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.&VAiXYV_8FQ@elfhaven.ersys.edmonton.ab.ca>
Source record: 37446

Hi,

I have been having a very strange problem, and I was hoping someone
could help me out.

MasterBrowse generates a BUS ERROR (while loading) if it is run under
Gemini/Mupfel with no paramaters. To find out if the problem was with
MasterBrowse, I replaced the first line of code with code to bring
up an alert box. The alert never appeared, so the problem is
ocuring before my code starts.

Is there something going on between the two that I don't know about?
If I pass paramaters, everything works fine. No paramaters, and boom.
I am using HSC 1.40 (when is 2.0 going to be released, anyway?) and
the version of Gemini is 1.21UK (the english one).

Please respond by electronic mail, as it is much faster. If I find
out anything of interest, I'll summarize it to the network.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

3807. Re: Partition Bootsector corrupted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 09:38:11 UTC
From: reschke@math.uni-muenster.de
Message-ID: <22dq23$19jv@obelix.uni-muenster.de>
Source record: 37558

In article MJ5@freenet.carleton.ca, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
> One of the partitions on my Falcon's hard drive has a corrupted
> bootsector. Is there anything I can do to fix it beides
> reformating/repartitioning the drive? Any help would be gratly appreciated!

You can use HDX's `Zero partition' function.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3808. Re: HELP: need to undelete entire HD partition

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 10:25:46 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jul19.102546.12329@rhrk.uni-kl.de>
Source record: 37559

saj@chinet.chinet.com (Stephen Jacobs) writes:

>Any documentation available giving an overview of Atari partitioning? Given
>GEM, BGM and XGM partitions, not to mention installable file systems, I'm
>somewhat confused.

The AHDI 3.00 Release Notes contain all the information you need about GEM,
BGM, XGM.

>Is there a good way to back up partitioning information onto a floppy, such
>that if an operation blows the partitioning information, it can be restored?

In most cases a backup of the root sector is sufficient. A backup of all the
boot sectors is useful, too. Most disk monitors should be able to do that.

>And why do HDX 5.1 and 5.3 insist that the formatting information on my big
>(~600 MB) old (Wren V) SCSI drive is bad? It works fine, divided (a couple

In my opinion this is a bug in HDX. Even if all the information is
definitely correct HDX sometimes won`t partition a drive.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3809. Re: Partition Bootsector corrupted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 12:31:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.451193@cix.compulink.co.uk>
Source record: 37585

In article <CAECIy.MJ5@freenet.carleton.ca>, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
>One of the partitions on my Falcon's hard drive has a corrupted
>bootsector. Is there anything I can do to fix it beides
>reformating/repartitioning the drive? Any help would be gratly appreciated!
>

The bug has bitten...
You can try Knife to write a dummy boot sector then backup the drive and re-partition. Simply copy the boot sector of another partition. You will HAVE to reformat after that.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3810. Is now the time to buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 13:47:52 UTC
From: naw@planet.bt.co.uk
Message-ID: <NAW.93Jul19134752@draco.planet.bt.co.uk>
Source record: 37561

I'm presently using an STFM with Cubase. I've been toying with the idea of upgrading the system for sometime. Essential I'm tired of the games machine feel that Ataris give me and I want a proper machine.

However my choices are somewhat limited: I won't buy a DOS box on principle. (Even if only to run Linux, it's still keeping a dead architecture going.) I won't buy a Mac because of Apples position on look and feel copyrights. (And because for the hardware in them they're ridiculously overpriced slug boxes.) What I really want is a nice Un*x box like a Sparc Classic or IPX. However that would be a bigger outlay than I would really like to spend at present. So how frustrated will I feel with a Falcon + Mulitos + Mint.

How near to being a proper operation system is Multitos? (Don't say it is a proper operating system unless it's got virtual memory, process protection, IPC, and proper documentation.)

Also what about UK sources? Can anyone recomend a good cheap supplier? (With example prices.)
Ab.
--

+-------------------------------------+-------------------------+
Disclaimer:	Strange but true:
``It was not me, it	"Virginia Bottomley" is
was the other three''	an anagram for:
--- Rick (The Young Ones: Nasty)	"I'm an evil Tory bigot".
+-------------------------------------+-------------------------+
| Ab Wilson <naw@planet.bt.co.uk> | The Object Design Co Ltd |
+-------------------------------------+-------------------------+
GCS/MU d--- p-- c+ l m- s+++/- !g w+++ t r- x++

3811. Re: Ringing the Bell (again and again)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 15:58:17 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Jul19085817@hpbeo82.bbn.hp.com>
Source record: 37564

You could use Dosound(-1) (I believe) to wait for the sound to stop.

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+---
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3812. Re: ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 16:04:15 UTC
From: remyh@cco.caltech.edu
Message-ID: <22eglvINN477@gap.caltech.edu>
Source record: 37563
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When did 6.1.4 come out? I called the BBS less than two weeks ago, and the current version was still 6.0.7

Remy Hathaway

--
\ Remy A. Hathaway | What is this (You are sleeping. \
/ The Dork Knight I crab doing) You do not want to believe. \
\ remyh@sandman.caltech.edu | here? (You are sleeping. /
/ 3cpu!remy@percy.rain.com I -Sartre) You do not want to believe. /

3813. GENEVA

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 16:26:45 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAF70M.6Cw@sdf.lonestar.org>
Source record: 37442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I don't have access to GEnie (with FIDONET, INTERNET, ATARINET, and VERVAN-NET who has time?). I was reading the GENEVA-conference that someone posted here and I noticed they need BETA-testers. If anyone has the file they said to get to apply, please E-Mail it to me. I've been getting real sick lately about the software I get because its so buggy, so I figure maybe if I send my bug-list BEFORE the product is released, maybe they would actually get fixed.

Anyone wanna buy a copy of Warp9?

Thanks .. email at evanlang@sdf.lonestar.org

3814. MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 16:36:26 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAF7Gr.6uo@sdf.lonestar.org>
Source record: 37445

I've been looking at the "changes" file and I noticed that those little error reports that mess up my desktop shouuld now be going into alert boxes. This would be ideal since printing them is usually worthless to me (my printer is running out of ribbon and paper and i really don't CARE about the basepage and such of a program that has stopped running).

It looks like some other program is needed to create and read the "alert pipe" and display the alerts. Is there a program around (a.a.u.e maybe?) that will accomplish this? If it isn't that big, can someone E-MAil it to me?

Also, the fsfirst/fsnext calls are supposed to return TOS compatible filenames now, even in a MiNT-domain process. Connect still shows the lower-cased names, and on a Minix partition (30 character names), I only get the first 8+3 characters of the filename, so if the filename is short, I don't see ANYTHING at all, at least that is what I THINK is happening, since folders show up fine but I can't find any filenames, I just have to type one in. This is in the file selector BTW.

Last, is multiTOS REALLY pre-emptive multitasking? Or is it cooperative multitasking AES running on top of a pre-emptive multitasking (MiNT) TOS? Will GENEVA pre-emptively multitask GEM programs with MiNT, or is it just cooperative even with miNT installed with respect to GEM programs?

Thanks .. please email replies if you can ..
evanlang@sdf.lonestar.org

3815. GEMfast

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 16:39:37 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAF7M2.6xs@sdf.lonestar.org>
Source record: 37444

Is there any word on a GEM Fast for GNUC? It would make life much better if my favorite GEM library would work with my current C compiler. I may have to find the source and see if I can port some of the higher level routines by hand. There are a few I'd like to use, even if they have to be cut from the rest of GEMFAST, even though a complete port would be best.

3816. System f***ed. What have I fried?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 17:34:26 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993Jul19.113328.21348@peavax.mlo.dec.com>
Source record: 37560

Hi People,

I was sitting at by machine (ST, w/106Mb HD - ICD etc.) when the ICD driver reported "Write failed" and "Sense $04". No need to panic, I thought, since I'd recently saved my work.

From the ICD book, sense $04 is "Drive not ready". Curious transient glitch, thought I. Let's reboot...

Upon reboot, my desktop shows just the two floppy drives! I try installing a "C" icon -- this drive "apparently does not exist". Hmmm... Upon inspection, even the floppies appear somewhat reticent: [Open...] spins the disk, but no window appears. (That screwed my normal "manual reboot of hard-disk" ploy.) [Show info..] gives me the "not responding, cancel, retry" guff.

There seems to be nothing I can do to get *any* disk, floppy or otherwise, to talk to me! I've re-seated all the chips on the motherboard, and ensured all the connectors are secured. All to no avail.

This is a bit of a bummer, to say the least. Can anyone suggest anything? I'm confident that my HD is still OK. I'd prefer to think a chip has died (although I'd want a good explanation for this!). Any clues would be *very* much appreciated.

Cheers,

[M][a][r][c]

** -------------------------- ** ------------------------------ **
** Marc CR Bouron ** Digital Trading Solutions, Ltd. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** ------------------------------ **

And for my next trick, I shall disappe^C
And for my next trick, my *ST* shall disappear in a puff of smo

3817. Re: Monitor Connections

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 18:05:50 UTC
From: jbww@ukc.ac.uk
Message-ID: <5282@eagle.ukc.ac.uk>
Source record: 37565

In article <22a8s9INN1l7@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Hi No you can't use that monitor..
>
>Your monitor is TTL RGB and the Atari is Analog RGB...
>

Yes, you can use it ....
there are some little jumpers inside that you can change
to convert it to Analog RGB - this works well.

Switch off and leave for half an hour for the voltages to decay before
opening. Avoid the back of the tube!

From memory :
Inside you will see 4 small jumpers. 1 inverts the video, (leave it alone)
Of the other three (together) the left two move 1 space to the right,
the right one moves 1 space to the left.

If the colour is off, it has to be adjusted at the back of the tube -
Don't do this unless you know what you are doing :
THESE VOLTAGES ARE LETHAL!
use a long plastic adjuster - the adjusters are marked.
A1 VR932 adjusts the cut off - no drive = no raster.
Red : VR903, Green: VR916, Blue:VR910
Backgrounds:
Red : VR906, Green: VR914, Blue:VR921

Re. the cable :
Atari Monitor
Red 7 1 bottom left
Green 6 2 top left
Blue 10 3 top
VSync 12 4 top right
HSync 9 6 centre
Ground 13 case

Best of luck,
cheers,
beau webber jbww@ukc.ac.uk

3818. BFRDBU loaded to Atari Archive.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 18:21:19 UTC
From: wabe@ukc.ac.uk
Message-ID: <5283@eagle.ukc.ac.uk>
Source record: 37566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have today (or WILL - if I can get access!!) downloaded my
Bootsector, Fats & Rootdirectory backup utility (BFRDBU10.ZOO) to a.a.

This is a program to safeguard against disaster should your Hard
Disk Fats and RootDirectory Info be corrupted - by imperfect hardware
and/or software - as has, alas, been reported quite often to this
Newsgroup in the past few months. It enables the Fats and RootDirectory
Info of specified Hard-Disk Partitions or other Volume(s) to be quickly
saved to .FBU files on floppy A:\. The info on these can be restored
should disaster occur. It takes but a minute or so to back up this Info
for ALL partitions on a 100 Mbyte Hard Disk - and so you can afford to
do this backup every time you boot-up by including BFRDBU.PRG as one of
your AUTO Folder Programs. Also it can safely be used with BGM
partitions. Only you can judge whether your Hard Disk is sufficiently
reliable for you NOT to take this precaution.

Further - suppose you typed "rm *" whilst in directory C:\ from
a shell by mistake - and the shell promptly goes about deleting very
many files before, in panic, you hit the Warm-Reset button - then, as I
found (once), the easiest way to redeem the situation is to restore the
FATS & Root Directory Info if you have a fairly recent copy. All files
that have not been disturbed since the backup was made become accessible
again thus avoiding utter disaster (note "UNDELETE" programs fail with
fragmented files).

Anyway, personally, I've found this useful over the past two or
three years and I think many out there might also. As it's easy, I
reproduce below an extract from the DOC file that accompanies BFRDBU.PRG
- so that you can judge whether it's what you've been waiting for or
not.

Cheers,
W. Alan B. Evans

********** Extract from BFRDBU.DOC **********

A few years ago, I had Hard Disk Troubles of the kind that led to
the FATS and ROOTDIRECTORY info on my SH205 being frequently
over-written. This of course results in making the files on that
partition, though largely undamaged, virtually inaccessible. In an
ideal world this should NEVER happen but imperfect hardware and/or
software can lead to this disastrous situation. Initially I wrote a
"full" Hard Disk backup program (HDQBUR - "Hard Disk Quick Backup &
Restore" which was distributed to the Archives in the past as part of
HD_UTILS). However, a "full" sector copy backup to floppies takes

rather a long time AND uses rather many floppies. I quickly realised that what I really needed was an utility that simply copied the FATS/ROOTDIRECTORY Info on a selected Partition to file (stored on floppy or, perhaps, on another Partition). This of course is quick and can be done every time you boot up. Then if a subsequent disaster occurs this info can be restored and thus access is regained to the locations of ALL rootdirectory files (and directories) that have not been altered since the last backup - provided, of course, they are undamaged by the initial disaster!!. However new files you may have created or files that have been edited since the last backup will of course be lost or "uncomplete". But often this is not so bad as they tend to be fresh in your mind and are usually fairly easily redeemable from some other source (e.g. floppy copy etc.). After "restoring" such Partitions it is advisable to check its FATS' integrity with some suitable Utility such as ICD's "CLEANUP" (which I personally find excellent) or, maybe, with Jorge Lohse's FSCK.PRG (though this is old and works only on non-extended {<= 16 Mbyte} and non-BGM partitions) and doubtless with other more recent disk-tools. Most imperfect files can be "weeded-out" this way.

Thus BFRDBU.PRG came to be born - and in the past couple of years has saved me a great deal of hassle, alas on several occasions. However I was under the impression that my "problem" Hard Disk was rather uncommon, but reading various ST-Newsgroups over the past few months alerted me to several others who have experienced similar difficulties. This prompted me to "tidy-up" the program a bit and offer it to the PD Archives - hence this submission. Basically BFRDBU is a simple program that makes minimal use of GEM - and is configured so that it can be optionally used as an AUTO-folder backup program at boot time.

BFRDBU will save the Bootsector-Fats-Rootdirectory Info on selected partitions (or Volumes) into .FBU (Fats Back-Up) files such as C_BFRD.FBU, .., E_BFRD.FBU that are saved on the Floppy Drive A:\. (an alternative scheme would be to save these in different partitions cyclically - e.g. if you have Partitions C:\, D:\ and E:\, then save C_BFRD.FBU to D:\, D_BFRD.FBU to E:\ and E_BFRD.FBU to C:\ - but the current BFRDBU.PRG does not offer this feature though it would make the back-ups even faster). Note the first letter of the Filename corresponds to that of the Volume whose info is saved in the file. BFRDBU also maintains one level of backup in .BAK files e.g. C_BFRD.BAK etc. The selection of drives to be backed is done simply by entering a string e.g. "CEF" (case or order does not matter) which is made up of the Drive Letters of all selected drives i.e. in this example you would be selecting Partitions C:\, E:\ anf F:\. The BACKUP option of BFRDBU does not use any GEM and so may be used at booting-up time. However, for the RESTORE option I thought it convenient to have some FormAlerts and the GEM FileSelector so that this (hopefully rarely needed) option must be done after boot-up within the GEM/AES environment. No elaborate explanations are needed - BFRDBU will prompt you with simple questions at each stage. Note it

does take into account logical sector size so that you can safely use it on BGM Partitions etc. (I have been doing so for years!).

I note, recently, that this simple (obvious?) idea has also been utilised in the recent (and, by all accounts, quite comprehensive) Disk Utility Program "Diamond Edge" of John Cordes et. al. (the UK importers are Hisoft). From what I read, I think "Diamond Edge" (in its "quick-backup" or whatever-they-call-it option) goes further than BFRDBU in that it will also store all subdirectory tree info also on the floppy. Of course, this is, in principle, better than the task that BFRDBU currently performs. However, it will take that much longer time and, of course, will still not be as good as a "full" backup. I will simply say that I, personally, have yet to know of an accident where both subdirectory AND rootdirectory contents were simultaneously damaged but with virtually all the files intact. Thus I never found it necessary to code this "subdirectory" feature in and I trust this will also be true for most potential users of BFRDBU. It does help a little if you ensure that the FIRST file on your disk (that follows immediately after the rootdirectory ends) is NOT a subdirecory sector but, preferably, some large, static and easily-replaced program e.g. CALAMUS.PRG or similar. If you _must_ have all Rootdirecory AND Subdirectory Info backed, then investigate "Diamond Edge".

Good Luck,
W. Alan B. Evans. July 1993.

****

3819. Adding to U:\DEV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 19:34:10 UTC
From: u2e32@keele.ac.uk
Message-ID: <22esvj$e9r@gabriel.keele.ac.uk>
Source record: 37567

I'm interested in adding to the devices listed in MultiTos's U:\DEV
However I cannot find any information in the MiNT doc's. Someone
sugested adding a device driver, but will MiNT and MTos then install
this to the \DEV directory? How is data recieved?
If anyone could answer this I would be greatful.

Cheers Graham.

Graham "Roll The Dice" Harrison.	u2e32@keele.ac.uk
Stoke On Trent	Even Death Fears Undertakers
England	

3820. Bug in Falcon HD driver

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 19:53:40 UTC
From: andrew@minster.york.ac.uk
Message-ID: <743111620.6186@minster.york.ac.uk>
Source record: 37572

I don't remember seeing this posted before but I read this in
August's issue of ST Format:

"Falcon bother
If you have a Falcon with an internal hard drive you should know that there is a small bug in
its operating system that can lead to loss of hard drive data.
If partition C is nearly full and a larger then the available space is copied to it, the data
overwrites the first cluster of partition D. This deletes the directory information of drive
D resulting in a wiped partition. Atari are aware of the problem and a fixed version of the
Falcon hard disk driver software should be ready now. Contact Atari on (UK) 0753 533344.

< other stuff about regularly backing up your HD deleted >"

So be warned and make sure you have the latest version of the HD software.

-Andrew

3821. Redrawing corrupted icons--how?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 20:04:25 UTC
From: timg@emx.cc.utexas.edu
Message-ID: <22euo9INNnoq@emx.cc.utexas.edu>
Source record: 37568
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Thanks to all those who answered my question about the bug in vr_trnfm(). Now for a nice question about icon handling.

I recently began playing around with icons, and I have encountered the following problem. There appears to be no way to tell when an the image of an icon has been corrupted by a window from another program.

I can draw an icon on the screen with objc_draw, select it, move it around, and even redraw it if a window from my own application destroys the icon image. BUT if the icon is covered by a window from another application (like the xcontrol window), there seems to be no way for my program to find out. What is generally done in such cases?

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

3822. Re: BFRDBU loaded to Atari Archive.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 20:06:24 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Jul19.170624.15063@ac.dal.ca>
Source record: 37570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <5283@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
> I have today (or WILL - if I can get access!!) downloaded my
> Bootsector, Fats & Rootdirectory backup utility (BFRDBU10.ZOO) to a.a.

< material deleted >

> I note, recently, that this simple (obvious?) idea has also been
> utilised in the recent (and, by all accounts, quite comprehensive) Disk
> Utility Program "Diamond Edge" of John Cordes et. al. (the UK
^^^^^^^^^^^
This is very flattering, but unfortunately not correct. This excellent
program comes from Bob Luneski of Oregon Research Associates.

> importers are Hisoft). From what I read, I think "Diamond Edge" (in its
> "quick-backup" or whatever-they-call-it option) goes further than BFRDBU

> W. Alan B. Evans. July 1993.
>

John Cordes
email: cordes@ac.dal.ca

3823. Re: TT030 External Speaker was Re: Falcon headphone output withou

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 20:08:39 UTC
From: gruber@austin.ibm.com
Message-ID: <CAFHAF.GDo@austin.ibm.com>
Source record: 37569

>
> I know our `rudness' is not appreciated, but face it you are being stupid;

Not really considering I know nothing about the Falcon.
Stupidity and lack of knowledge are two different things.

Scott

------The judgements of any person reflects not necessarily the truth
but their own disposition.

3824. Re: Partition Bootsector corrupted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 20:22:26 UTC
From: m2ac@ohm.york.ac.uk
Message-ID: <1993Jul19.202226.22821@ohm.york.ac.uk>
Source record: 37571

In <CAECIy.MJ5@freenet.carleton.ca> ac382@Freenet.carleton.ca (Jack Kitowicz) writes:

> One of the partitions on my Falcon's hard drive has a corrupted
>bootsector. Is there anything I can do to fix it beides
>reformating/repartitioning the drive? Any help would be gratly appreciated!

> Jack

There is a problem with the Falcons Hard Disk software, on older
falcons at least. (mines nearly 3 months old) This allows data to overflow
from one full partition into the bootsector of the next making it completely
useless, though it can be fixed. This problem happened to me, and I
contacted Atari who have just sent me a new version of MultiTOS with
new HD software. This should prevent this overwriting from occuring,
although they didn't give any clues about how to rescue data from
affected partitions.

I understand from someone else that you do not need to reformat the disk
but just copy the boot sector of a same sized partition onto that partition.
Although I've not had a go at doing this yet... It probably needs
some disk utility.

Sorry thats not more help, but I've not sussed it myself yet!

Andrew Crowley
m2ac@ohm.york.ac.uk

3825. Re: HELP: need to undelete entire HD partition

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 22:27:44 UTC
From: ken@isgtec.com
Message-ID: <5269@isgtec.isgtec.com>
Source record: 37574

In article <CADqL2.u4@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
> Since the most frequent cause of massive data loss among people I've known is
> blown partition tables, I figure this fits in:
>
> ...
> Is there a good way to back up partitioning information onto a floppy, such
> that if an operation blows the partitioning information, it can be restored?

Yeah, use the ICD utilities, they let you back up the two critical pieces
of data - the boot sector(s) and the partition sector(s), onto a floppy.
I believe they also store partition data in an undocumented place at
the end of some partition or something, so it can recover from some things
even if the partition sectors are wiped.

--
God is real, unless declared integer.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3826. Re: CD-RO: profit for atari but only if the CD is cheep!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-19 22:39:36 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <SYIFBZ0O@heaven7.in-berlin.de>
Source record: 37573

In <31yk7B2w165w@ersys.edmonton.ab.ca>, Allan Brockman (ab@ersys.edmonton.ab.ca) writes:
: I hope that Atari makes the CD dirt cheep
^^
: i CD can be made for as little ase $5 if it is doen in mass
^ ^^
: this means that a CD can sell for cheep (indeed to get permition
^^ ^^^
: to place GNU stuff on the disk they MUST sell for cheep!) thus atari
^^

[...]

Apart from the fact that you obvioisly have the lousiest spelling I've
seen in a while, what you write is plain b*llshit. You can sell GNU
stuff for whatever your customers will pay, no problem.

This isn't meant to say that Atari should sell that CD cheap ...

: to survive that sertan unpleasant thing should be said (and said bluntly
:) to the excutive of atari.

I'm sorry for the bluntless of this message but more that 1 spelling mistake
per line makes my eyes sore.
--
__ | Martin P. Ibert, Fï¿½rstenweg 11, D-13589 Berlin-Spandau, Germany
( )__ | martini@heaven7.in-berlin.de, Fon: +4930-3753479, Fax: -3753699
( )_ |---
(_________) | All that we see or seem/is but a dream within a dream. --E.A.P.

3827. Unsubscribe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 05:19:35 UTC
From: clemens@server.informatik.uni-siegen.de
Message-ID: <22fv97INN9bn@homer-lab.FB5.Uni-Siegen.DE>
Source record: 37575

Please unsubscribe me.

Clemens

Clemens Wagner
clemens@server.informatik.uni-siegen.de

3828. Re: ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 06:55:01 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCAGB7q.1H9@netcom.com>
Source record: 37577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Remy Adam Hathaway (remyh@cco.caltech.edu) wrote:
: When did 6.1.4 come out? I called the BBS less than two weeks ago, and the
: current version was still 6.0.7

: Remy Hathaway

Version 6.2.0 is the most recent version. It came out a couple of weeks
ago. I have it, so it's definitely out. Has a new retry option of disk
read failures.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

3829. Re: OverScan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 07:06:39 UTC
From: gehnen@uni-paderborn.de
Message-ID: <22g5hv$84g@news.uni-paderborn.de>
Source record: 37576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: Has anyone done this modification to an STE machine?
No one has done this to a STE, because there is no possibility to do so.
Overscan works by manipulating the Controlsignals from the Glue to the MMU and
the Shifter. In the STE the Glue and the MMU are packed into one single chip.
So it is not possible to break the line between the Glue and the MMU.

--
Gerrit Gehnen gehnen@hni.uni-paderborn.de
Rechnerintegrierte Produktion
Heinz Nixdorf Institut
Uni-GH Paderborn
Tel: (+49)5251/60-3261 FAX: (+49)5251/60-3241 ...und das war's auch schon

3830. Can I have more than 1 External Floppy Drive in STf

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 07:48:11 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jul20.074811.153807@zeus.calpoly.edu>
Source record: 37578

Hello,

I just recently got a 1040STf with a intermittant Internal Drive.
How can I get it to use my 2 external DS/DD drives that I used fine
with my 520ST????? I put the internal Floppy drive selector on 0,
and my 2 external dries on 1 and 2. (They range from 0-4, and also have
an extra pin for god knows what.) Mind you, my 520 knows how to use
them fine! I also tried totally disconnecting the internal drive
(power supply, and data cable), and putting my external drives on 0
and 1, but nothing happened! Can I completely bipass the internal
drive? Can you only have Floppy A, and Floppy B, with TOS 1.0????

Any comments would be greatly appreciated!

Chris.

--
~~~~~~
Chris Willison	(cwilliso@tuba.calpoly.edu)
School of Computer Science	Cal Poly San Luis Obispo
Cal Poly San Luis Obispo Ca.	"No Core Dump Required"
~~~~~~

3831. Re: System f***ed. What have I fried?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 08:23:30 UTC
From: elendir@enst.fr
Message-ID: <22ga22$dts@cismsun.univ-lyon1.fr>
Source record: 37579

Marc Bouron (bouronm@uproar.enet.dec.com) wrote:

: This is a bit of a bummer, to say the least. Can anyone suggest anything?

Your hard disk driver is basically corrupted. I had the same problem with
an early (rev. 4) falcon and a poor hard-disk. At boot time, hold down the
Alternate key, and you should boot correctly with your floppies. Then run
the ICD utilities again.

Vincent.

3832. Re: Is now the time to buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 08:38:47 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Jul20.083847.21857@Informatik.TU-Muenchen.DE>
Source record: 37580

In article <NAW.93Jul19134752@draco.planet.bt.co.uk>, naw@planet.bt.co.uk (Ab Wilson) writes:
|> bigger outlay than I would really like to spend at present. So how
|> frustrated will I feel with a Falcon + Mulitos + Mint.

only Falcon + Mulitos (Mulitos includes MiNT)

|> How near to being a proper operation system is Multitos? (Don't say it
|> is a proper operating system unless it's got virtual memory,
The standard Falcon uses virtual-memory for it's hardware registers and virtual-memory is available for some bucks here in Germany (e.g. OUTSIDE 99.- I think)

|> process protection, IPC,
1. Certainly M-TOS does this if you want on every 030 or higher machine
2. is even implemented on ST (didn't you know that) and has been extended in M-TOS

|> and proper documentation.)
with the new dosc from ATARI and the PROFIBUCH I have all the info I need (and the rest is done by testing e.g. some ISRAELIAN chips)

|> Also what about UK sources? Can anyone recomend a good cheap supplier?
|> (With example prices.)
try System Solutions ... they don't have dumping-prices but an excellent support.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

3833. Re: Adding to U:\DEV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 09:23:37 UTC
From: kuhnu@math.uni-muenster.de
Message-ID: <22gdip$qh7@obelix.uni-muenster.de>
Source record: 37581

In article e9r@gabriel.keele.ac.uk, u2e32@keele.ac.uk (Graham R Harrison) writes:
>I'm interested in adding to the devices listed in MultiTos's U:\DEV
>However I cannot find any information in the MiNT doc's. Someone
>sugested adding a device driver, but will MiNT and MTos then install
>this to the \DEV directory? How is data recieved?
>If anyone could answer this I would be greatful.
>
There is a Dcntl opcode for u:\dev which lets you install a new device driver,
for documentation please look into biosfs.c, function name something with
dcntl. Once there was a device driver floating around named clockdev, which
was meant as a demo and documentation.

Ulrich

3834. Re: Redrawing corrupted icons--how?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 10:34:49 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CAGLE1.9o5@cs.bham.ac.uk>
Source record: 37582
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <22euo9INNnoq@emx.cc.utexas.edu> Tim Gallivan writes:
>I can draw an icon on the screen with objc_draw, select it, move it
>around, and even redraw it if a window from my own application destroys
>the icon image. BUT if the icon is covered by a window from another
>application (like the xcontrol window), there seems to be no way for my
>program to find out. What is generally done in such cases?
>

You cannot just draw onto the desktop - you must create your own
desktop (basically just a G_BOX with some sort of fill pattern, sized
to fit the screen) containing whatever icons (or whatever) you want to
display on it. Then use the wind_set(WF_NEWDESK, ...) call to register
your object tree with the AES.

I can't remember if the AES redraws it for you, or if you have to
catch redraws for window #0 (the desktop) yourself.

But having a new desktop is not very MultiTOS friendly, as all the
real desktop icons (etc) get obliterated.

--Chris

3835. Re: BFRDBU loaded to Atari Archive.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 12:16:19 UTC
From: wabe@ukc.ac.uk
Message-ID: <5293@eagle.ukc.ac.uk>
Source record: 37583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jul19.170624.15063@ac.dal.ca> cordes@ac.dal.ca (John Cordes) writes:
>In article <5283@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>> I have today (or WILL - if I can get access!!) downloaded my
>> Bootsector, Fats & Rootdirectory backup utility (BFRDBU10.ZOO) to a.a.
>
> < material deleted >
>
>> I note, recently, that this simple (obvious?) idea has also been
>> utilised in the recent (and, by all accounts, quite comprehensive) Disk
>> Utility Program "Diamond Edge" of John Cordes et. al. (the UK
> ^^^^^^^^^^^
> This is very flattering, but unfortunately not correct. This excellent
>program comes from Bob Luneski of Oregon Research Associates.
>

Apologies to both you and Bob Luneski and possibly others at
Oregon Research!!

I was remembering things and putting 2 and 2 together to make 5
when I wrote that! I remembered an upgrade program to Diamond Edge
being posted to this Newsgroup quite recently (i.e. few weeks ago) by
you (i.e. John Cordes) if my memory serves me right. So I naturally
assumed ....(alas, erroneously).

W. Alan B. Evans

3836. [Falcon] IDE register description needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 14:08:21 UTC
From: robert@and.nl
Message-ID: <CAGv9x.2G0@and.nl>
Source record: 37586

Does anybody know the register locations of the IDE drive in the
Falcon plus a description of what they do and how to program them.
This is needed for the Linux project.

Thanks in advance,
Robert
--
+--------------------+---------------+-----------------+-------------+
| Robert H. de Vries | robert@and.nl | AND Software BV | 010-4367100 |
+--------------------+---------------+-----------------+-------------+

3837. GEM is awful, is there a better GUI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 15:06:47 UTC
From: sys1@exnet.co.uk
Message-ID: <CAGxzC.HI1@exnet.co.uk>
Source record: 37590

Greetings nice people.

I have decided (Ha! as if there was ever a choice) to buy a Falcon030 when I can get my hands on it. However, in the meantime a bit of research is called for. As I do not like the GEM GUI that is shipped with the Atari I was wondering if there was an alternative?

Any ideas?

Yours

Xavier G.

3838. Uncompress

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 15:49:48 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <22h46sINN2bk@sheoak.ucnv.edu.au>
Source record: 37443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What should I use to uncompress unix .Z files? I have a couple of compress.ttp binaries, but I'm not sure what to do with them, and can't find anything called uncompress (then again, it wouldn't fit in an st filename, would it?).

Any help much appreciated....

****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

3839. .AU player for STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 16:33:10 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Jul20.163310.15665@ibr.cs.tu-bs.de>
Source record: 37587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, the subject says it all:
Is there a .au (SUN) player available for STe?

Axel

c0031098@ws.rz.tu-bs.de

3840. Re: Adding to U:\DEV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 18:51:43 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCAH8E7.Bwu@netcom.com>
Source record: 37588

In article <22esvj$e9r@gabriel.keele.ac.uk> u2e32@keele.ac.uk (Graham R Harrison) writes:
>I'm interested in adding to the devices listed in MultiTos's U:\DEV
>However I cannot find any information in the MiNT doc's. Someone
>sugested adding a device driver, but will MiNT and MTos then install
>this to the \DEV directory?

There are several Dcntl functions for adding device drivers. See the manual
page for Dcntl, and also the sample clock device driver (clockdev.c);
or, look at the MiNT source code (in biosfs.c, function bios_dcntl) for
details.

(Basically, you do something like
Dcntl(DEV_INSTALL, "U:\\DEV\\FOO", &d)
where "d" is a structure filled in with various information about your
device; this creates a device called "FOO").
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

3841. Re: Is now the time to buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 19:21:06 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.458235@cix.compulink.co.uk>
Source record: 37465

>How near to being a proper operation system is Multitos? (Don't say it
>is a proper operating system unless it's got virtual memory,
Do-able
>process protection, IPC,
Yes.
>and proper documentation.)
Ha ha ha! Actually both Hisoft and Atari can provide full
docs on MultiTOS. Hisofts will be with the new version of
Lattice C

>Also what about UK sources? Can anyone recomend a good cheap supplier?
Hisoft UK - 50 GBP
system Solutions - same

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

3842. Re: Partition Bootsector corrupted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 21:02:11 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAHEFn.2Hq@freenet.carleton.ca>
Source record: 37441

In a previous article, m2ac@ohm.york.ac.uk (Andrew Crowley - Music Technology/92) says:

>
>There is a problem with the Falcons Hard Disk software, on older
>falcons at least. (mines nearly 3 months old) This allows data to overflow
>from one full partition into the bootsector of the next making it completely
>useless, though it can be fixed. This problem happened to me, and I
>contacted Atari who have just sent me a new version of MultiTOS with
>new HD software. This should prevent this overwriting from occuring,
>although they didn't give any clues about how to rescue data from
>affected partitions.
>
>I understand from someone else that you do not need to reformat the disk
>but just copy the boot sector of a same sized partition onto that partition.
>Although I've not had a go at doing this yet... It probably needs
>some disk utility.
>
>Sorry thats not more help, but I've not sussed it myself yet!
>
>Andrew Crowley
>m2ac@ohm.york.ac.uk
>
>
>
>
Well in my case none of the partitions had much data on them so it
propably is not this bug. It is running under TOS 4.04 ;does this TOS
version still have this problem. Anayway, the problem has been solved: I
repartitioned the drive. Wish I had a floptical now....:(

BTW thank you to all the people who posted with solutions.

Jack
--

!! Computer Engineering at The Carleton Country Club!!
-----------------------ac382@freenet.carleton.ca-------------------

3843. Cartridge port connector

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 21:20:18 UTC
From: jonesha1@ic.ac.uk
Message-ID: <1993Jul20.212018.10512@cc.ic.ac.uk>
Source record: 37589

I was sorting through some old Bytes though other day, and I found a neat
little project I would like to try, that attaches to the ST cartridge port.
According to the same article, the ST port doesn't use a standard pitch
for it's edge connector, 0.79 inch, they claim.

Does anyone know where I could get a prototyping board for this connector?
preferably a 'generic' one, with just perfboard, not a set of EPROM
sockets...
Even better, a UK source :)

thanks for any information,

howie

--
Howard Jones, Dept. of Physics, | Sinclair Microdrives:
(lately of Centre for Computing Services) | your data saved in 28 days
Imperial College, London, UK | - or your money back.
Internet: ha.jones@ic.ac.uk |

3844. Re: Tos upgrade on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 21:21:55 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jul20.152155.811@janus.arc.ab.ca>
Source record: 37455

In article <1993Jul16.204632.29415@microsoft.com>, i-bds@microsoft.com (David Shoemaker) writes:
>I have TOS v 1.xx and am wondering if there is something I can do to upgrade
>it. I am having a few problems with demos and wonder if I might be the
>problem.
>
>What can I do for the upgrade? Is it software or a ROM?
>

It's in ROM. I would suggest talking to CodeHead Technologies. I just received there price list and they are having a sale on right now on the Tos Extension Card which will upgrade you to TOS 2.06. It's going for $118.15 U.S. They can be reached at 213-386-5789 9AM-1PM PDT. I am considering upgrading my Mega 2.

Bob

3845. Re: GCC 2.4.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-20 22:46:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.UcxIlgwULOk@semprini.tdkcs.waterloo.on.ca>
Source record: 37453

In <CA5FH7.9By@hermes.hrz.uni-bielefeld.de>, Torsten Scherer writes:
> In article <...>, djohnson@cix.compulink.co.uk ("David Johnson - CIX Staff") writes:
> |>
> |> I have just ftp this from atari.archive. I believe I have got all the
> |> correctly libraries. When compiling up a simple 'hello world' program it
> |> compiles that __main is not defined (I think this is the error message
> |> I am writing this message from work). What am I missing in my set up

Put this section in your code:

```
#ifdef HELLISH_KLUDGE
int __main( void )
{
return( 0 );
}
#endif
```

and use gcc -DHELLISH_KLUDGE until you find the latest libraries.

> Obviously you haven't got the right libraries :(I don't use a 2.4.x
> version of gcc, but I've listened to some discussion some days ago, where
> it was mentioned that you'll need mintlibs32 or gnulibs8? (don't ask me
> THAT number, please). Get the newest ones available, and it should work.

I'd REALLY be happy if someone were to create a canonical GCC/G++
set-of-archives (all in one directory) on atari.archive. In this
canonical directory, you'd have gcc.zoo (latest version of gcc), gxx.zoo
(latest version of g++), libg.zoo (latest libg.olb), libgxx.zoo (latest
libg++.olb), gemlib.zoo (latest libgem.olb), mintlib.zoo (latest
libmint.olb), etc. Each library archive should come with its latest
header files.

This would make it MUCH easier for a new user to get all the files they
need, and it'd make it easier to keep up to date with everything... just
watch the weekly newstuff postings from atari.archive.

Any volunteers? :-) I can't ftp, so I'm out... I also don't have the
latest MiNT libraries or GEM libraries...
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3846. Re: Uncompress

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 03:51:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22iegdINN8g5@golem.wcc.govt.nz>
Source record: 37447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] compress.ttp binaries, but I'm not sure what to do with them, and can't
] find anything called uncompress (then again, it wouldn't fit in an st
] filename, would it?).

Using COMPRESS.TTP use this command line....

-d -I[Input Path] -O[Output Path] [Filename without the .Z part!]

e.g., for a file called temp.Z I would type

(The file is coming from C:\DOWNLOAD and going to C:\TEMP!)

-d -IC:\DOWNLOAD -OC:\TEMP temp

(I'm not too sure if you need a \ after the pathnames, but I don't
think you do!)
```

3847. TU-BERLIN.DE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 06:01:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22im3sINN8t0@golem.wcc.govt.nz>
Source record: 37448

Hi can some one tell me what is wrong with tu-berlin.de
as its not responding to e-mail request..??

This is from Sunday here and again on Monday..??

This was also a problem last week as well..

Thanks.............

Roger..... sheppard_r@kosmos.wcc.govt.nz

3848. GEMulator software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 08:34:15 UTC
From: haebler@uni-muenster.de
Message-ID: <22iv27$lnf@obelix.uni-muenster.de>
Source record: 37450

Hi,

it is said that the software for the GEMulator is free. Can I find it
on a ftp site?

Marcus

PS: I am posting for someone who cannot post. Answer to this group,
please. No email.
--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 48159 Muenster **
* Germany * IRC: D_Gently *
****

3849. Composite Video

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 08:43:59 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <22ivkf$d29@cismsun.univ-lyon1.fr>
Source record: 37449

I'd like to produce black and white Video composite signal from the signals available on my ST (i.e R,G,B,H,V)

Let me tell you what I (think I) know about this and just tell me where I'm wrong:

A B&W Composite Video signal consists of :
- The light intensity signal
- The Vertical Sync and the Horizontal Sync just superposed to this signal.

There is no coding of any sort for B&W signal.
Only color video needs coding (NTSC,PAL,SECAM)

So, The way to obtain a composite video is simply to mix a luminance signal with two sync signals...

Questions :
- How to mix corrctly R, G, B signals to obtain an acceptable, well-balanced luminance signal ?
- How to add both sync to this signal to obtain a complete Comp.Video B&W signal ?

Thank you for all answers or piece of answers.
Schematics will be greatly apreciated !

Thank You...

_____
Patrice LACOUTURE
INSA Lyon
Computer Science dept
France
E-Mail :
placou@biomodel.avignon.inra.fr
lacoutur@aedi.insa-lyon.fr

3850. Falcon audio hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 12:15:27 UTC
From: schulz@kssun7.rus.uni-stuttgart.de
Message-ID: <22jc0v$hkg@info2.rus.uni-stuttgart.de>
Source record: 37451

Hi Falconers,

What audio hardware is used in the Falcon. Are the multiplexer
and the AD/DC chips Atari made or some commercial available ones.

tnx

Claus-Dieter

3851. Falcon DSP port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 12:19:42 UTC
From: schulz@kssun7.rus.uni-stuttgart.de
Message-ID: <22jc8u$rd1@info2.rus.uni-stuttgart.de>
Source record: 37452

Hi,

Does some1 have some description of the DSP port lines
P_Data, P_Clk, P_Sync (pin 4-6) and
R_Data, R_Clk, R_Sync (pin 19-21) ?
Sound this is kinda serial Interface to the audio
part.

tnx

Claus-Dieter

3852. Re: Bug in Falcon HD driver

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 12:24:42 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.3JHaYay&gis@nasim.sta.sub.org>
Source record: 37464

andrew@minster.york.ac.uk writes:

>So be warned and make sure you have the latest version of the HD software.

The latest version of AHDI is 6.06 and the bug is fixed.

>-Andrew

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3853. Reading Joystick positions in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 16:02:58 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Jul21.160258.14141@iplmail.orl.mmc.com>
Source record: 37454

Does anyone have some info on reading the ST joystick using C? Any source code would also be appreciated. Answer by E-Mail or post it (if anyone else cares).

Larry Richardson
richards@foghorn.orl.mmc.com

3854. Sun 3/50 monitor on a TT ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 19:36:39 UTC
From: paul@charlie.ame.arizona.edu
Message-ID: <1993Jul21.123640.4664@arizona.edu>
Source record: 37456

Does anyone have a clue if it would be possible to connect a 19" mono monitor from a Sun 3/50 to a TT and use the TT-high resolution? We have several of these beasts in my office (typing on one now) which we plan on getting rid of in the near future (slow little 68020s). I could just bring my TT in here and try it out, but I'm afraid of blowing up one or the other or both.

-Thanks much.

Paul Harris
paul@charlie.ame.arizona.edu

3855. Re: [Falcon] IDE register descript

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 20:21:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A1198@MS.maus.de>
Source record: 37460

In article CAGv9x.2G0@and.nl Robert H. de Vries (robert@and.nl) wrote:
>Does anybody know the register locations of the IDE drive in the
>Falcon plus a description of what they do and how to program them.
>This is needed for the Linux project.

Sure. The registers are:

```
-------+-----+-------------------------------------------+----------
###############IDE Controller (Falcon, ST-Book, IDE cards) ############
-------+-----+-------------------------------------------+----------
$F00000|long |Data Register |R/W
$F00005|byte |Error Register |R
$F00009|byte |Sector Count Register |W
$F0000D|byte |Sector Number Register |W
$F00011|byte |Cylinder Low Register |W
$F00015|byte |Cylinder High Register |W
$F00019|byte |Drive Head Register |W
$F0001D|byte |Status Register |R
$F0001D|byte |Command Register |W
$F00039|byte |Alternate Status Register |R
$F00039|byte |Data Output Register |W
```

IDE programming information is contained in the standards document
`AT Bus Attachment', which is available from ftp.uni-muenster.de,
pub/unix/docs (I guess), filename `atar4.*'.

3856. Re: GCC 2.4.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 22:45:03 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Jul21224503@kropotkin.gnu.ai.mit.edu>
Source record: 37458

In article <H.ea.UcxllgwULOk@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>I'd REALLY be happy if someone were to create a canonical GCC/G++
>set-of-archives (all in one directory) on atari.archive. In this
>canonical directory, you'd have gcc.zoo (latest version of gcc), gxx.zoo
>(latest version of g++), libg.zoo (latest libg.olb), libgxx.zoo (latest
>libg++.olb), gemlib.zoo (latest libgem.olb), mintlib.zoo (latest
>libmint.olb), etc. Each library archive should come with its latest
>header files.
>
>This would make it MUCH easier for a new user to get all the files they
>need, and it'd make it easier to keep up to date with everything... just
>watch the weekly newstuff postings from atari.archive.
>
>Any volunteers? :-) I can't ftp, so I'm out... I also don't have the
>latest MiNT libraries or GEM libraries...

This sounds great in theory, but the fact of the matter is that this
"canonical" area would never be canonical: it would by nature contain
more than some people need and not enough for others. It would also
probably get out of date very quickly.

What's really needed is an introductory file explaining what you need
to get started (there may already be one on the archive, I'll
check...)

I recently installed the latest versions of most of the GNU utilities
and libraries. The latest version of the GCC-TOS library was
installed and does not have the "missing ___main" problem with newer
GCC's.

While I'm talking about the new GCC, I should point out that the newer
GCC's are pretty UNstable. For example, I compiled MiNT 1.07 with GCC
2.4.1 and found that my printer no longer worked. Use with caution!

Cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

3857. Re: GCC 2.4.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-21 23:34:08 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.XFcQ4WIL5rE@albemuth.equinox.gen.nz>
Source record: 37461

In <H.ea.UcxllgwULOk@semprini.tdkcs.waterloo.on.ca>, Chris Herborth writes:
[Stuff deleted]

>I'd REALLY be happy if someone were to create a canonical GCC/G++
>set-of-archives (all in one directory) on atari.archive. In this
>canonical directory, you'd have gcc.zoo (latest version of gcc), gxx.zoo
>(latest version of g++), libg.zoo (latest libg.olb), libgxx.zoo (latest
>libg++.olb), gemlib.zoo (latest libgem.olb), mintlib.zoo (latest
>libmint.olb), etc. Each library archive should come with its latest
>header files.
>
>This would make it MUCH easier for a new user to get all the files they
>need, and it'd make it easier to keep up to date with everything... just
>watch the weekly newstuff postings from atari.archive.
>
>Any volunteers? :-) I can't ftp, so I'm out... I also don't have the
>latest MiNT libraries or GEM libraries...

What would be even easier, is if the archivists at atari.archive who
are tracking what is the latest and what will work together, could set
up a set of symbolic links under those names, for the above stated reasons.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

3858. STf Memory Upgrade -Help-

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 03:28:53 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jul22.032853.119485@zeus.calpoly.edu>
Source record: 37457

Which area is the memory located on an STf?

```
-------------------------------------------------
| |-------
| |
| YM2149F |
| |
| |
| MC6850P |
| |
| ------- Here? MC6850P |
| V |
| U53 _________________
| U62 |
| U67 |
| U48 |
| U59 |
| U63 MC68000 |
| |
-----------------------------------------
```

Which sockets do I fill (what order?) U63 and U67 are filled now
"1987 REV.C" is stamped on the board. Also, what sort of mem. chips
can I put in -- Only Atari?

Any help would be great!

Chris.

```
--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| Chris Willison | (cwilliso@tuba.calpoly.edu) |
| School of Computer Science | Cal Poly San Luis Obispo |
| Cal Poly San Luis Obispo Ca. | "No Core Dump Required" |
```

3859. Re: Uncompress

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 04:36:10 UTC
From: rosenkra@convex.com
Message-ID: <1993Jul22.043610.25717@convex.com>
Source record: 37459
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <22h46sINN2bk@sheoak.ucnv.edu.au> i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
>What should I use to uncompress unix .Z files? I have a couple of
>compress.ttp binaries, but I'm not sure what to do with them, and can't
>find anything called uncompress (then again, it wouldn't fit in an st
>filename, would it?).

try

compress -d file.Z

with a shell you can alias "uncompress" to "compress -d".

>* wizzard@ironbark.ucnv.edu.au * Banana Banana *
^^^^^^^

a wizard would not need to ask, BTW... :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3860. BMS scsi with 2 drives does not work. HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 05:21:47 UTC
From: korg@c3po.rdt.monash.edu.au
Message-ID: <korg.743318507@c3po.rdt.monash.edu.au>
Source record: 37463

Hi!

I have a BMS scsi controller working with a Seagate scsi drive (umm
ST571 or something a 40Meg job). A few days ago, I plugged in a
Dec Rz23l (a 120Meg drive) and I cant get it to be identified by the
bms controller.

(the controller is the smaller, more modern one 200 or 100? I forget now)-:

When I run the bmsinit program with my working 40Meg, I get
controller 0, drive 0 than then options.
When I run the bmsinit program with the Dec drive, I get
controller 0, NO drive and can go no further.
When I run the bmsinit program with the both drives, I get
controller 0 and controller 1. Controller 0 has drive 0 etc,
controller 1 has NO drive.

I have played with the drive numbers and I just cant get it to
appear anywhere, so I cant format or do anthing!

HELP!

cam

--
Cameron Blackwood Robotics and Digital Technology, Monash University.
Email: c.blackwood@rdt.monash.edu.au Gaunix: korg@yoyo.cc.monash.edu.au

3861. what to do with C source?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 05:39:50 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <22l976INNnre@uwm.edu>
Source record: 37462
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the source for a program written in C for the PC. Can I do something with the source to make it run on my ST? It is a disk utility...

thanks...

--

Daniel James Frederiksen modE@csd4.csd.uwm.edu

3862. Re: Falcon audio hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 07:58:35 UTC
From: elendir@enst.fr
Message-ID: <22lhbb$cga@cismsun.univ-lyon1.fr>
Source record: 37466

Claus-Dieter Schulz (schulz@kssun7.rus.uni-stuttgart.de) wrote:
: Hi Falconers,

: What audio hardware is used in the Falcon. Are the multiplexer
: and the AD/DC chips Atari made or some commercial available ones.

A crystal semiconductor AD/DA converter was used, together with very
simple op-amps.

--
PSG Vainqueurs de la coupe de France 1982, 1983, 1993
PSG Champions de France 1985/86 1/2 Finaliste C3: 1993
PSG PARIS SAINT GERMAIN FC --- NOTRE HISTOIRE DEVIENDRA LEGENDE.

3863. Re: Is now the time to buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 08:23:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CAK4Mt.MLp@cs.bham.ac.uk>
Source record: 37467

In article <memo.458235@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk writes:
>
>>How near to being a proper operation system is Multitos? (Don't say it
>>is a proper operating system unless it's got virtual memory,
>Do-able
>>process protection, IPC,
>Yes.
>>and proper documentation.)
>Ha ha ha! Actually both Hisoft and Atari can provide full
>docs on MultiTOS. Hisofts will be with the new version of
>Lattice C
>
>>Also what about UK sources? Can anyone recomend a good cheap supplier?
>Hisoft UK - 50 GBP

ST Format (spit spit) claimed 29.95 GBP was the going rate. The 50
GBP was for a MultiTOS/Speedo bundle.

>system Solutions - same

--Chris

3864. Re: Sun 3/50 monitor on a TT ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 08:26:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Jul22.082600.23356@rhrk.uni-kl.de>
Source record: 37468

paul@charlie.ame.arizona.edu (Paul Harris) writes:

>Does anyone have a clue if it would be possible to connect a 19" mono monitor
>from a Sun 3/50 to a TT and use the TT-high resolution? We have several of

This won't work because TT high works at 71 Hz. As far as I know the sun
monitors work with 66 Hz.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3865. Re: Uncompress

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 08:27:25 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <ewV37B3w165w@sys6626.bison.mb.ca>
Source record: 37476
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

wells_s@kosmos.wcc.govt.nz writes:

>] compress.ttp binaries, but I'm not sure what to do with them, and can't
>] find anything called uncompress (then again, it wouldn't fit in an st
>] filename, would it?).
>
> Using COMPRESS.TTP use this command line....
>
> -d -I[Input Path] -O[Output Path] [Filename without the .Z part!]
>
> e.g., for a file called temp.Z I would type
>
> (The file is coming from C:\DOWNLOAD and going to C:\TEMP!)
>
> -d -IC:\DOWNLOAD -OC:\TEMP temp
>
> (I'm not too sure if you need a \ after the pathnames, but I don't
> think you do!)

And if you have an old TOS you must run compress.ttp througha CLI.
'command.prg' for example. Has something to do with TOS 1 converting
everything you type in a .ttp to upper case letters.

3866. Re: Sun 3/50 monitor on a TT ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 09:35:40 UTC
From: quentin@dragons_l.uk.sun.com
Message-ID: <22ln1c$2n7@uk-usenet.uk.sun.com>
Source record: 37469

I can't tell you about the video output to the TT monitor, or even the specs about the video levels used on this machine. BUT, I can tell you that the SUN monitor was driven by an ECL signal, and not pure video. Typical figures for this are;
Pixel Resolution:1152 x 900
Horiz freq : 61.8Khz
Vert Freq:66Hz
The sync signals are positive logic with sync on the rising edge. The ECL signal is intended for a differential ECL input terminated with an impedance of 100 ohms.
I don't really think it's of much for what you want to do.
Reagrds
Quentin

3867. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 11:02:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A11565@S.maus.de>
Source record: 37501

E>It looks like some other program is needed to create and read the "
E>alert pipe" and display the alerts. Is there a program around (a.a.u.e
E>maybe?) that will accomplish this?

This programm is called ALERT.ACC and is part of MultiTOS.

Christof

3868. Re: Sun 3/50 monitor on a TT ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 11:16:15 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1993Jul22.111615.6887@ericsson.se>
Source record: 37470

In article 2n7@uk-usenet.uk.sun.com, quentin@dragons_l.uk.sun.com (Quentin Hordle - Sun UK - Regional Technical Support) writes:
> I can't tell you about the video output to the TT monitor, or even the specs about the
> video levels used on this machine. BUT, I can tell you that the SUN monitor was driven
> by an ECL signal, and not pure video. Typical figures for this are;
> Pixel Resolution:1152 x 900
> Horiz freq : 61.8Khz
> Vert Freq:66Hz
> The sync signals are positive logic with sync on the rising edge. The ECL
> signal is intended for a differential ECL input terminated with an
> impedance of 100 ohms.
> I don't really think it's of much for what you want to do.
> Reagrds
> Quentin
>
>

You might be lucky then, since the TT output is also ECL level wit 100K impedance. However as stated in a previous article, the horizontal freq. fot the TT is 71 Hz. This may cause problems, but only for your monitor. If you connect it to the TT, it will only blow up your monitor if it can not cope with the higher frequency.

Just have a look at the technical specs. As far as I remember (it's a long time ago since I worked with SUN-2) this should be included with the SUN

Regards
/Rob

3869. Re: GEM is awful, is there a better GUI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 11:55:38 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.q1XmWHB2Q0E@nasim.sta.sub.org>
Source record: 37500

sys1@exnet.co.uk (Xavier Gallagher) writes:
>I have decided (Ha! as if there was ever a choice) to buy a Falcon030 when
>I can get my hands on it. However, in the meantime a bit of research is
>called for. As I do not like the GEM GUI that is shipped with the Atari I was
>wondering if there was an alternative?

>Any ideas?

You don't like GEM? Hmm, GEM is the graphics part of TOS. Nearly every
program on Atari uses GEM. Sorry, guy, the FALCON is not the right
computer for you.

If you mean the Desktop called 'Newdesk' (which has often nothing to do
with GEM :)) you'll see the Desktop of the FALCON with TOS 4.00-4.04 is
not that bad as you have seen it with TOS 1.x.

The standard alternatives are Gemini (probably best) and Neodesk3
(commercial). Gemini 1.21 does not work properly on my FALCON and I
don't expect Neodesk to work (dirty hacks).

>Yours

>Xavier G.

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3870. Re: what to do with C source?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 12:41:40 UTC
From: lancer@ramanujan.WPI.EDU
Message-ID: <LANCER.93Jul22124140@ramanujan.WPI.EDU>
Source record: 37474
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>>>>> "mode" == Daniel James Frederiksen <mode@csd4.csd.uwm.edu>
mode> writes: Originator: mode@csd4.csd.uwm.edu
mode> I have the source for a program written in C for the PC. Can I
mode> do something with the source to make it run on my ST?

Well, you can compile it! Get Heat n Serve C from the Languages
directory (I think) on atari.archive.umich.edu. It's easy to set up
and use if you have half a clue about using a compiler... And get
Gulam too 'cause it makes working with code easier. It's a CLI (like
csh) with a built-in emacs-like editor...

mode> It is a disk utility...

in this case, you probably can't use your code without some major
modification... If you really want to try, the Abacus book "ST Disk
Drives Inside and Out"" might help...

.s.
--
- lancer@wpi.wpi.edu - - Operation Ivy: -
- The position being taken is not to be mistaken for attempted -
- education or a righteous accusation. Only a description, just -
- an observation of the pitiful condition of our degeneration. -
```

3871. Help? -Upgrading memory on old ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 13:51:41 UTC
From: cse0080@desire.wright.edu
Message-ID: <1993Jul22.085141.11486@desire.wright.edu>
Source record: 37471

I just picked up a 520ST, I believe the FM model, but am not sure. The RAM is on a little daughter-board that is plugged into one of the PLCC sockets, and has a ribbon cable running into the video area. My question is:

Is there any way to increase the amount of RAM on this machine? On my old ST, one of the originals, piggy-backed chips with fly-wires was used to increase memory from 512K to 1024K. Since the memory management chip supports up to 4Mbyte, I would like to increase the memory if at all possible. (Other than designing/building my own motherboard :) I believe the chips on the daughter-board are 256Kx4, and there are four of them.

Any information would be greatly appreciated.

Thanks,

Karl C. Hansen
cse0080@desire.wright.edu

3872. Re: Uncompress

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 14:42:59 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <22m91jINN88u@sheoak.ucnv.edu.au>
Source record: 37482
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>Using COMPRESS.TTP use this command line....
>
>-d -I[Input Path] -O[Output Path] [Filename without the .Z part!]
>
>e.g., for a file called temp.Z I would type
>
>(The file is coming from C:\DOWNLOAD and going to C:\TEMP!)
>
>-d -IC:\DOWNLOAD -OC:\TEMP temp
>
>(I'm not too sure if you need a \ after the pathnames, but I don't
>think you do!)
```

Thanks for all the help, folks! You can leave my mailbox empty for a while now :)

Jared

```
*************************************************************************
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
*************************************************************************
```

3873. 1.44 on a STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 15:35:16 UTC
From: howe@nx22.mik.uky.edu
Message-ID: <howe.743355316@mik.uky.edu>
Source record: 37472

whi there fellow netters!

I've got a question here: If a person has a 1040STE with a 16MHz CPU, can
the system run a high density disk drive? I've tried just plugging in a HD driveand the
drive light goes on and the drive starts spinning...but that is it! I get no other responce
from the drive at all! Someone mentioned jumpers to me but
I do not know what jumper setup is needed for an STE.
Any advice would be great at this point!

Regards, Miles Howe

3874. Atari Pure Pascal Objects UNIT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 15:55:24 UTC
From: J.Oosting@Farmaco.RuLimburg.NL
Message-ID: <J.Oosting.9.743356524@Farmaco.RuLimburg.NL>
Source record: 37473
Cross-posted to: comp.sys.atari.st.tech,comp.lang.pascal

Hello Netters,

I just bought Pure Pascal For the Atari ST because it presumably is pretty compatible to Borland Pascal 7.0, but after opening the box I came to the terrible finding that not even the Objects Unit is in the package.

In the past two days I have made a port of this (Without EMSStreams and MemoryStreams) and the thing seems to work, but I would like to know whether somebody has already made a good working port of this Unit (and maybe the rest of Turbo Vision) because testing my own port would probable cost me another two days and my holydays are over.

Thanks in advance,

Jan
{ I will Summarize and post constructive E-Mail replies }

S-Mail * J.Oosting, Dept. Of Pharmacology *
* P.O. Box 616 *
* NL - 6200 MD Maastricht *
E-Mail * J.Oosting@Farmaco.RuLimburg.NL *

3875. Re: GEMulator software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 17:52:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Jul22.175230.15895@newshost.lanl.gov>
Source record: 37477

In article lnf@obelix.uni-muenster.de, haebler@uni-muenster.de (Marcus Haebler) writes:
>Hi,
>
>it is said that the software for the GEMulator is free. Can I find it
>on a ftp site?

I don't believe that Gemulator software is being marketed as shareware any
longer. Besides, what would you do with it without the hardware? If you
can find someone with email access, you can send mail to Darek Michoka
(the Gemulator author) and ask him directly at darekm@microsoft.com .

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3876. Happy Ending to Erased Partition!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 18:15:15 UTC
From: cmedley@wam.umd.edu
Message-ID: <22mlfj$abk@cville-srv.wam.umd.edu>
Source record: 37475
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Earlier this month, I posted asking for help in recovering my D:\
drive which I accidentally deleted with a boneheaded "rm *".

The rm program I used is one of the ones for the Minix filesystem that
also seems to work fine under TOS. I'm not sure what happened, but
the root directory of D:\ was not just deleted with the zero'd FAT
entries and the 0xe5 at the start of each file/folder name, but it
also had zero'd the root directory, and left the files in the subdirectories
completely untouched, since destroying the root unlinked all the rest.

This meant that getting Diamond Edge (Oregon Research) to undelete the
files wasn't possible. So I hunted down a sector editor and found
the excellent program MONOMON.LZH (available at atari.archive.umich.edu) and
I have to say this is the fastest and most comprehensive of the ones I've
tried for this job... it literally can read in and update the display as
quick as I wanted to go when manually hunting the disk for subdirectory
entries. It also had searching and editing capability that were perfect,
as well as the ability to exec another program (which i often did when
trying to fix things... i would exec Diamond Edge to see what the Disk Medic
said about my edited changes to the drive).

The gist of the story is that once I put in a fake deleted entry for the
subdirectory i wanted to recover, and fooled Diamond Edge, it recovered
everything else just as advertised. I'm now using Diamond Edge's "mirror"
option just to be safe. :) $50 well spent on Diamond Edge.

(if i can find out if the author of Monomon is still taking shareware fees,
i'm going to send him a nice shareware fee and a big thank you for his
program)

3877. Re: GCC 2.4.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 18:31:25 UTC
From: davidal@comm.mot.com
Message-ID: <1993Jul22.183125.17802@lmpsbbs.comm.mot.com>
Source record: 37478

The texinfo installation notes for GCC are very explicit about
minimum version requirements.

I don't particularly like reading through entire manual sets
before installing software but find that it is always worth reading
the installation notes before starting to install a new version of a
package because un-installing half a package is a nightmare and
dubious installations can lead to very difficult to spot problems
later on.

IMHO developers (esp. P.D. developers) should take note that
half a page of explanation on which directory to put files in;
what hard-coded paths exist; and what their set-up was
is extremely valuable for the effort.

TTFN
David (davidal@comm.mot.com)

3878. Re: Reading Joystick positions in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 20:47:23 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAL32z.4un@sdf.lonestar.org>
Source record: 37504

In article <1993Jul21.160258.14141@iplmail.orl.mmc.com> richards@elmer.orl.mmc.com (Larry Richardson) writes:
>Does anyone have some info on reading the ST joystick using C? Any source
>code would also be appreciated. Answer by E-Mail or post it (if anyone
>else cares).
>
>
>Larry Richardson
>richards@foghorn.orl.mmc.com
>

Yes, err, no .. well. Look at function Kbdvbase() Xbios 34. It returns a pointer to a structure containing a number of vectors. One is the joystick vector. This is where the OS gets its info about the joystick. Of course, the joystick vector points to a routine that throws away the data.

You have to change the pointer into your own code. This only works for TOS programs though, which aren't supposed to do anything this nasty in the first place. If GEM is running while these vectors are moved, you die. I tried to provide a fall-through but wasn't successful.

MWC contains some info on the packets that are recieved through this vector as well as some code to display it while you move the mouse/joystick. After you move the vector to your own code, the function should recieve a pointer to 4 bytes.

If you want more info I might be able to find it (E-MAIL me). But, basically that is it. You might as well read from the hardware registers. I've never seen anything for the 15 pin ports.

3879. How to do a warn boot?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 20:56:59 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <34507@galaxy.ucr.edu>
Source record: 37479

Here is a simple question for you all. Could someone give me a C code fragment that will cause a warm boot. Also a cold boot would be nice. I can't find it in my crappy ST books. Please e-mail me your solution. Here is my address:

phruby@ucrengr.ucr.edu

Thanks!

--Paul

3880. Re: GEM is awful, is there a better GUI?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 21:35:08 UTC
From: mjr@geob1.geo.uni-bonn.de
Message-ID: <GMT22Jul.93.22752@work1.rhrz.uni-bonn.de>
Source record: 37480

if you like simple x11 like shells containing windows you may try the MGR.
It has been ported from SUNOS to OS/9 on the ST, to MiNT and to Linux.
Unfortunately, there are very few applications (i'm just porting xdvi, but
that'll take a while). The programming model is nice, much simpler than GEM or
X11 and yet network transparent.

There are probably less than ten people using it regularly on the ST.

M.Ritzert

3881. Re: Happy Ending to Erased Partition!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 21:48:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22n200INNq2@golem.wcc.govt.nz>
Source record: 37481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi why did you not try Checkdisk 3 also there a PD Mirror program..

those would have not cost you a cent...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

3882. Re: 1.44 on a STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 22:57:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.468233@cix.compulink.co.uk>
Source record: 37502

In article <howe.743355316@mik.uky.edu>, howe@nx22.mik.uky.edu (miles howe) writes:
>
>whi there fellow netters!
>
> I've got a question here: If a person has a 1040STE with a 16MHz CPU, can
>the system run a high density disk drive? I've tried just plugging in a HD driveand the
drive light goes on and the drive starts spinning...but that is it! I get no other responce
from the drive at -
all! Someone mentioned jumpers to me but
>I do not know what jumper setup is needed for an STE.
> Any advice would be great at this point!
>
> Regards, Miles Howe
>

Not without some hardware mod. There is a module available that will make
this possible. In the UK you could try System Solutions 081-693 3355.

Ofir ogal@cix.compulink.co.uk

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

3883. Atari UUCP mailers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-22 23:25:26 UTC
From: Paul_Tuijnman@p19.f202.n281.z2.fidonet
Message-ID: <2c4f25bb@p2123.f130.n500.z2.fidonet>
Source record: 37489

Hi,

A rather obvious question that still didn't come up but after two months:
what kind of UUCP mailer do you guys use to get on InterNet?
It's all about Atari in this windy corner, so either at least some of you
use an Atari UUCP mailer, or you just find Atari an aw'fly interesting
computer to write about and use your Macs and IBM's for mailing..

Third option is one I've been using up to now: crashing FidoNetmail onto a
Fido-UUCP gateway down the street. It works, but it's also a bit
embarrassing I don't know a thing about Unix.
So, please explain. How is it done?

thanks,

Paul

--- Bermuda v1.00 Li
* Origin: *--No Point in Yelling--* (2:281/202.19)

3884. Re: Happy Ending to Erased Partition!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 03:09:46 UTC
From: cmedley@wam.umd.edu
Message-ID: <22nkpq$778@cville-srv.wam.umd.edu>
Source record: 37483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <22n200INNq2@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Hi why did you not try Checkdisk 3 also there a PD Mirror program..
>
>those would have not cost you a cent...
>

Well, i'd already committed to purchasing DiamondEdge... and as for the
Mirror program, that would do me no good since I had not mirrored the
drive before the deletion. So I had to rely on DiamondEdge and Monomon.

I didn't try checkdisk 3 mainly because i got progress out of the other
two so quickly....

3885. Re: Uncompress

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 03:49:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <22nn3fINN22d@golem.wcc.govt.nz>
Source record: 37485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] And if you have an old TOS you must run compress.ttp througha CLI.
] 'command.prg' for example. Has something to do with TOS 1 converting
] everything you type in a .ttp to upper case letters.

True, versions prior to 1.02 do that! (My 1.02 has no such problem!)

"Lets play pin the tail on the Donkey" "We don't have a Donkey" "Pin the tail on the chicken" "We don't have a tail" "Pin a Sausage on the chicken" "We don't have a chicken" "Pin a sausage on the fridge" "We don't have a pin" "Tape a sausage to the fridge" "We don't have a Sausage!" "Put a piece of tape on the fridge!!!" "Not much of a game is it - besides we don't have a blindfold!" 'Bottom (Culture)' WELLS_S@KOSMOS.WCC.GOVT.NZ

3886. Re: ICDBOOT 6.1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 05:28:28 UTC
From: molin@ptb.cl.msu.edu
Message-ID: <22nsts$our@msuinfo.cl.msu.edu>
Source record: 37486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

remyh@cco.caltech.edu (Remy Adam Hathaway) writes:

>When did 6.1.4 come out? I called the BBS less than two weeks ago, and the
>current version was still 6.0.7

v6.1.4 is the ProUtilities version which does not require an ICD host.
It works great on a Falcon.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

3887. Re: Tos upgrade on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 05:47:27 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CALs34.IJ6@sdf.lonestar.org>
Source record: 37505

In article <1993Jul20.152155.811@janus.arc.ab.ca> erkamp@titan.arc.ab.ca writes:
>In article <1993Jul16.204632.29415@microsoft.com>, i-bds@microsoft.com (David Shoemaker) writes:
>>I have TOS v 1.xx and am wondering if there is something I can do to upgrade
>>it. I am having a few problems with demos and wonder if I might be the
>>problem.
>>
>>What can I do for the upgrade? Is it software or a ROM?
>>
>
>It's in ROM. I would suggest talking to CodeHead Technologies. I just received
>there price list and they are having a sale on right now on the Tos Extension
>Card which will upgrade you to TOS 2.06. It's going for $118.15 U.S. They can be
>reached at 213-386-5789 9AM-1PM PDT. I am considering upgrading my Mega 2.
>
>Bob

Hey!! Newell Industries is running a sale too. The TAB board (same function
as the TEC only TAB allows up to 1MB of ROM to be installed and works on just
about anything, some soldering is required) is going for $19.95, this is
without the TOS 2.06 ROMs though, and they must be bought from someplace else
for about $60. Still ALOT less than the TEC board.

3888. Second serial port required for a MegaST4.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 07:03:05 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1993Jul23.070305.15122@monu6.cc.monash.edu.au>
Source record: 37487

The subject line says it all. Apart from doing it myself, how can I get
a second serial port fitted to my MegaST4. Can TOS recognise COM2: ??
Is there a commercial device available, any leads would be most appreciated.
Just don't ask why I need it, just that I do.

Muchos thanks in advance for any help.

---
* Nino Benci. Chief Technical Officer. *
* Department of Physics, Monash University, Clayton Campus. *
* Wellington Rd, CLAYTON, VICTORIA, AUSTRALIA, 3168 *
* Tel (61) (3) 565 3649. Fax (61) (3) 565 3637 *
* email: rdt154k@monu6.cc.monash.edu.au *

3889. Atari UUCP mailers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 08:20:54 UTC
From: Paul_Tuijnman@p19.f202.n281.z2.fidonet
Message-ID: <2c4f9f74@p2123.f130.n500.z2.fidonet>
Source record: 37493

Hi,

A rather obvious question that still didn't come up but after two months:
what kind of UUCP mailer do you guys use to get on InterNet?
It's all about Atari in this windy corner, so either at least some of you
use an Atari UUCP mailer, or you just find Atari an aw'fly interesting
computer to write about and use your Macs and IBM's for mailing..

Third option is one I've been using up to now: crashing FidoNetmail onto a
Fido-UUCP gateway down the street. It works, but it's also a bit
embarrassing I don't know a thing about Unix.
So, please explain. How is it done?

thanks,

Paul

|Paul_Tuijnman@nextjk.wlink.nl|
| FidoNet 2:500/130.2123 |
| tel/fax +31 50 416932 |
| Groningen - Netherlands |

--- Bermuda v1.00 Li
* Origin: *--No Point in Yelling--* (2:281/202.19)

3890. TU-BERLIN Mailer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 09:06:40 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22o9n0INN2q5@golem.wcc.govt.nz>
Source record: 37488

CS.TU-BERLIN.DE MAILER...!!!

Hi I have tried the cs.tu-berlin.de mailer
all week since Saturday and have not had one reply..

This problem has been going on for some weeks now..may be 3 weeks...

Does any one know what is going wrong...

also A.A. is not responding to E-Mail requests....

Is Internet falling apart....:-)....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3891. Re: BFRD_10.ZOO (Upgrade on BFRDBU10.ZOO) sent to Atari Archive.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 13:06:13 UTC
From: wabe@ukc.ac.uk
Message-ID: <5328@eagle.ukc.ac.uk>
Source record: 37490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <5283@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
> BFRDBU will save the Bootsector-Fats-Rootdirectory Info on
>selected partitions (or Volumes) into .FBU (Fats Back-Up) files such
>as C_BFRD.FBU, .., E_BFRD.FBU that are saved on the Floppy Drive A:\.
>(an alternative scheme would be to save these in different partitions
>cyclically - e.g. if you have Partitions C:\, D:\ and E:\, then save
>C_BFRD.FBU to D:\, D_BFRD.FBU to E:\ and E_BFRD.FBU to C:\ - but the
>current BFRDBU.PRG does not offer this feature though it would make
>the back-ups even faster).

But this upgrade now does!! Here is an extract from the new
BFRD.DOC file:

talking about the previous submission BFRDBU.PRG ....
! " - and during the past few years, has saved me a great deal of
!trouble, alas on several occasions. The current offering, BU_BFRD.PRG
!& RES_BFRD.PRG, is an upgrade on that in the sense that in the tiny
!BACKUP_ONLY program, BU_BFRD.PRG, I have implemented the "quick"
!cyclic backing of all partitions on "other" partitions (see below)
!that I mentioned in the documentation (BFRDBU.DOC) that accompanied
!the earlier version and which, indeed, I first thought of when writing
!that DOC. This improvement reduced the total time to back-up ALL
!partitions on my 105 Mbyte Hard Disk to only 9 secs from the 65 secs
!or so it took to back them onto floppy. Of course, this program is
!ideal as an AUTO-folder back-up program (it uses no GEM). "

Good Luck,
W. Alan B. Evans. July 1993.

3892. DSP assembler anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 14:20:11 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAMFtn.I1L@freenet.carleton.ca>
Source record: 37491

Does anyone out there know where I can get my hands on a DSP assembler
tools/sourcecode etc. ?
--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

3893. Supradrive power supply prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 16:40:50 UTC
From: un027713@wvnvms.wvnet.edu
Message-ID: <1993Jul23.124050.7110@wvnvms.wvnet.edu>
Source record: 37492

Greetings!

The power supply on my 20MB Supradrive has died. With the help of a friend at work, we're trying to fix it, but the problem is eluding us. If it can't be fixed, does anybody know where I can get a replacement? Is there anybody else who had had problems with the power supply, and if so, how did you fix it?

Please help...I have an idea for a program I want to write, and I *NEED* my harddrive!

Tnx,
Jack Forester, Jr.

3894. Re: Is now the time to buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 18:42:35 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul23.184235.11516@btree.uucp>
Source record: 37494

In article <memo.458235@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk writes:
>>Also what about UK sources? Can anyone recomend a good cheap supplier?
>Hisoft UK - 50 GBP
>system Solutions - same
>

On July 4th, a chemical factory in Japan (island of Niihau, I believe) was leveled in an explosion/fire that demolished 60% of the worldwide supply of encapsulation epoxy for integrated circuits. The cost of RAM has more than doubled two weeks later.

If you're thinking about getting a Falcon, get it *now* before Atari is forced to pass along a price increase caused by skyrocketing IC costs.

-- George Crissman

```
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* NOW AVAILABLE: Brooktree's "Components For ATE Design" Databook, 2nd *
* Edition (1/2-inch thicker than 1st Edition). Check your rep., today! *
**************************************************************************

--
**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
```

3895. Re: Composite Video

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 19:28:00 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul23.192800.16054@btree.uucp>
Source record: 37495

In article <22ivkf$d29@cismsun.univ-lyon1.fr>
Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>Questions :
> - How to mix corrctly R, G, B signals to obtain an acceptable, well-balanced
>luminance signal ?

Y = 0.299R' + 0.587G' + 0.114B'

where: Y = Luminance
R = Red
G = Green
B = Blue

applies: NTSC, PAL, SECAM

source: "Video Demystified -- A Handbook For The Digital Engineer"
by Keith Jack, HighText Publications, (c) 1993 by
Brooktree Corporation, pages 28 - 29.
List Price US$29.95
ISBN: 1-878707-09-4,
Library Of Congress Catalog Number: 93-14705

> - How to add both sync to this signal to obtain a complete Comp.Video B&W
>signal ?

Hmmm ... you may wish to check with your local Brooktree Representative:

Tekelec Airtronic
BP No. 2
1 Rue Carle Vernet
92315 Sevres Cedex
Tel. 331 (46) 23 2229
FAX: 331 (45) 07 2191
TLX: 634018

>_________________________
>Patrice LACOUTURE
>INSA Lyon
>Computer Science dept
>France
>E-Mail :
>placou@biomodel.avignon.inra.fr
>lacoutur@aedi.insa-lyon.fr
>

Hope this helps!

-- George Crissman

```
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* *****************************************************************************
* NOW AVAILABLE: Brooktree's "Components For ATE Design" Databook, 2nd *
* Edition (1/2-inch thicker than 1st Edition). Check your rep., today! *
*****************************************************************************
```

--


```
*****************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
```

3896. cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 21:39:38 UTC
From: bnell@scr.siemens.com
Message-ID: <CAn063.M0z@scr.siemens.com>
Source record: 37496

Hello,
Does anyone out there know if it is possible to make it so you can write data to the cartridge port? According to the schematics and manuals I have it is wired to the MMU so that any write attempts will result in a bus error. Is there any way short of mangling my computer to fix this?

Thanks,
Bill

--
bnell@scr.siemens.com | Anytime something screeches and flies across
Siemens Corporate Research | the room and attaches itself to some guy's neck
755 College Road East | and he can't get it off, I just have to laugh.
Princeton, NJ 08540 | Because, what is that thing?

3897. Re: DSP assembler anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 23:09:44 UTC
From: paul@charlie.ame.arizona.edu
Message-ID: <1993Jul23.160945.4668@arizona.edu>
Source record: 37497

In article I1L@freenet.carleton.ca, ac382@Freenet.carleton.ca (Jack Kitowicz) writes:
>
> Does anyone out there know where I can get my hands on a DSP assembler
> tools/sourcecode etc. ?
> --
> --
> !! Computer Engineering at The Carleton Country Club!!
> ------------------------ac382@freenet.carleton.ca--------------------

There's a DSP assembler in the Falcon directory at a.a.u.e., though I don't
know if it has all the etc...

-Paul Harris
paul@charlie.ame.arizona.edu

3898. Re: cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-23 23:15:03 UTC
From: paul@charlie.ame.arizona.edu
Message-ID: <1993Jul23.161504.4669@arizona.edu>
Source record: 37498

In article M0z@scr.siemens.com, bnell@scr.siemens.com (Bill Nell) writes:
> Hello,
> Does anyone out there know if it is possible to make it so you can write
> data to the cartridge port? According to the schematics and manuals I have
> it is wired to the MMU so that any write attempts will result in a bus
> error. Is there any way short of mangling my computer to fix this?
>
> Thanks,
> Bill
>

I know it is possible to write to the cartridge port, as this is how Spectre GCR controlls the floppy disk, no mangling required. But I have no idea how this is done.

-Paul Harris
paul@charlie.ame.arizona.edu

3899. Re: .AU player for STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 03:03:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <23JUL199322031887@pavo.concordia.ca>
Source record: 37499

In article <1993Jul20.163310.15665@ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de (Kielhorn) writes...
>Well, the subject says it all:
>Is there a .au (SUN) player available for STe?
>
>Axel
>
>c0031098@ws.rz.tu-bs.de

I haven't seen one for STe. What I do is first I convert .au to .avr using SOX and then I convert .avr to .sam using 525. The samples don't lose much on quality.

wojci_g@pavo.concordia.ca

3900. Re: Supradrive power supply prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 10:10:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <22r1riINN9l0@golem.wcc.govt.nz>
Source record: 37503

In article <1993Jul23.124050.7110@wvnvms.wvnet.edu>, un027713@wvnvms.wvnet.edu writes:
>Greetings!
>
>The power supply on my 20MB Supradrive has died. With the help of a friend at
>work, we're trying to fix it, but the problem is eluding us. If it can't be
>fixed, does anybody know where I can get a replacement? Is there anybody else
>who had had problems with the power supply, and if so, how did you fix it?
>Jack Forester, Jr.

Well there are 2 resistors near the main filter caps, mains input side
of the P.S.U.

I don't remember the values but they could be 180-220k 1 or 1/2 watt type..

If one of these goes O/C the inverter will not start, replace
both with 3/4 watt metal film types...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3901. Falcon vro_cpyfm() trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 13:19:00 UTC
From: m2ac@ohm.york.ac.uk
Message-ID: <1993Jul24.131900.24175@ohm.york.ac.uk>
Source record: 37508

Hi,...

I'm having a lot of trouble using the VDI call: vro_cpyfm(),
to save a portion of the screen to memory on a Falcon.
The program will crash if I try to save an area too near
to the top of the screen. Whats more, the actual distance from
the top that the problem occurs seems to be dependant on the amount
of screen area I want to save. Saving the bottom half of the screen
is fine.

It acts like it is trying to access a portion of memory that doesn't
exist, yet I'm sure that the screen coordinates passed are valid.

The problem is worst in 16 colours VGA, but will also occur in 256
VGA, (Also other modes, but I've not tried so exhaustively)

I'm using Prospero C which is about 3 years old on TOS 4.01.

If anyone has experienced similar problems or has found that their
TOS / complier combination works fine, I'd really like to know. In
particular I'm hoping to buy the Falcon version of Lattice C when
HiSoft finally finish the manuals, so if that, or previous versions
or any other compilers appear to work OK, or otherwise, please email me.

Thanks,
Andrew.

Is it an OS bug? <- Hope not!!
Is it a compiler bug? <- Hope so...
or
Is it me? <- Surely not...

Answers on a postcard please to...

m2ac@ohm.york.ac.uk
or
ajc18@tower.york.ac.uk

3902. Re: cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 14:55:42 UTC
From: hulpke@abacus.uucp
Message-ID: <CAoC4u.B1@newsflash.concordia.ca>
Source record: 37506

In article <CAn063.M0z@scr.siemens.com> bnell@scr.siemens.com (Bill Nell) writes:
>Hello,
> Does anyone out there know if it is possible to make it so you can write
>data to the cartridge port? According to the schematics and manuals I have
>it is wired to the MMU so that any write attempts will result in a bus
>error. Is there any way short of mangling my computer to fix this?

A common trick to do this withouth modifying the computer, is to decode
only the higher bits of the adresses by the cartridge. The lower bits
then will be interpreted as written data, though the actual *access* by
the computer is a read access.
Some older projects by the german computer magazine c't used this
method. They even had a real time clock connected via a ROM socket. To
avoid interference with ordinary ROM accesses, one had to read three
times in sequence the highest adress of the ROM, then a circuit would
switch off the ROM and allow access to the clock chip. A similar
procedure would turn ROM on again.

Alexander

-- Alexander Hulpke , |Aber die Anwendung der Mathematik mu"s
Concordia University, Montreal, Canada |doch da erlaubt werden, wo die Wahrheit
hulpke@abacus.concordia.ca |ohne sie nicht gefunden werden kann.
ahulpke@bert.math.rwth-aachen.de | Johann Heinrich von Th"unen

3903. Re: cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 17:04:10 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <106152@hydra.gatech.EDU>
Source record: 37507

In article M0z@scr.siemens.com, bnell@scr.siemens.com (Bill Nell) writes:
> Does anyone out there know if it is possible to make it so you can write
> data to the cartridge port?

The cartridge port contains 16 bit address lines and 16 bit data lines with data strobe lines to switch between two 64k banks. The cart is designed to interpret an address to the upper bank as 16 bit data. Thus a dummy read to an address in the upper bank will actually use that 16 bit address as a data input. A read from an address in the lower bank will place data from the cart on the data lines as it was intended to do. In 1986 or 1987, there was an article in Byte magazine for a DIY clock cartridge. Go to your nearest library and see if you can find this article for more details.

--
Opinions expressed are my own.

3904. The system is out of memory II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 17:07:49 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <CAol92.3zs@newcastle.ac.uk>
Source record: 37509

Hi,

I little while ago, I asked why I kept getting a "The system is out of memory" alert box when I increased the size of my newdesk.inf file. Thanks to everyone who replied to my posting.

This is a known problem and occurs because there is a static amount of memory allocated by the AES for entries in the newdesk.inf file (about 4K).

There is a patch program called shbuf, which is able to increase the size of this buffer if used in conjunction with a program which relocates the ROMs into RAM.

I tried using gemram, but it came up with the error 'Can't identify GEM!'.
I tried using both TOS 2.06UK and TOS 1.06UK, but still no success (I've an Amitar TOS switcher installed in my STe - a great product).

If anyone has gemram (or similar) working with a UK TOS version, I would love to find out.

Thanks again,

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - 2112 - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | #include <std_disclaimer.h>

3905. Re: Is now the time to buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 17:19:58 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.o0&jOTEyf_A@semprini.tdkcs.waterloo.on.ca>
Source record: 37512

In <NAW.93Jul19134752@draco.planet.bt.co.uk>, Ab Wilson writes:
> I'm presently using an STFM with Cubase. I've been toying with the
> idea of upgrading the system for sometime. Essential I'm tired of the
> games machine feel that Ataris give me and I want a proper machine.
[...snip...]
> What I really want is a
> nice Un*x box like a Sparc Classic or IPX. However that would be a
> bigger outlay than I would really like to spend at present. So how
> frustrated will I feel with a Falcon + Mulitos + Mint.

Well, other than the fact that the Falcon is barely powerful enough to
support its own graphics modes (the system crawls along at ST speed in
the 16-bit colour modes)... 16Mhz 68030, and a 14M RAM limit. IMHO,
the best amount of RAM for a new computer today is 8M, but the Falcon
only allows 1M, 4M and 14M.

> How near to being a proper operation system is Multitos? (Don't say it
> is a proper operating system unless it's got virtual memory, process
> protection, IPC, and proper documentation.)

No virtual memory.
Process protection.
IPC.
Bad end-user documentation (about 14 pages, or so I've heard!).

Hmm 50% of your wish list...

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3906. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 17:25:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.T_2EjdKxdJs@semprini.tdkcs.waterloo.on.ca>
Source record: 37513

In <CA8oFu.162@sdf.lonestar.org>, Evan Langlois writes:
>
> Well, I finally found out why MiNT 1.04 wouldn't work. It would display its
> message and hang there without loading the XFS files, even though if I removed
> the XFS files it would work, but would be very unstable. Weird huh? The
> problem was Warp9, so if anyone is having similar problems try killing W9. If
> someone has War9 and MiNT 1.04 working together, please let me know!!

They don't work together; apparently Charles Johnson has said this is a bug
in Warp-9, which will be fixed.

NVDI and TurboST work find with MiNT 1.04.

Does anyone know if updated MiNT code will be released soon?
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3907. Disk ordering: C, D, ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 19:59:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63071@K.maus.de>
Source record: 37520

-A48100@K

>Simple question, I hope people aren't too bored with it yet: if I have
>an internal dirve in a Falcon 030, and also a SCSI external drive, which
>one has the C: partition?

The internal one.

3908. Re: MultiTOS and Xcontrol

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 19:59:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63070@K.maus.de>
Source record: 37521

-A48802@K

>>Xcontrol is up to version 1.31, which was released two weeks ago.
>Peter but were is the English version of Xcontrol, its not on GEnie the
>Main Atari support BBS in the USA...

Dunno, but the German version 1.31 has made it onto the MultiTOS disk and hard drives of our stock Falcons here in Germany, so it's definitely out there and ready.

3909. Re: Sun 3/50 monitor on a TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-24 21:29:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63137@K.maus.de>
Source record: 37525

>Pixel Resolution:1152 x 900 Horiz freq : 61.8Khz Vert Freq:66Hz

The TT's hi rez works at 72 kHz h.freq. and 72 Hz.

3910. Spectre 3.0 - Hard Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 02:07:20 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <22spso$e7i@usenet.INS.CWRU.Edu>
Source record: 37510

I am trying to format one of my hard disk partitions to support SPectre, but it doesn't seem to be working. The computer is a 2.5 Meg 520ST and the hard drive is a Quantum 240LPS using an ICD AdSCSI+ host adapter. I select the Format option from the Hard Disk menu on Specte 3.0. I have 9 partitions. The first is about 5 meg and the rest are a shade under 30 Meg. I select the 9th partition to be formatted. Spectre does it's thing, and lists this partition type as Spectre-P. (HFS) But when I quit back to the Spectre menu, the Partitions menu is still grayed out and neither Spectre nor the Mac seems to recognize this partition. If I re-run Spectre, it lists it as a GEM partition. It seems to work fine as a GEM partition from the desktop also. Can anyone explain why I can't format it for Spectre?

3911. Problem with wind_get.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 02:08:50 UTC
From: sme4v@kelvin.seas.Virginia.EDU
Message-ID: <CAp7Aq.KMC@murdoch.acc.Virginia.EDU>
Source record: 37511

I am writing a program which scrolls text in a window. The problem is that the wind_set routine doesn't return control to my program until the mouse button is released. I am using it to set the slider position. Is there any way around this? Right now, you must click once on the down arrow for each line scrolled. I want to have it continue to scroll until the mouse button is released. Any help would be greatly appreciated.

Scott Ettinger
SPARC@delphi.com

3912. Quantum 105S and ICD SCSI adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 04:20:24 UTC
From: ericw@fx.com
Message-ID: <1993Jul25.042024.13151@fx.com>
Source record: 37514

Silly question of the day... Will a Quantum 105-S SCSI hard disk work (Without playing games) with the ICD SCSI adaptor? These hard drives are dirt cheap, but I only want to deal with buyimg everything I need if I know for certain that it will all work together.

>>Ericw
(Please don't waste your time responding unless you KNOW it works.)
--
=-=-=-

3913. Re: Quantum 105S and ICD SCSI adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 06:25:18 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCApJ66.7FE@netcom.com>
Source record: 37515

In article <1993Jul25.042024.13151@fx.com> ericw@fx.com (Eric Wedaa) writes:
>Silly question of the day... Will a Quantum 105-S SCSI hard disk
>work (Without playing games) with the ICD SCSI adaptor? These
>hard drives are dirt cheap, but I only want to deal with buyimg
>everything I need if I know for certain that it will all work
>together.

Yes, they will work, without problems. I've had a Quantum 105S and an
LPS105S connected to the ICD SCSI adapter.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3914. Ringing the Bell (again and ag

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 11:16:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63132@K.maus.de>
Source record: 37522

-A51551@K

>How can I make the system bell ring a number of times in succesion? I am
>using Cconws("\7") to ring it, and if I repeat that function the bell
>only rings once. Is that normal?

Yes, since the sound processing is done concurrently to your multiple call.
Your second ring will be processed very shortly after the first one,
overlapping the latter. All you'll get is a single ring.

3915. Re: Maths Co-processors and Fa

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 11:16:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63134@K.maus.de>
Source record: 37523

-A54405@K

>you don't need any special adaptors to use the coprocessor, you just
>need to have the right chip layout (PGA, pin-grid-array).

No! NO!

Atari's FPU sockets in Mega STE and Falcon 030 are PLCC!!!!!!

3916. Maths Co-processors and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 11:16:00 UTC
From: Peter_Missel@k.maus.de
Message-ID: <A63133@K.maus.de>
Source record: 37524

-A53729@K

>Ok, everybody knows that the Falcon comes with a maths co-processor
>socket, but does anyone have any details about it.
>Can a 68882 be used, or is it just a 68881 socket? (as the mega STE had,
>if I remember correctly). What speed processors can the socket handle?
>And most importantly, do you still need the special Atari chip in order
>to use one?

A 68882 is recommended, the 881 can also be used. In unmodified F030s, it will be clocked at 16 MHz. No extra chip needed.

3917. Re: Atari UUCP mailers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 16:02:34 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <743641834.1@cyberhm.royle>
Source record: 37526

Captain's Log stardate 23.07.93, Commander -Unknown- entered:

-> A rather obvious question that still didn't come up but after two
-> months: what kind of UUCP mailer do you guys use to get on InterNet?

I use the Atari UUCICO , with POLL to make the calls - works fine.. I wrote my
own UUCP<==>Fido software and everything here is accessible via QWK or Fido
Point access...

-> So, please explain. How is it done?

Just did :-)

-
+ Want *UseNet News/Internet Email* for less than a fiver-a-month? +
+ CyberHome Systems UK has it on offer - a Public Access System!! +
+ +
+ Contact: Steve.Caple@cyberhm.royle.org , 2:255/404 ,90:102/106 +
+ (0270)583287 BBS 8pm-8am Week/24HRS Weekend (Voice 8am-8pm Week) +
-
-=* Nuke the site from orbit .. it's the only way to be sure *=-

* Origin: CyberHome Fido<==>UseNet Gateway... (Fido 2:255/404)

3918. Need help w new hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 17:39:27 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAqEDs.8Cr@freenet.carleton.ca>
Source record: 37516

I recently acquired (yesterday) a 40MB rll hard drive. My HD setup
right now includes a megafile 30 and another rll 40 MB drive as logical
device 1. I should be able to simply replace the 30 mb Megafile with the
second 40 MB rll. The problem is that the new drive has some dip switches
which I have how to set properly. If Anyone has any experience with this
stuff , please help.

The drive is:

MODEL M2227D2
P/N B03B-4815-B104A♯OL
Fujitsu

TIA
Jack

--

!! Computer Engineering at The Carleton Country Club!!
----------ac382@freenet.carleton.ca----------

3919. Re: .AU player for STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 17:41:08 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.d_zddRb5fHY@semprini.tdkcs.waterloo.on.ca>
Source record: 37540

In <1993Jul20.163310.15665@ibr.cs.tu-bs.de>, Kielhorn writes:
> Well, the subject says it all:
> Is there a .au (SUN) player available for STe?

There's an au-to-ST sound converter in Dave Baggett's digistuf.zoo
archive at atari.archive.umich.edu; path is something like
Sound/Players/digistuf.zoo.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3920. Re: DSP assembler anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 17:43:19 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CAqEK8.94G@freenet.carleton.ca>
Source record: 37517

In a previous article, paul@charlie.ame.arizona.edu (Paul Harris) says:

>There's a DSP assembler in the Falcon directory at a.a.u.e., though I don't
>know if it has all the etc...
>
>-Paul Harris
>paul@charlie.ame.arizona.edu
>
Thanks ! I got it yesterday :) now to work....

--

!! Computer Engineering at The Carleton Country Club!!
------------------------ac382@freenet.carleton.ca-------------------

3921. Re: Heat 'n' Serve C / Gemini - Conflict?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 18:42:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.If0GGPbHpW_@semprini.tdkcs.waterloo.on.ca>
Source record: 37539

In <H.eg.&VAiXYV_8FQ@elfhaven.ersys.edmonton.ab.ca>, Michel Forget writes:
> Hi,
>
> I have been having a very strange problem, and I was hoping someone
> could help me out.
>
> MasterBrowse generates a BUS ERROR (while loading) if it is run under
> Gemini/Mupfel with no paramaters. To find out if the problem was with
> MasterBrowse, I replaced the first line of code with code to bring
> up an alert box. The alert never appeared, so the problem is
> ocuring before my code starts.

This is a bug in one of the string handling routines in H&S C; we found
it in the 1.40i beta test... Something tells me Ian needs better
revision control software, since somebody fixed that about a year ago.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

3922. Music File Format/MOD & Tracker Programmer Mailing List Announcement

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 20:17:47 UTC
From: jamal@bronze.lcs.mit.edu
Message-ID: <22uppb$7f2@bronze.lcs.mit.edu>
Source record: 37518
Cross-posted to: rec.games.programmer,comp.music,comp.os.msdos.programmer,comp.sys.apple2,comp.sys.next.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac.programmer

Depending on the response I get, I will be starting a mailing list for the discussion of computer music application programming, with the MOD format as a major topic. The list will be for people from all of the major computers (Amiga, Mac, Atari ST, IBM AT, NeXT) because by now they all have mod players and soon will all have editors, increasing the amount of (hopefully) decent computer music available out there for everyone.

The problem is, there is alot of confusion about the "mod" format, and related mod-type formats (like MED, Okata, etc), and alot of the understanding of how to play these files comes from examining source code other people have written! What we need is a forum for people to talk specificaly about the music formats out there and exchange as much information as possible about them, in order to help everyone write better music editor and player programs!

If you are a programmer and want to write a mod editor (tracker) or mod player, even a general (MIDI or non-MIDI) music editor, or you have written one in the past, please send me email telling me you would be interested in being on this electronic mailing list... or if you know anyone else who has written a soundtrack program, or developed one of the music file formats, please forward this message to them!

I'm also looking for the original programmers of applications like "SoundTracker", "NoiseTracker", and the like.. some of these people are known only by BBS "handles", and may only have accounts on remote BBS systems. If you know any of their email addresses, please tell me.
(The people who originaly created the music file formats of course have the most information on them.)

>>> If you are interested in this mailing list, please send me email <<<

Jamal Hannah <jamal@gnu.ai.mit.edu>

3923. Installing GNU C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 21:46:04 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1993Jul25.214604.3156@sol.cs.wmich.edu>
Source record: 37519
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to install gnu C on my STacy4 so that I can compile
CC65 (the 6502 C cross-compiler). I downloaded the libraries, includes,
compiler, and make files. What do I have to do to make it work now?

Please email responses as I seldom read news.

Is there is a installation doc file - perhaps the FAQ?

just a bit more info -- I am trying to put it on my floptical (drive G)
all by itself since after I get this compiled I won't need it online
as I have Mark Williams, Sozobon and Alycon installed and working.

Harry
--
Harry Dodgson Jr. | Internet dodgson@coyote.cs.wmich.edu
| -(141.218.40.40)-

3924. Re: Problem with wind_get.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-25 23:03:44 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAqtE9.21r@sdf.lonestar.org>
Source record: 37532

> I am writing a program which scrolls text in a window. The problem
>is that the wind_set routine doesn't return control to my program until
>the mouse button is released. I am using it to set the slider position.
>Is there any way around this? Right now, you must click once on the down

Yes, don't use wind_set :-) Actually, i wasn't aware that it would not
return with the mouse button down. Are you sure it isn't some AUTO program
your running ?

>arrow for each line scrolled. I want to have it continue to scroll until
>the mouse button is released. Any help would be greatly appreciated.

Your routine should detect simply it in evnt_multi. When you get the arrow
message, use vro_cpyfm() to scroll the text. Set the slider ONLY after the
user has released the button (when you get the messages, check the mouse button
state, while its down, update the display (turn on wind_update ONCE and do not
release it until the user releases the mouse button for speed) as fast as
possible and don't worry about sliders or evnt_multi calls until the mouse
button comes up).

CYA

Evan Langlois

3925. Re: DSP assembler anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 09:54:08 UTC
From: atari@cs.ruu.nl
Message-ID: <CArnI9.Hpu@cs.ruu.nl>
Source record: 37527

In <1993Jul23.160945.4668@arizona.edu> paul@charlie.ame.arizona.edu (Paul Harris) writes:

>There's a DSP assembler in the Falcon directory at a.a.u.e., though I don't
>know if it has all the etc...

I'm the one who compiled this assembler for the Atari ST.
I don't know if the Falcon directory is the most suitable place for this
assembler, because the package has no Falcon specific tools. And I don't know
how to download the generated code to the DSP in the Falcon. That's why I
didn't mention the name Falcon in the readme file. And that's why I put it in
the language subdirectory on our Atari archive and not in a Falcon directory.
But I'd like to know if someone uses this assembler on his Falcon, so I can
make the a note about it in the readme file.

BTW: Someone messed up when he unpacked my a56.zoo file and created the
asm56.zoo file. He ignored the directory structure and overwrote the original
readme file. You can find the complete package at our archive:
Site: ftp.cs.ruu.nl [131.211.80.17]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
file: /pub/ATARI-ST/lang/a56.zoo

- Ate -
--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

3926. Re: Reading Joystick positions in C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 10:16:19 UTC
From: tony@microware.co.uk
Message-ID: <1811@mwuk.UUCP>
Source record: 37528
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Jul21.160258.14141@iplmail.orl.mmc.com> richards@elmer.orl.mmc.com (Larry Richardson) writes:
> Does anyone have some info on reading the ST joystick using C? Any source
> code would also be appreciated. Answer by E-Mail or post it (if anyone
> else cares).
>
>
> Larry Richardson
> richards@foghorn.orl.mmc.com

I have seen a number of postings asking for details about using the joysticks on the ST. This posting attempts to provide some help.

I never saw it properly documented, so about 4 years ago, using information from the old Abacus/DataBecker internals book, I set about investigating the Keyboard vector routines, using a packet handler which I could patch into the vectors I wanted to investigate. The C program I used is given below. As written, it hooks into the status and joystick vectors. For just the joystick information, it is not necessary to use the status vector. Obviously, the program could be cut dow to just bare bones for joystick handling, but I thought the complete thing might be of interest.

It was compiled using Lattice C 3.0.4. UBYTE is just a typedef of unsigned char. You won't need <portab.h> if you define this by hand. cprintf() is just printf() directly to the console. The include file <fctype.h> is just a variant of <ctype.h>, which itself would do fine.

It should be compiled to a .TOS executable.

```
------------------------------------------------------------------------
#include <portab.h>
#include <osbind.h>
#include <fctype.h>

typedef struct {
void (*midivec)();
void (*vkbderr)();
void (*vmiderr)();
void (*statvec)();
void (*mousevec)();
void (*clockvec)();
void (*joyvec)();
void (*midisys)();
void (*ikbdsys)();
```

```
} KBVEC;

UBYTE joy0,joy1;
UBYTE list[10];
int got=FALSE;

void dopkt(packet)
UBYTE packet[];
{
register int i;

for(i=0;i<10;i++)
list[i]=packet[i];
got=TRUE;

if (packet[0]>=0xFE) {
joy0=packet[1];
joy1=packet[2];
}
}

void main()
{
KBVEC *p,save;
UBYTE old0,old1;
char buf[128];
int cmd;
char c;

p = (KBVEC *)Kbdvbase();
save.joyvec = p->joyvec;
p->joyvec = dopkt;
save.statvec = p->statvec;
p->statvec = dopkt;

Ikbdws(0,"\x12"); /* Turn mouse off */

old0=old1=0xFF;
cmd = 0;

for(;;) {

if (Cconis()) {
c=toupper((short)Crawcin());
if (c=='\x03') {
Ikbdws(0,"\x08"); /* Restore mouse operation */
p->joyvec = save.joyvec;
p->statvec = save.statvec;
Pterm0();
}
else if (c=='\r') {
buf[0]=cmd;
Ikbdws(0,buf);
```

```
cmd = 0;
}
else if (c>='0' && c<='9') {
cmd = ((cmd & 0xF) << 4) | (c-'0');
cprintf("cmd = %X\r\n",cmd);
}
else if (c>='A' && c<='F') {
cmd = ((cmd & 0xF) << 4) | (c-'A'+10);
cprintf("cmd = %X\r\n",cmd);
}
}

if (got) {
cprintf("Packet = %02X %02X %02X %02X %02X %02X %02X %02X %02X %02X\r\n",
list[0],list[1],list[2],list[3],list[4],
list[5],list[6],list[7],list[8],list[9]);
got=FALSE;
}

if (old0 != joy0) {
old0 = joy0;
cprintf("Joy0 = %02X\r\n",old0);
}

if (old1 != joy1) {
old1 = joy1;
cprintf("Joy1 = %02X\r\n",old1);
}
}
}
```

Armed with the information gleaned by this program, it was possible to write assembler routines to setup, use and unsetup the joystick. JOYINI and JOYEND should be callable from ASM or C, and the global variables JOY0 and JOY1 will be updated automatically whenever a joystick state changes.

I can't remember what bit means what, but that is easily determined by trial and error.

```
;
JOYINI MOVEM.L A0-A1/D0,-(SP) ; Save registers
MOVE.W #34,-(SP) ; Kbdvbase()
TRAP #14 ; Xbios
LEA 2(SP),SP ; Better than ADDQ, as it
; doesn't set any flags.
; Now D0 points to the table of longword vectors. The
; joystick vector is at offset 24 from this.
;
MOVEA.L D0,A0 ; Must be in an addr reg
```

```
MOVE.L A0,ADRSAV ; Save table address
MOVE.L 24(A0),JOYSAV ; Save current joy value
LEA OURJOY(PC),A1 ; Position independent
MOVE.L A1,24(A0) ; Point vector to our code
PEA MOUSOF(PC) ; Command to turn off mouse
MOVE.W #MOUSOFL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
MOVEM.L (SP)+,A0-A1/D0 ; Restore registers
RTS
;
JOYEND MOVEM.L A0,-(SP) ; Save registers
MOVEA.L ADRSAV,A0 ; Point to table
MOVE.L JOYSAV,24(A0) ; Restore old value
PEA MOUSON(PC) ; Command to restore mouse
MOVE.W #MOUSONL-1,-(SP) ; Length-1
MOVE.W #25,-(SP) ; Ikbdws()
TRAP #14 ; Xbios
LEA 8(SP),SP ; Tidy stack
MOVEM.L (SP)+,A0 ; Restore registers
RTS
;
MOUSOF DC.B $12
MOUSOFL EQU *-MOUSOF
MOUSON DC.B $08
MOUSONL EQU *-MOUSON
;
; This next is our joystick interrupt routine. We may use
; registers A0-A2 and D0-D2 without having to save them.
;
OURJOY MOVEA.L 4(SP),A0 ; Pointer to packet
CMPI.B #$FE,(A0) ; Joystick packet?
BLO.S NOJOY ; Ignore if not
YESJOY MOVE.B 1(A0),JOY0 ; Copy joystick 0.
MOVE.B 2(A0),JOY1 ; Copy joystick 1.
NOJOY RTS
;
DATA
;
BSS
;
ADRSAV DS.L 1 ; 4 bytes for table addr
JOYSAV DS.L 1 ; 4 bytes for old vector
JOY0 DS.B 1 ; Joystick 0 state.
JOY1 DS.B 1 ; Joystick 1 state.
;
END
--------------------------------------------------------------------------
```

Hope this is of help to people. Please feel free to add the contents of this article to any FAQs, etc.

Tony.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
----------------------------------| Leylands Farm, Nobs Crook,
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

3927. Re: cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 12:47:40 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <CAQFBCV@heaven7.in-berlin.de>
Source record: 37529

In <CAn063.M0z@scr.siemens.com>, Bill Nell (bnell@scr.siemens.com) writes:

: Does anyone out there know if it is possible to make it so you can write
: data to the cartridge port? According to the schematics and manuals I have
: it is wired to the MMU so that any write attempts will result in a bus
: error. Is there any way short of mangling my computer to fix this?

You can use the ADDRESS lines for writing data, i e you address a certain
location in the address space of the cartridge port and use [part of]
that address as the data to be written.

Of course, the device connected to the port must understand the protocol
you are using.
--
######### Martin P. Ibert, Fï¿½rstenweg 11, D-13589 Berlin-Spandau, Germany, Terra
(.)(.) Mail: martini@heaven7.in-berlin.de, Fon: +49-30-3753479, Fax: -3753699
) (--
(\/) Sex verkauft 'ne Zeitung, Sex verkauft 'n Video, DIE FANTASTISCHEN
######### VIER mit Sex verkauft man alles, denn Sex verkauft sich sowieso!

3928. Re: Is now the time to buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 13:43:57 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <CAry59.Hy@bfsec.bt.co.uk>
Source record: 37530

In article A@semprini.tdkcs.waterloo.on.ca, cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <NAW.93Jul19134752@draco.planet.bt.co.uk>, Ab Wilson writes:
>> I'm presently using an STFM with Cubase. I've been toying with the
>> idea of upgrading the system for sometime. Essential I'm tired of the
>> games machine feel that Ataris give me and I want a proper machine.
>[...snip...]
>> What I really want is a
>> nice Un*x box like a Sparc Classic or IPX. However that would be a
>> bigger outlay than I would really like to spend at present. So how
>> frustrated will I feel with a Falcon + Mulitos + Mint.
>

I have an STFM (expanded to 4M) with 30M HD and have also felt that it has a games machine 'feel'. It was also pretty slow, so I decided it was time for an upgrade. I considered several options but ended up with 2 in the end.

1) The Falcon (4M, 65M HD)
2) The Archimedes A5000 (4M, 80M HD)

I was unsure about the Falcon, although was put off when I heard it was still GEM-based, and basically looked like a very fast ST. Since I am more of a developer rather than a user, it lost its appeal. This is why I went for the Archimedes A5000 in the end.

OK, maybe the no. of colours aren't as good (256 max, unless you write some smart code to catch the horiz. syncs), and the software support isn't as good (not that there is a lot available yet for the Falcon. But when it comes to development, it's great !

Get a demonstration of an A5000 and see what you think before deciding what to go for. It's a bit more expensive than the Falcon :

A5000 - 4M RAM, 80M HD, 25 Mhz ARM 3 processor - approx. 1700 GB pounds (inc. VAT). including Acorn Multiscan monitor (worth 200-300)

There are plenty of PD progs available... and if the A5000 is too dear, there are some lower end models, also with the ARM 3 (which provides around 13 MIPS on the A5000 - or even faster with the 33 Mhz ARM 3).

Although this is probably not a good indication of performance, since it will depend on the Compiler, I ran sieve.c (Sieve of Eratosthenes (or however you spell it)) on both my A5000 and my SUN IPX (at work) for 1000 iterations.

IPX : 24 seconds
A5000 : 18 seconds

As you can see, there is no lack of speed from the Archie. (OK, so the IPX can handle more users...but I'm the only one on my Archie).

Just thought I'd give you my thoughts on the subject...

>Well, other than the fact that the Falcon is barely powerful enough to
>support its own graphics modes (the system crawls along at ST speed in
>the 16-bit colour modes)... 16Mhz 68030, and a 14M RAM limit. IMHO,
>the best amount of RAM for a new computer today is 8M, but the Falcon
>only allows 1M, 4M and 14M.
>

I'm not sure what the limit is with the Archimedes regarding RAM. Concerning graphics, there is no real noticeable difference between the lowest res, fewest colour modes and the highest res, greatest colour modes (again, see comments about the no. of colours).

>> How near to being a proper operation system is Multitos? (Don't say it
>> is a proper operating system unless it's got virtual memory, process
>> protection, IPC, and proper documentation.)
>
>No virtual memory.
>Process protection.
>IPC.
>Bad end-user documentation (about 14 pages, or so I've heard!).
>

Don't know how the Archimedes fares here. I know of a PD virtual memory system which, according to a friend, works very well. I think it allows up to 24 M of virtual memory.

Process protection and IPC I'm not sure about, although I dare say it is supported.

End-user documentation isn't the greatest unless you get the PRM (Programmers Reference Manual). This is pretty essential if you're going to do any programming, and is a bit pricey, although well worth it (100 pounds + VAT). This is actually a set of 4 thick manuals, and a separate index manual.

OK, so it sounds like I'm advertising, but I'm really pleased with what I got. I'm not, by any means, saying that the Falcon is not a good machine, just that the Archimedes suits my needs better.

ps. I'll still be keeping my ST...

All opinions expressed are my own, therefore : Copyright (c) Terry Moffitt
---

3929. Re: Is now the time to buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 15:11:46 UTC
From: crissman@btree.uucp
Message-ID: <1993Jul26.151146.16676@btree.uucp>
Source record: 37531

In article <1993Jul23.184235.11516@btree.uucp> crissman@btree.uucp (George Crissman) writes:
>On July 4th, a chemical factory in Japan (island of Niihau, I believe)
^^^^^^
>was leveled in an explosion/fire that demolished 60% of the worldwide
>supply of encapsulation epoxy for integrated circuits. The cost of RAM
>has more than doubled two weeks later.

Ummm.... It was the island of Niihama, not Niihau. That's what I get for not having the article in front of me while posting. Thanks to the many senders of private email, most of whom wanted to know how one of the Hawaiian islands (Niihau) got over to Japan. In defense, I can only claim that it's summer time and I'm in San Diego, therefore distracted by outdoors goings-on....

-- George Crissman

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
****

* NOW AVAILABLE: Brooktree's "Components For ATE Design" Databook, 2nd *
* Edition (1/2-inch thicker than 1st Edition). Check your rep., today! *
****

--

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *

3930. TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 17:47:52 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jul26.114753.846@janus.arc.ab.ca>
Source record: 37535

I am getting the TEC card for my MEGA 2 currently running TOS 1.04 and I am wondering if I will still need the TOS14FX2 and the POOLFIX autoload programs? Are they equivalent ones for TOS 2.06? Will I still need FOLDERxxx? Just curious.

Thx...

Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L

3931. Re: cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 19:17:37 UTC
From: cse0080@desire.wright.edu
Message-ID: <1993Jul26.141737.11613@desire.wright.edu>
Source record: 37533

In article <CAQFBCV@heaven7.in-berlin.de>, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
> In <CAn063.M0z@scr.siemens.com>, Bill Nell (bnell@scr.siemens.com) writes:
>
> : Does anyone out there know if it is possible to make it so you can write
> : data to the cartridge port? According to the schematics and manuals I have
> : it is wired to the MMU so that any write attempts will result in a bus
> : error. Is there any way short of mangling my computer to fix this?
>
> You can use the ADDRESS lines for writing data, i e you address a certain
> location in the address space of the cartridge port and use [part of]
> that address as the data to be written.
>
> Of course, the device connected to the port must understand the protocol
> you are using.
> --

There is another way for the NOT-FAINT-OF-HEART that involves a hardware modification. I have done it and build my own cartridge breakout board for use with computer-driven projects.

The 68000 has an asynchronous bus protocol. When an address is output during either a read or a write, the device accessed is supposed to assert *ACK* (An active-low input to the 68000. The name might be *DACK*, I don't have my book here ...:) Since the MMU handles all accesses to the devices in the ST, it asserts the ack signal for the devices it has been designed to handle, which includes READ accesses of the cartridge address space. Another part of the MMU asserts (pulls low) the *BERR* buss error pin after a pre-determined number of cycles have passed with no assertion of *ACK*. I checked this with a scope, on my first ST, so unless they have changed the internals of the MMU ....

Now, in the best of worlds, both the *BERR* and *ACK* are passively pulled high by a resistor. In this case, merely connecting a circuit which decodes WRITE accesses to the cartridge address space and uses an OPEN-DRAIN CMOS-compatible gate to assert *ACK* for those accesses will avert the buss error problems. You still need to bring the R/W line out to the connector somehow.

I took a safer aproach and broke the trace between the MMU and the CPU on the *ACK* line. I then bridged the cut with a 100 ohm resistor. On the CPU side of the bridge, I connected the OPEN-DRAIN circuit I had designed. I used a 22-guage (sp?) twisted pair to bring the R/W line over to the connector. I seem to recall that I used a no-connect pin to pass it through the connector, but I may have sacrificed one of the ground pins to do it. It has been a long time since I did it. I used the resistor because I was afraid the MMU might have an active output for the *ACK* line rather than an OPEN-DRAIN output.

The mod worked like a champ. I later modified the mod to enable me to connect peripherals to the breakout board which took care of asserting *ACK*, but that required also bringing out the *ACK* signal. There was a little more involved but right now it escapes me.

-Karl C. Hansen
cse0080@desire.wright.edu
hansen@wiley.cs.wmich.edu

3932. cartridge port (thanks)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 20:09:09 UTC
From: bnell@scr.siemens.com
Message-ID: <CAsFzA.3J1@scr.siemens.com>
Source record: 37534

I'd like to thank everyone who mailed me a response about how to write
data to the cartridge port. I'll try it out and let you know how it works.

Thanks again!
Bill

--
bnell@scr.siemens.com | Anytime something screeches and flies across
Siemens Corporate Research | the room and attaches itself to some guy's neck
755 College Road East | and he can't get it off, I just have to laugh.
Princeton, NJ 08540 | Because, what is that thing?

3933. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 21:39:04 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CAsK55.AMB@sdf.lonestar.org>
Source record: 37398

==========quote below==========
They don't work together; apparently Charles Johnson has said this is a bug
in Warp-9, which will be fixed.

NVDI and TurboST work find with MiNT 1.04.

Does anyone know if updated MiNT code will be released soon?
==========

Not only do they not work together, but I called Codehead to see if there
was or would be an update to Warp9 to make it work with MiNT/MultiTOS. You
know what I was told? I was told I shouldn't hold my breath!! No upgrade
at all is planned. Codehead blamed ATARI saying that resident programs just
don't work right with MultiTOS because it really "isn't ready" even though its
been released. I then said, "I hear there is a program called NVDI that works
fine." He says, "I heard that too".

Now, tell me, if its all Atari's fault because MiNT/MultiTOS are so horrible,
then why would NVDI work when Warp9 won't ?? And I also think its pretty rude
to tell someone with a problem that they shouldn't hold there breath!! What
choice did I have? Run without MiNt, No way! Run without Warp9, slow, Not
if I can help it. Run without Warp9, and buy NVDI! Hey, I ordered NVDI !

If Charles Johnson has promised an upgrade, then he needs to kill the guy that
I always get on the phone at Codehead tech support. That guy has lost me as
a customer. Codehead will have to REALLY offer some extraordinary stuff for
me to ever buy something from them again. Whenever I get a problem, its always
"MY" problem for me to handle. How nice.

3934. FALCON SALES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 22:02:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <231k90INNqp7@golem.wcc.govt.nz>
Source record: 37538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After findin out more about this dork of a machine 'FALCON' was more of a sick Joke than a real computer....

This confirms my thoughts about it....

This was cut from STR 930....

- London, UK FALCON SALES OUTLOOK

Our super sleuth in the UK tells us that the Falcon sales are in the low thousands for all of Europe. The expected crushing rush for the new Falcon has yet to materialize. In fact, while the Falcon is satisfying the game machine affectionados in the UK and elsewhere, a number of support enterprises are on the verge of closure on the continent.

I do think its time that Atari close up shop....

Roger..... sheppard_r@kosmos.wcc.govt.nz

3935. Re: what to do with C source?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-26 22:08:36 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Jul26.220836.21830@cs.yale.edu>
Source record: 37536
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stephe Lewis Foskett (lancer@ramanujan.WPI.EDU) wrote:
: mode> It is a disk utility...

: in this case, you probably can't use your code without some major
: modification... If you really want to try, the Abacus book "ST Disk
: Drives Inside and Out"" might help...

No. Disk formats are similar enough on the ST and PC (read identical
except for a few bytes) that compiling it on the ST should be fairly
straightforward.

--- Bob

3936. Re: FALCON SALES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 00:45:12 UTC
From: cmedley@wam.umd.edu
Message-ID: <231tqo$q11@cville-srv.wam.umd.edu>
Source record: 37391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <231k90INNqp7@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>This was cut from STR 930....
>
>
>- London, UK FALCON SALES OUTLOOK
> ----------
>
> Our super sleuth in the UK tells us that the Falcon sales are in the
>low thousands for all of Europe. The expected crushing rush for the new
>Falcon has yet to materialize. In fact, while the Falcon is satisfying the
>game machine affectionados in the UK and elsewhere, a number of support
>enterprises are on the verge of closure on the continent.
>

Well, I don't take Atari's blatant optimism without a grain of salt, and i
guess I have to be fair and say that given Mariano's past history with
Atari, and his excellent (gag!) reporting, I won't take this one seriously
until he (or someone else):

1) gives this "super sleuth"'s name
2) can back up the statements

This is tabloid journalism.

(I remember back when I had to hunt down Ron Kovacs who did ZNET for the ST
to tell him he had omitted me from a listing of vendors at the Pittsburgh
Atari show back in '91... i had two tables.. more than any non-dealer vendor!
He told me... "Well, i guess you just weren't important!" and never mentioned
ENiGMA Software... i love the attitude of these online journalists... and they
wonder why some of us don't write commercial stuff?)

3937. Re: FALCON SALES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 02:35:18 UTC
From: sinclap2954@iscsvax.uni.edu
Message-ID: <1993Jul26.203518.15201@iscsvax.uni.edu>
Source record: 37392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <231k90INNqp7@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> After findin out more about this dork of a machine 'FALCON' was more of a
> sick Joke than a real computer....
>
>
> This confirms my thoughts about it....
>
>
> This was cut from STR 930....
>
>
> - London, UK FALCON SALES OUTLOOK
> ----------
>
> Our super sleuth in the UK tells us that the Falcon sales are in the
> low thousands for all of Europe. The expected crushing rush for the new
> Falcon has yet to materialize. In fact, while the Falcon is satisfying the
> game machine affectionados in the UK and elsewhere, a number of support
> enterprises are on the verge of closure on the continent.
>
>
> I do think its time that Atari close up shop....
>
It will come to that... Apple's new DSP macs will be out on Monday August 2 at
MacWorld Boston. The prices are lower than expected.

The Centris 660 AV with a dual dsp for sound and video, built in GEO ports, the
casper voice recognition will cost $2139(8/80 config) list. This model will be
powered up with a 25 mhz. 680400. Atari does not have a chance. I suspect
Apple will ship out in the week of its releace(next week) volume that will
surpass the install base of Falcons. Nice try Atari. But you deserve to go
out of business.

Peter Sinclair-Day University of Northern Iowa Cedar Falls, Iowa

>
> Roger..... sheppard_r@kosmos.wcc.govt.nz
>

3938. Re: FALCON SALES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 06:52:00 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCAt9qp.3sw@netcom.com>
Source record: 37393
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sinclap2954@iscsvax.uni.edu wrote:
: It will come to that... Apple's new DSP macs will be out on Monday August 2 at
: MacWorld Boston. The prices are lower than expected.

: The Centris 660 AV with a dual dsp for sound and video, built in GEO ports, the
: casper voice recognition will cost $2139(8/80 config) list. This model will be
: powered up with a 25 mhz. 680400. Atari does not have a chance. I suspect
: Apple will ship out in the week of its releace(next week) volume that will
: surpass the install base of Falcons. Nice try Atari. But you deserve to go
: out of business.

Problem with Apples new computers is that it's a dead end system. Apple will
will be phasing the Mac out as soon as the powerPC hits sometime next year.

Now with the Atari the falcon will be the computer that Atari is still shipping
5 years from now. Think of the savings in money and software. Fact of the
matter is I'm still using the same ST computer I bought 5-6 years ago. It
also still does what I need.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

3939. Re: FALCON SALES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 07:45:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <232mejINNscv@golem.wcc.govt.nz>
Source record: 37537
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Now with the Atari the falcon will be the computer that Atari is still sh
] 5 years from now. Think of the savings in money and software. Fact of t

I doubt it, they'll probably all but drop the machine and support the
Jaguar! (If they manage to get it out the door). Forget what Bob Brodie
says, he is pretty un-reliable! :) (Maybe = No.... No Comment = Yes!)

3940. Re: STf Memory Upgrade -Help-

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 10:42:40 UTC
From: monnier@di.epfl.ch
Message-ID: <2330r0$8k2@disun41.epfl.ch>
Source record: 37397

In article <1993Jul22.032853.119485@zeus.calpoly.edu> cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:

>Which area is the memory located on an STf?

```
-------------------------------------------------
| |-------
| |
| YM2149F |
| |
| |
| MC6850P |
| |
| ------- Here? MC6850P |
| V |
| U53 _________________
| U62 |
| U67 |
| U48 |
| U59 |
| U63 MC68000 |
| |
-----------------------------------------
```

>Which sockets do I fill (what order?) U63 and U67 are filled now
>"1987 REV.C" is stamped on the board. Also, what sort of mem. chips
>can I put in -- Only Atari?

The six sockets are for ROM (and only 2 are filled because you have a 2chip version of the TOS (probably 1.02)).
The RAM is made of DRAM (dynamic RAM) which is made of rather small chips (around 20 pins). There should be either 4,8,16 or 32 (depending on your memory configuration and the chips used) totally similar chips with numbers like: 41256 or 414256 or 411000 or...
There won't be any sockets for the new memory (as far as I know), so that soldering will be necessary (as well as some doc on the pinout of several chips (MMU, DRAM, maybe 74LS373 or others) and also adding one or two resistors)

>Any help would be great!

Help:
- any DRAM should work, but the obvious choice is to get 1MB SIMMS
- if you know what you're doing, it's not too hard. But it may be not trivial if you don't have the docs and tools at hand.

>Chris.

Stefan

PS: I still have that strange feeling that my help wasn't great.

3941. ST4766N and AdSCSI Plus ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 12:17:07 UTC
From: DBRIGHAM@nsf.gov
Message-ID: <DBRIGHAM.15.743775427@nsf.gov>
Source record: 37399

I just 'scraped' up a Seagate ST4766N SCSI hard drive, I think it is about 650MB formatted. Should it work alright with an AdSCSI Plus on an STe? Does someone know the paramters I will probably need to enter when formatting/partitioning it (hds, cyls, etc.)?

Also, I will probably use it on both my 1040STe (4MB RAM) and my old 1040STf, which have TOS 1.6 and 1.0 respectively. That means I should be using no larger than a 16MB boot partition, and the STf will only 'see' the partitions 16MB or smaller, right?

Oh, where can I grab the latest ICD utils - assuming I need them for the AdSCSI Plus and this hard drive....?

Thanx....

```
*****************************************************************************
* Dana Brigham - dbrigham@nsf.gov - RJO Ent., Inc. *at* the National *
* Science Foundation - anything expressed above was, is and always *
* will be a singular product of my warped mind..... *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Inquiring minds want to NO!!!!! *
*****************************************************************************
```

3942. Re: FALCON SALES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 14:45:23 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <106439@hydra.gatech.EDU>
Source record: 37394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Jul26.203518.15201@iscsvax.uni.edu>
sinclap2954@iscsvax.uni.edu writes:

>It will come to that... Apple's new DSP macs will be out on Monday August 2
>at MacWorld Boston. The prices are lower than expected.
>
>The Centris 660 AV with a dual dsp for sound and video, built in GEO
>ports, the casper voice recognition will cost $2139(8/80 config) list.
>This model will be powered up with a 25 mhz. 680400. Atari does not
>have a chance. I suspect Apple will ship out in the week of its
>releace(next week) volume that will surpass the install base of
>Falcons. Nice try Atari. But you deserve to go out of business.

So fine and dandy for Apple. According to a recent article in the
business section of our local paper, Apple is not doing that much
better than Atari. Look at the number of computers they have for
sale. Think about the development costs to design those machines.
Think about how they have to price them at very low profit margins to
compete against PC clones. Sure Apple may be the biggest single
manufacturer of PCs. But according to this article, Apples hopes are
all based on their ability to put out a PowerPC based machine within a
year. It looks bad for ALL Motorola based PC manufacturers these
days.
--
Opinions expressed are my own.

3943. Re: ST4766N and AdSCSI Plus ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 17:22:45 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Jul27.172245.29971@nrtpa038.bnr.ca>
Source record: 37395

In article <DBRIGHAM.15.743775427@nsf.gov>, DBRIGHAM@nsf.gov (Dana Brigham) writes:
|> I just 'scraped' up a Seagate ST4766N SCSI hard drive, I think it is about
|> 650MB formatted. Should it work alright with an AdSCSI Plus on an STe?
|> Does someone know the paramters I will probably need to enter when
|> formatting/partitioning it (hds, cyls, etc.)?
|>
|> Also, I will probably use it on both my 1040STe (4MB RAM) and my old
|> 1040STf, which have TOS 1.6 and 1.0 respectively. That means I should be
|> using no larger than a 16MB boot partition, and the STf will only 'see' the
|> partitions 16MB or smaller, right?
|>
|> Oh, where can I grab the latest ICD utils - assuming I need them for the
|> AdSCSI Plus and this hard drive....?
|>
|> Thanx....
|>
|> **
|> * Dana Brigham - dbrigham@nsf.gov

If it is a 650mbyte hd then you'd end up with 40 16 meg partitions, which the systems will not support. Change your TOS 1.0 to 1.4 ($50 US) and use large partitions, so both systems can use the drive. TOS 1.4 is a major improvement over 1.0, IMHO of course. If you bought your AdSCSI Plus a long time ago, for your ST it may not work correctly with the STe, contact ICD if you have any questions ((815) 968-2228 ask for Howard).

The latest ICD software is available on GEnie. If you do not have a GEnie account ask Howard for the ICD BBS phone number.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3944. Re: GEMulator software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 18:04:06 UTC
From: darekm@microsoft.com
Message-ID: <1993Jul27.180406.23385@microsoft.com>
Source record: 37400

In article <22iv27$lnf@obelix.uni-muenster.de> haebler@uni-muenster.de (Marcus Haebler) writes:
>it is said that the software for the GEMulator is free. Can I find it
>on a ftp site?

The software is included with the Gemulator hardware, which sells for about $200. However, having the software by itself is useless since it does nothing without the hardware.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are my own, I think. |
\--------------------------------------/

3945. Please help with assembler code (Steve Eker?).

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 18:23:40 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <88631@ut-emx.uucp>
Source record: 37396
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Steve Eker sent me an assembler image transformation routine to use in Ghostscript. It works fine (with minor modification) for 2 and 4 bit color, but it clearly cannot work for 8 or more colors. I cannot reach Mr. Eker via email, so I am asking the net for suggestions on how to modify the code to handle more color planes (I am not much of an assembly programmer). The (4-bit) code is included below.

This routine is used to convert an image from Ghostscript's format to the standard GEM color-plane format. The Ghostscript format has all of the bits representing a pixel stored together in memory. For 4-bit color, this means that the first byte of the image contains the first 2 pixels.

The problem with the routine below is that it uses address registers to store pointers to each color plane. Eight color planes would require 8 address registers, which is pushing the limit, and 16-plane color is out of the question. Can anyone suggest modifications that will work for >= 8 color planes?

Thanks,

Tim Gallivan

```
------------------------------------------------------------------------
*
* Entry:
* d7 #pixels/16
* a4 address of source pixels
* a0 destination for plane 0
* a1 destination for plane 1
* a2 destination for plane 2
* a3 destination for plane 3
*
* Exit:
* d0-d7/a0-a5 trashed
*

next_block:
moveq #3,d6 ; 4 words for 16 pixels
next_word:
move.w (a4)+,d4 ; get 4 pixels
moveq #3,d5 ; 4 pixels/word
next_pixel:
```

```
add.w d4,d4 ; Addition magick
addx.w d0,d0
add.w d4,d4
addx.w d1,d1
add.w d4,d4
addx.w d2,d2
add.w d4,d4
addx.w d3,d3
dbra d5,next_pixel
dbra d6,next_word
move.w d0,(a0)+ ; store 1 word of each bit plane
move.w d1,(a1)+
move.w d2,(a2)+
move.w d3,(a3)+
dbra d7,next_block
```

3946. Re: FALCON SALES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-27 23:21:32 UTC
From: lucius@picasso.ocis.temple.edu
Message-ID: <1993Jul27.232132.26701@cronkite.ocis.temple.edu>
Source record: 37401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John Hoffman (jhoffman@netcom.com) wrote:

: Problem with Apples new computers is that it's a dead end system. Apple will
: will be phasing the Mac out as soon as the powerPC hits sometime next year.

: Now with the Atari the falcon will be the computer that Atari is still shi...
: 5 years from now. Think of the savings in money and software. Fact of the
: matter is I'm still using the same ST computer I bought 5-6 years ago. It
: also still does what I need.

You could say that about MS-DOS systems, too. It would be great to be able to use all my old software. But it's a lot of work to keep full backwards compatability while making improvements to the machine. For me, the improvements in hardware and in the OS justify breaking some old software. I would be really disappointed if people still had to work with eight character filenames and three letter extensions.

Power PC isn't going to obsolete the Mac anytime soon. Making a new platform doesn't mean that old software isn't going to run anymore. It's not like the 8-bit to ST transition. Apple's Power PCs will run Macintosh software, without recompliling or modifications. Macintosh is still a real live platform, and Apple will still make Macs five years from now. (And they're all going to be using at least a 68040 processor -- none of that old 68000 stuff).

I just wanted to clear up some misconceptions here. Some people seem to think that Atari's technologies are many years ahead of everybody else's, and that the new machine will make everybody want to go out and buy one. The 1040 ST was great when it was introduced, but other companies soon surpassed it.

What I hope is that Atari will keep improving their Falcon (040 maybe?), so that in five years, Atari might be making that same Falcon030, but they'll also be selling better models (with voice control and video processing, etc.).

-Lucius

3947. Getting GDB to load symbols

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 00:21:30 UTC
From: dmb@xbar.ai.mit.edu
Message-ID: <234gqaINNdud@life.ai.mit.edu>
Source record: 37402

How can I get GDB to work? When I say

gdb prog.ttp

it says "prog.ttp is not in executable format."

When I say

gdb -e prog.ttp

it loads and will run, but without any symbols. I compiled with -g;
does anyone know what else I need to do to get GDB working in a useful
manner? I'm using the latest version from atari.archive.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3948. Re: MiNT and the Codeheads...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 03:18:35 UTC
From: wilsont@rahul.net
Message-ID: <CAuulz.rq@rahul.net>
Source record: 37403

In <CAsK55.AMB@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:

>========================quote below======================
>They don't work together; apparently Charles Johnson has said this is a bug
>in Warp-9, which will be fixed.
>NVDI and TurboST work find with MiNT 1.04.
>Does anyone know if updated MiNT code will be released soon?
>===

>Now, tell me, if its all Atari's fault because MiNT/MultiTOS are so horrible,
>then why would NVDI work when Warp9 won't ?? And I also think its pretty rude
>to tell someone with a problem that they shouldn't hold there breath!! What
>choice did I have? Run without MiNt, No way! Run without Warp9, slow, Not
>if I can help it. Run without Warp9, and buy NVDI! Hey, I ordered NVDI !

From what I understand, the codeheads have turned into snobs.
I haven't seen an Arcshell that is MTOS compatible yet, another editor
of AEO talked to Chuck about it, he got much the same reply.

>If Charles Johnson has promised an upgrade, then he needs to kill the guy that
>I always get on the phone at Codehead tech support. That guy has lost me as
>a customer. Codehead will have to REALLY offer some extraordinary stuff for
>me to ever buy something from them again. Whenever I get a problem, its always
>"MY" problem for me to handle. How nice.

They do sell the #1 piece of atari software don't they? i think its
went to their head, and think they are 'above' atari corp.

As MTOS picks up, hopefully the codeheads will fix their bugs.
Or NVDI will take their market.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

3949. Re: STf Memory Upgrade -Help-

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 08:31:48 UTC
From: lynbech@daimi.aau.dk
Message-ID: <235dhk$rij@belfort.daimi.aau.dk>
Source record: 37404

Thus spake monnier@di.epfl.ch (Stefan Monnier):

>In article <1993Jul22.032853.119485@zeus.calpoly.edu> cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:

[... stuff deleted ...]

>>Any help would be great!

>Help:
>- any DRAM should work, but the obvious choice is to get 1MB SIMMS
>- if you know what you're doing, it's not too hard. But it may be not
>trivial if you don't have the docs and tools at hand.

>>Chris.

> Stefan

As one who has been there, I'll throw in a few remarks.

If your atari has an internal power supply, the ram chips are situated under that. Otherwise, they should be easy to spot.

There are docs on doeing this kind of upgrades. I believe I found one on atari.archive, but I am not sure, and I can't remember neither name nor path. There is a slight chance that I still have it at home, so mail me if you can't find anything.

This doc are quite nice and thorough. It describes a sip-upgrade, but it is easily converted into one for simms.

The easiest project is probably the one where you piggyback your existing chips (puts a similar chip on top), but this can only double the capacity.

If you want the full 4 Meg., I think the SIMM project is the best. It is highly recommended to use sockets for the simms (mounting it on a small piece of breadboard), and remember to work out the new position IN ADVANCE. Space is *very* tight, and you may need to do some nasty things with the metal casing. This is an important point, so you can get the wire-lengths right the first time.

A small multimeter come in very handy, to find missing connections.

Last, be carefull and thorough, and DO NOT solder on your computer with the power switched on. This is (probably) the reason why I succeeded in frying my computer completely!! And it had even been up working.

Christian Lynbech | Hit the philistines three times over the

```
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)
------------------------------------------------------------------------------
```

3950. Re: Please help with assembler code (Steve Eker

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 09:22:30 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13853@hardy.rl.ac.uk>
Source record: 37405

In article 88631@ut-emx.uucp, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
>Hi,
>
>Steve Eker sent me an assembler image transformation routine to use in
>Ghostscript. It works fine (with minor modification) for 2 and 4 bit
>color, but it clearly cannot work for 8 or more colors. I cannot reach
>Mr. Eker via email, so I am asking the net for suggestions on how to
>modify the code to handle more color planes (I am not much of an
>assembly programmer). The (4-bit) code is included below.
>
Oops, I've changed site a couple of times since then and email doesn't seem to get forwarded.

>This routine is used to convert an image from Ghostscript's format to
>the standard GEM color-plane format. The Ghostscript format has all
>of the bits representing a pixel stored together in memory. For 4-bit
>color, this means that the first byte of the image contains the first
>2 pixels.
>
>The problem with the routine below is that it uses address registers
>to store pointers to each color plane. Eight color planes would require
>8 address registers, which is pushing the limit, and 16-plane color is
>out of the question. Can anyone suggest modifications that will work
>for >= 8 color planes?
>
I don't use GEM very often, but doesn't it use interleaved bit planes? If so the address regs aren't a problem - you only need 2. Data regs are more of a problem but for 8-bit pixels it's quite easy (Does any Atari/GEM machine support 16-bit bitplanes anyway? - Falcons 16-bit mode is chunky). BTW if you code only has to run on TT/Falcons you may be better off using the 68030 bit field instructions; I don't have the timings to hand.

Steven

```
*
* Entry:
* d7 #pixels/16
* a1 source of 8-bit "chunky" pixels
* a0 destination for 8 interleaved bit planes
*
* Exit:
* d0-d7/a0-a1 trashed
*
```

```
magick:
MACRO
add.w d4,d4
addx.w \1,\1
add.b d5,d5
addx.w \1,\1
swap \1
add.w d4,d4
addx.w \1,\1
add.b d5,d5
addx.w \1,\1
ENDM

next_block:
moveq #7,d6 ; 8 words for 16 pixels
bra.s first_word ; save a few cycles by not flipping regs
next_word:
swap d0 ; flip regs
swap d1
swap d2
swap d3
first_word:
move.w (a4)+,d4 ; get 2 8bit pixels
move.b d4,d5 ; copy second pixel

magick d0 ; Addition magick
magick d1
magick d2
magick d3

dbra d6,next_word
move.l d0,(a0)+ ; store 1 word of each bit plane
move.l d1,(a0)+
move.l d2,(a0)+
move.l d3,(a0)+
dbra d7,next_block
```

3951. Re: Getting GDB to load symbols

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 09:27:26 UTC
From: lynbech@daimi.aau.dk
Message-ID: <235gpu$snp@belfort.daimi.aau.dk>
Source record: 37406

Thus spake dmb@xbar.ai.mit.edu (David Baggett):

>How can I get GDB to work? When I say

> gdb prog.ttp

>it says "prog.ttp is not in executable format."

>When I say

> gdb -e prog.ttp

>it loads and will run, but without any symbols. I compiled with -g;
>does anyone know what else I need to do to get GDB working in a useful
>manner? I'm using the latest version from atari.archive.

>Dave Baggett

You need to use the sym-ld program to produce a symbol table (e.g. prog.sym)
and start

gdb -e prog.ttp -s prog.sym

It actually is in the docs, which should be somewhere around on atari.archive,
if it does not accompany gdb.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

3952. dsp dma?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 11:51:49 UTC
From: se15@claudius.nextlab.cs.qub.ac.uk
Message-ID: <1993Jul28.115149.5316@ousrvr.oulu.fi>
Source record: 37407

Has anyone got a working example of dma to/from the dsp I could have a look at? All the code I've looked at so far has used the host port interface on the dsp. I'd hope to avoid both processors wasting instructions reading and writing this port by using dma.

Paul
--

_ /___ /_________ _-_
_\///////_ /\\\////__________\ //|\\ se15@cs.qub.ac.uk
_ /_\/_\/_ /_________\ /|@ @|\ 4 Palestine St.,
_\///__\/_\/_\///__Digital\ /(")\ Belfast,
_ /__\//_Destiny\ / \-/ \ N. Ireland.
_\////////____\////////__________\ Algorhythm +0044 232 231851

3953. Re: MiNT and the Codeheads...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 13:52:05 UTC
From: cmedley@wam.umd.edu
Message-ID: <2360a5$51p@cville-srv.wam.umd.edu>
Source record: 37408

In article <CAuuIz.rq@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>
>From what I understand, the codeheads have turned into snobs.
>I haven't seen an Arcshell that is MTOS compatible yet, another editor
>of AEO talked to Chuck about it, he got much the same reply.
>

Whoa... i wouldn't say the CodeHeads have turned into snobs. I've always found them incredibly helpful and I think they are just having second thoughts about supporting the Falcon when Atari gave them so much crap last year.

A good example might be how they were prevented from getting a developer Falcon long after much smaller s/w houses were given developer models to work with. CodeHead Software made the Atari ST series *usable*. Anyone who remembers MultiDesk, MultiFile/MaxiFile, G+Plus, or any of their other utilities probably can attest to that.

I think it is "not a good thing" that they aren't pressed to upgrade their software, but what has Atari done for them?

<unlike other developers, I think the CodeHeads may have reasons for some gripes with Atari... >

3954. 1040 STe power supply problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 13:59:39 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Jul28.135939.359@porthos.cc.bellcore.com>
Source record: 37427

I just heard of a spectacular power supply failure in
a 1040 Ste (sparks, smoke, etc.) with damage extending
to other parts of the computer. Is this an isolated
incidence, or is there a reputation of power supply
problems in the STe? I have a 1040 STf that other
than a resistor replacement has had a reliable power supply
since 1987. I'm upgrading my system, and if its
needed would rather do a preemptive replacement of the
power supply now rather than lose my investments.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

3955. Can I use an AMIGA 1080 ana/dig color monitor w/ST comp?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 15:33:59 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jul28.153359.180496@zeus.calpoly.edu>
Source record: 37410

I have an AMIGA 1080 ana/dig color monitor with analog RGB, digital RGB, and composite video capabilities. I am already using it with the composite video, but would like to change to analog RGB to imporve the viewing quality but I have a couple questions. First, is the vertical frequency compatible with ATARI's standard -- around 15MHZ? Second, I have no pin-out on the 9-pin plug on the monitor. Is the 9-pin a standard?

Maybee some-one could forward this to an AMIGA newsgroup, as I do not know of any off-hand.

Any help would be greatly appreciated!

Chris.

--
~~~~~~
Chris Willison	(cwilliso@tuba.calpoly.edu)
School of Computer Science	Cal Poly San Luis Obispo
Cal Poly San Luis Obispo Ca.	"No Core Dump Required"
~~~~~~

3956. Re: Quantum 105S and ICD SCSI adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 15:38:03 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Jul28.153803.181717@zeus.calpoly.edu>
Source record: 37411

Where are they so cheap @ ?

Chris.

--
~~~~~~
Chris Willison	(cwilliso@tuba.calpoly.edu)
School of Computer Science	Cal Poly San Luis Obispo
Cal Poly San Luis Obispo Ca.	"No Core Dump Required"
~~~~~~

3957. Re: MiNT and the Codeheads...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 15:47:48 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1407@usdtsg.DaytonOH.NCR.COM>
Source record: 37409

In article <2360a5$51p@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <CAuuIz.rq@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>>
>>From what I understand, the codeheads have turned into snobs.
>>I haven't seen an Arcshell that is MTOS compatible yet, another editor
>>of AEO talked to Chuck about it, he got much the same reply.

Uh, ARCShell is not a Codehead product, it is a Charles F Johnson
shareware product (I think I got his name right). I think Charles is
one of the Codeheads, but like Little Green Selector, it is not
supported as a commercial product (but rather shareware). This is a
minor point, but it does make a difference.

Besides, when there are programs like ARC-G-Shell available (which is
MultiGEM compatible, and I assume MTOS compatible) that lets you handle
ARC, LZH, ZOO, etc files, then in a way there really isn't a need per se
to upgrade Arcshell. Should be at atari.archive.umich.edu if you want
to check it out (I do use Arcshell, as I'm not always in
multitasking mode)...

>Whoa... i wouldn't say the CodeHeads have turned into snobs. I've always
>found them incredibly helpful and I think they are just having second thoughts
>about supporting the Falcon when Atari gave them so much crap last year.

Perhaps an "alternative marketing technique" for Atari? :-) Besides,
the Codeheads sent my Warp9 3.75 upgrade rather promptly as it was
(and a "pun"ny pin with it :-)...

>A good example might be how they were prevented from getting a developer
>Falcon long after much smaller s/w houses were given developer models to
>work with. CodeHead Software made the Atari ST series *usable*. Anyone who
>remembers MultiDesk, MultiFile/MaxiFile, G+Plus, or any of their other
>utilities probably can attest to that.

I think Atari's argument was that "applications sell computers,
not utilities." However, once you've got that system, then Codehead-type
products make a tremendous difference (for those of you with
screen accelerators - imagine life without them, be it Warp9, NVDI, or
whatever). Sales of Falcon's may justify whether the Codeheads should
spend the time and money in updating their software to work with
the Falcon...

Atari should take advantage of the loyalty of developers who've
stuck with the platform (and the users as well) to be more successful,
rather than attempting to be successful in spite of any customer/developer
loyalty. This is something many companies only dream of...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

"if everything else fails, this may be a perfect opportunity to use some common sense..."

3958. Re: MiNT and Warp9

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 18:48:47 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Jul28.184847.14409@gumby.cc.wmich.edu>
Source record: 37412

In article <CAsK55.AMB@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
> Not only do they not work together, but I called Codehead to see if there
> was or would be an update to Warp9 to make it work with MiNT/MultiTOS. You
> know what I was told? I was told I shouldn't hold my breath!! No upgrade
> at all is planned.

What is so surprising about this? I can understand that you'd be disappointed that they have no current upgrade plans, I'm disappointed too. But at least they were honest and forthright enough to come right out and tell you the truth, without stringing you along. This made it possible for you to deal with your problem immediately, rather than waiting and waiting for an update that wasn't even planned.

> Codehead blamed ATARI saying that resident programs just
> don't work right with MultiTOS because it really "isn't ready" even
> though it's been released.

Isn't it possible that this is, in fact, true?

> I then said, "I hear there is a program called NVDI that works
> fine." He says, "I heard that too".
>
> Now, tell me, if its all Atari's fault because MiNT/MultiTOS are so
> horrible, then why would NVDI work when Warp9 won't ??

Well, NVDI didn't work either, initially. It had to be modified, and perhaps the techniques they used were easier to change than those that the CodeHeads used. Also, the NVDI folks may be more motivated, based on the size of their local market, than the CodeHeads would be based on theirs. Economics is a factor, especially when manpower is limited.

> And I also think its pretty rude
> to tell someone with a problem that they shouldn't hold there breath!!

Personally, I be happier to hear the truth, even if it wasn't what I wanted to hear. It isn't always easy to be honest, especially when you know there's a good chance you're going to get flamed for it.

> What
> choice did I have? Run without MiNt, No way! Run without Warp9, slow, Not
> if I can help it. Run without Warp9, and buy NVDI! Hey, I ordered NVDI !

Good move. And good analysis. For those who want to speed up MultiTOS today, I don't see any other alternative. However, this doesn't mean that Warp9 will never be an option. Perhaps it will become more of a priority for the CodeHeads when there are more than 3 or 400 people in the U.S.

running MultiTOS.

> Codehead will have to REALLY offer some extraordinary stuff for me to
> ever buy something from them again. Whenever I get a problem, its always
> "MY" problem for me to handle. How nice.

Now this is really unfair. CodeHead has been offering "extraordinary stuff" to the Atari community for, what?, 7 or 8 years now? They've consistently updated and upgraded their entire product line for compatibility, bugs, and enhancements all that time. (In fact, they've even been criticized for bringing out updates *too often*!). So if you're looking for someone to bash, you've really picked the wrong people.

You say, "Whenever I get a problem, its always "MY" problem...". So, are you saying that you had many other problems with CodeHead products and gotten the brush off from them in those situations as well? How even handed are you being?

In any event, thanks for sharing the information regarding compatibility between Warp9 and MultiTOS, Evan. That's good to know.

Disclaimer: I don't have any connection to CodeHead, other than being a satisfied owner of half a dozen of so of their products, which have greatly enhanced my enjoyment of my Atari systems for many years.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3959. 50 Hz on SC1224's

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-28 19:18:08 UTC
From: vicb@clark.edu
Message-ID: <1993Jul28.191808.4463@clark.edu>
Source record: 37413

I recently heard (read) someone comment that not all SC1224 color monitors will do a good job of handling a 50 Hz video display...Is there truth in this? I am nearing completion of a program that I have running at 50 Hz (a game) and would like to know if there are monitors out there that will need an alternative mode to run in.

Also, is there a place where I can get .mod file code for play on an STe that anyone is aware of?

Thanks in advance,

Victor Bruhn
vicb@clark.edu

3960. Re: MIDI software locks-up RS232...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-30 16:34:32 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Jul30.103432.905@janus.arc.ab.ca>
Source record: 37434
Cross-posted to: comp.sys.atari.st,rec.music.makers,comp.music,rec.music.makers.synth,comp.sys.atari.st.tech

```
In article <2395meINN19k@uwm.edu>, modE@csd4.csd.uwm.edu (Phuture) writes:
>I'm using C-Lab Creator (MIDI sequencer) and Miniterm 9.33 (terminal program
>in .ACC form) on the Atari ST.
>
>The problem is that after I run Creator and enter Miniterm, the modem wont
>respond and I am forced to reboot if I want to dial-up. Miniterm works fine
>if I use it before running Creator.
>
>In general does software that uses the MIDI ports on the ST lock-up the
>RS232? Is there anything I can do to free-up or whatever the RS232 so it
>functions after using the MIDI software? Does anyone know if there is a bug
>in either of these programs?
>
>I really want this combination of software to work so I can switch back and
>forth easily and immediately between MIDI and telecomm applications, as
>these are currently the only things I use my ST for.
>
>Any other set-up suggestions?
>

Have you tried running it a a .PRG before and after you use Creator? I suspect
the problem is that as an .ACC it is getting into memory problems.

-------------------------------------------------------------------------------
Bob Erkamp --> It Could Happen <-- A L B E R T A
R E S E A R C H
erkamp@arc.ab.ca "Some people make me pro-nuclear" C O U N C I L
-------------------------------------------------------------------------------
```

3961. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-30 18:01:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.499715@cix.compulink.co.uk>
Source record: 37418

In article <23b7ra$rgm@gabriel.keele.ac.uk>, u2e32@keele.ac.uk (Graham R Harrison) writes:
>In the descuision about Wrap 9 and MiNT someone said that NVDI had to be modified to work with MiNT and MTOS.
>This is Not true, I had to revert to the first released verison of NVDI when I
>installed MiNT and MTOS. It worked fine. In fact it is the latter verisons
>which seem to have problems when doing the GDOS replacement. But then GDOS
>was never that stable itself!
>
That's correct. V2.03 works fine with MTOS while v2.11 doesn't. The
latest version 2.50 works as well. I never liked v2.11, it didn't agree
with ImageCopy which I use quite a bit.

Here are some stats when using NVDI 2.50 on a Falcon. When MTOS is
present there is a 5% slowdown on most VDI calls.

```
GEM Bench v3.09 = Ofir Gal 30.7.93
==========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI 2.50 present
Video Mode = 880 * 656 * 2 Colours
LineF FPU installed
Run and Malloc from STRAM
Reference = F030 + FPU
==========================================
GEM Dialog Box: 1.715 227%
VDI Text: 0.435 881%
VDI Text Effects: 1.120 741%
VDI Small Text: 0.600 710%
VDI Graphics: 2.605 356%
GEM Window: 1.050 145%
Blitting: 1.025 112%
VDI Scroll: 1.265 225%
Justified Text: 1.980 183%
VDI Enquire: 1.010 170%
==========================================
Graphics: 375%
```

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3962. Re: GDOS Detection - How?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-31 07:56:54 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.SEONb34ENUo@elfhaven.ersys.edmonton.ab.ca>
Source record: 37388

In <238beh$1ea2@obelix.uni-muenster.de>, Julian Reschke writes:

[> You'll need assembler or a properly working vq_gdos() (should be there in all
[> current libraries).

In the end, I had to use assembler code to do it. The vgd_detect()
function of HSC always returned zero, regardless of whether GDOS was
installed or not. In HSC, you can use:

```
int check_gdos()
{

/* Purpose: Determine if GDOS is installed.

Return: -2 if GDOS is _not_ installed. Anything else if it
is installed.

Notes: This will generate a warning uner HSC about the function
not returning a value. Ignore it. */

asm("move.w #-2,d0");
asm("trap #2");
asm("cmp.w #-2,d0");

}
```

Then a simple call to check_gdos() will tell you if GDOS is installed.
This is my first attempt at assembly interfacing with C, which is why
I have not found a way to get around the compiler warning about not
returning a value. The register d0 is used to return values, and d0
conveniently holds the result we want, so I just ignore the warning.

[>
[> > Would vst_load_fonts() return 1 if GDOS was not installed (since there
[> > is only one font if GDOS is not installed).
[>
[> Nope. vst_load_fonts() will crash when called without GDOS.
[>

Boy, did it ever...:) I had to turn the machine off to recover from
this one...

[> ---
[> ---
[> Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
[> eMail: reschke@math.uni-muenster.de jr@ms.maus.de
[> ____

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

3963. Re: GDOS Detection - How?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-31 08:00:16 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.S6reQz5NNXg@elfhaven.ersys.edmonton.ab.ca>
Source record: 37389

In <memo.494553@cix.compulink.co.uk>, Ofir Gal writes:

[> Yes. In Lattice you can with vq_gdos().
[>
[> if (vq_gdos())
[> {
[> /*GDOS is present*/
[> }
[>
[> Ofir ogal@cix.compulink.co.uk
[>
[> "Ignorance is the Mother of Devotion."
[> Robert Burton

Sigh...:) I do not have Lattice C. I use HSC. I did find a way around
the problem, using asm("") statements within a function called check_gdos()
which I posted in another message. Since the result of the Atari
suggested method for checking if GDOS is present conveniently gets placed
in d0, and d0 is used by the compiler to return values, it works. It
generates an warning about not returning values, but I ingore that...:)

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
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3964. Re: GDOS Detection - How?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-31 08:11:56 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.aYVtiYf4eSQ@elfhaven.ersys.edmonton.ab.ca>
Source record: 37387

In <23angkINN39b@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

[> Yes Michel get rid of that supid C compiler that you uses and use one that
[> supports inline Assem code..:-)..

The above comment was ... beyond description. HSC is a very good "C"
compiler, and costs nothing at all. If you can write a better "C"
compiler, where is it? HSC _does_ support inline assembly code, by the
way. I asked because I do not know much about assembly language
proramming. A user of this network kindly pointed out that d0 is the
register used by most "C" compilers for returning values. With that
information, I was able to use the assembly statements given by Atari to
check for the presence of GDOS (the main thing I could not understand
was how to get the result from the assembly routine into a "C"
variable).

[> Also why would you want to use GDOS with a file Browse util...

There are some very nice fonts out there, which are much more pleasant
to look at than the System Font. Using GDOS does _not_ slow down the
update speed of MasterBrowse noticeably, so I included it as an option.
People who do not want to use it do not have to. The new version of
MasterBrowse also has raster copy screen updates for _every_ resolution,
so the update speed has actually increaed very much. You may not like
GDOS, but what makes you think others do not? I like it, use it, and
decided that I needed it for my text file viewer. Period.

[> My Great File Browse utill is Guck18, give that a try its so simple to use...

I have seen GUCK, but do not use it. It is very small, and does very well
what it says it can do. However, it does not have the features that I
need in a text file viewer. MasterBrowse, however, does.

[> Roger..... sheppard_r@kosmos.wcc.govt.nz

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

3965. Re: Mighty sonic board for Falcon - any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-31 17:15:38 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.bK2cwzddkj6@nasim.sta.sub.org>
Source record: 37415

sanders@sci.kun.nl (Sander Stoks) writes:

>Hello,

>Does anybody have any info on the Mighty Sonic board for the Falcon? It
>is said to be an accellerator/memory upgrade board. Does it have
>32bits fastRAM? The board costs HFl 1295, about $725. Would this
>include any RAM? FPU perhaps? There's also an Eagle Sonic board,
>containing a 33 MHz 68030, costing HFl 695, about $400. The price
>difference would indicate the presence of RAM, but it doesn't say how
>much in the ad. Is this the famous GESoft board?

Mighty Sonic is without RAM. Mighty Sonic does allow up to 128 MB
Fast-RAM and has an VME-bus connector. So the price difference between
Mighty and Eagle Sonic is okay. FPU is not included. Prices in Germany:
Eagle Sonic: DM 495, Mighty Sonic: DM 1290.

But: Mighty Sonic does not fit in your FALCON case! You'll have to put
the board into a tower case...

There's a (ST-)RAM-board available now, where you can put 1, 4 or 16 (14
used) MB SIMMs onto. Price in Germany: DM 199.

>Thanks for any info,

>Sander SToks
>sanders@sci.kun.nl

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3966. Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-07-31 22:20:26 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB1vE4.7Gu@sdf.lonestar.org>
Source record: 37414
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know if there is an Objective C compiler for the GNU Compiler? I'd rather go with Objective C than C++ (or G++). Also, would it be possible to create an Objective interface to GEM? Like the NeXT? Perhaps with a Dynamic Link Library (has anyone made a DLL system for MiNT yet?) or maybe a rewrite of the AES to be objective?

It also pisses me off that the AES polls everything. When you press a key or click with the mouse, it causes an interrupt. A keypress should find the application with the top window, giv eit the keypress, and then switch tasks so that when the keypress interrupt returns that application can deal with the key immediately. Same with mouse clicks. Of course, objectively, the "object" should get the events, not the necessarily the application. By task switching with the standard event interrupts I think the system would respond better and would at least seem faster, and should actually use less CPU time since you don't have to poll anymore.

In any case, I would like to learn Objective C for the ST, even if no one will ever fix the OS.

3967. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-01 12:24:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A8111@K.maus.de>
Source record: 37419

In article 23b7ra$rgm@gabriel.keele.ac.uk (30.07.93), u2e32@keele.ac.uk wrote:

U>In fact it is the latter verisons which seem to have problems when
U>doing the GDOS replacement. But then GDOS was never that stable itself!

I'm running NVDI 2.12 german version) under MiNT 0.95. Up to now I didn't have any Problems, although I'm using NVDI's GDOS all the time. The newest version of GDOS is 2.5 (or higher), which was released to run on the FALCON. I would suggest it might support MultiTOS, too.

BTW: The only problem I heard of occurs when you try to use NVDI's GDOS and SpeedoGDOS at the same time. But as I'm not using Speedo, I don't know how it can be fixed.

Regards,
Andreas

3968. Re: Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-01 16:12:06 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Aug1.161206.9380@cs.yale.edu>
Source record: 37416
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: Does anyone know if there is an Objective C compiler for the GNU Compiler?
: I'd rather go with Objective C than C++ (or G++). Also, would it be possible
: to create an Objective interface to GEM? Like the NeXT? Perhaps with a
: Dynamic Link Library (has anyone made a DLL system for MiNT yet?) or maybe
: a rewrite of the AES to be objective?

GCC 2.x compiles C, C++ and Objective C. Get it. You also need the
Obj-C library from the FSF. The FSF also makes dl, a dynamic load
system (they say it woks on Atari.)

--- Bob

3969. Re: Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-01 16:51:08 UTC
From: cmedley@wam.umd.edu
Message-ID: <23gs9s$np7@cville-srv.wam.umd.edu>
Source record: 37417
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <1993Aug1.161206.9380@cs.yale.edu>,
Bob Fischer <bobf@milne.geology.yale.edu> wrote:
>Evan Langlois (evanlang@sdf.lonestar.org) wrote:
>
>: Does anyone know if there is an Objective C compiler for the GNU Compiler?
>: I'd rather go with Objective C than C++ (or G++). Also, would it be possible
>: to create an Objective interface to GEM? Like the NeXT? Perhaps with a
>: Dynamic Link Library (has anyone made a DLL system for MiNT yet?) or maybe
>: a rewrite of the AES to be objective?
>
>GCC 2.x compiles C, C++ and Objective C. Get it. You also need the
>Obj-C library from the FSF. The FSF also makes dl, a dynamic load
>system (they say it woks on Atari.)
>
>--- Bob
>

How does one go about getting the Objective C library from FSF?
```

3970. Re: Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-01 22:08:50 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB3pIr.Lrr@sdf.lonestar.org>
Source record: 37425
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
============= quote =====================
GCC 2.x compiles C, C++ and Objective C. Get it. You also need the
Obj-C library from the FSF. The FSF also makes dl, a dynamic load
system (they say it woks on Atari.)
=========================================
```

OK, I have GNU C (2.3.2 I think, 2.4.2 when BART gets working again).
Now, I thought that GNU C required G++ (another MB or so of archives)
in order to compile C++ code. Will GNU C compile C++ and Objective C
without these alternate "front-ends" ?? Or will I have to find a front-end
for Objective C.

I have contacted the FSF before when I was tracking down GNU C. They sent
me a little book that gave an InterNet address to contact, and he told me to
FTP a.a.u.e, and i later learned to use BART to get it. I don't remember
seeing an objective C library on a.a.u.e. Is it there, or will i have to look
elsewhere.

Any help is greatly appreciated. Thanks.

3971. Re: Bug in TOS 3.06 (TT) / DESKTOP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-01 23:45:00 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.eg.ACAEDrB_ycQ@lionbbs.escape.de>
Source record: 37341

In <CAzDoI.EGw@cs.ruu.nl>, Annius Groenink writes:
>In <H.eg.IheBYHDwSfQ@lionbbs.escape.de> UweKloss@lionbbs.escape.de (Uwe Kloss) writes:
>
>>After having started an Application some keyboard shortcuts
>>are mangled. Reading NEWDESK.INF anew helps, but this is
>>nevertheless annoying!
>>The questions:
>>- Is there a fix allready?

>Gemini.

Sorry to correct you on this ;-)

The solution is: use another editor to fix up NEWDESK.INF.

Mine mangled the '#d' line i.e. removed the 40 or so trailing
blanks which are used as scratchpad by the AES. :-(

Uwe

P.S.: MicroEMACS acquired a new addict! ;-)
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

3972. wrong newsgroup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 08:07:07 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CB4H7v.3Mx@ztivax.zfe.siemens.de>
Source record: 37420

> Hmmm... sorry Ed, but Acorn designed the ARM chips for their
>Archimedes/A3000/A5000 etc range of computers. They were successful
>enough to start a new company, ARM, which Acorn has a large interest
>in, and which now manufactures the chips.

>Keith.

ehm, sorry to disturb you but this is the wrong newsgroup to discuss
such things. please go to the acorn-group because in this group we
wanna talk about ATARI-computers.
thanks, mike :-)

3973. Re:Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 08:14:43 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CB4HKJ.3uE@ztivax.zfe.siemens.de>
Source record: 37421

>Does anyone know if there is an Objective C compiler for the GNU Compiler?
>I'd rather go with Objective C than C++ (or G++). Also, would it be possible
>to create an Objective interface to GEM? Like the NeXT? Perhaps with a
>Dynamic Link Library (has anyone made a DLL system for MiNT yet?) or maybe
>a rewrite of the AES to be objective?

hi!
in the gnu-package there is an objective c-compiler (sorry, i forgot
the name, perhaps objc.ttp??)
just have a look at the readme-files.
bye, mike :-)

3974. Mega ST and SCART TV

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 09:08:26 UTC
From: Little John <haines@ccint1.rsre.mod.uk>
Message-ID: <1993Aug2.090826.26944@ajax.rsre.mod.uk>
Source record: 37422

Can anyone tell me how to connect my Mega ST to a TV with SCART (peritel)
and A/V phono inputs.

I have already tried the phono, and I get very dark grey text on a very slightly
lighter grey background which is totally unusable. The RGB in is even worse.

The TV senses the signal, but it doesn't work properly.

For details, my TV is a Sony Trinitron KV-M2130U, my ST is a Mega (UK version)
and the pins I use on the SCART are: 21, 20, 16, 14, 2, 17, 15, 11, 7, 5

Many thanks in advance

Little John <haines@ccint1.rsre.mod.uk>

3975. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 12:51:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.506613@cix.compulink.co.uk>
Source record: 37426

In article <A8111@K.maus.de>, Andreas_Hoffmann@k.maus.de (Andreas Hoffmann) writes:
>
>BTW: The only problem I heard of occurs when you try to use NVDI's GDOS and
>SpeedoGDOS at the same time. But as I'm not using Speedo, I don't know how
>it can be fixed.
>

This has been fixed. It works well with Speedo.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3976. Re: Mighty sonic board Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 13:03:00 UTC
From: Christoph_Wissing@st.maus.de
Message-ID: <A6634@ST.maus.de>
Source record: 37323

S>Does anybody have any info on the Mighty Sonic board for the Falcon? It is
S>said to be an accellerator/memory upgrade board. Does it have 32bits
S>fastRAM?

In a german ad Mighty-Sonic costs 1290,- DM, and they announce:

"32 Mhz, up to 128 MB FAST-RAM, VME-BUS-Connector".

btw, the Eagle-Sonic costs there "only" 495,- DM, about 550 HFl.

Another accellerator is advertised, too:

"Skunk32" 398,- DM (US$235), 32 MHz 68030

(but it sounds like they use the old _16_ MHz 68030 for this purpose...)

Ciao, Christoph.

3977. Re: Is now the time to buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 13:27:43 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <CB4w27.778@bfsec.bt.co.uk>
Source record: 37424

```
>> IPX : 24 seconds
>> A5000 : 18 seconds
>
>The numbers are completly useles unless You tell us WHAT time You are specifying.
>Specifiacally, are the 24 sec user time or elapsed time (the total time you can
>measure with your watch --- it includes the time the system needs to run other
>tasks in parallel, e.g, other users's benchmarks)?
>
>Do You think this group is the right place for such a posting? Isn't
>comp.benchmarks more appropriate?

The times were simply timed using my watch and are approximate. As I am the only
user on my machine, then it should be pretty accurate. And I just realised that
I had compiled without optimisation on the SUN.

IPX without optimisation : 24 seconds
IPX with optimisation : 13 seconds

Aw well, it was worth a try...

And yes, this probably should be in another post group, but it was part of a reply
to someone who was upgrading to a more powerful machine than the 520 STFM, and since
I had done the same thing, I was suggesting that he/she should look around first.

---

--------------------------------------------------------------------------------
All opinions expressed are my own, therefore : Copyright (c) Terry Moffitt
--------------------------------------------------------------------------------
```

3978. Re: Mighty sonic board for Falcon - any info?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 13:29:16 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <23j4rc$ff6@info2.rus.uni-stuttgart.de>
Source record: 37423

In article <H.eg.bK2cwzddkj6@nasim.sta.sub.org> knarf@nasim.sta.sub.org (Frank Bartels) writes:
>Mighty and Eagle Sonic is okay. FPU is not included. Prices in Germany:
>Eagle Sonic: DM 495, Mighty Sonic: DM 1290.

This is the price for Eagle Sonic with a USED 68030. If you buy this board with a new 68030 it will cost about 800 DM.

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

3979. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 17:39:15 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug2.173915.22850@nrtpa038.bnr.ca>
Source record: 37429

```
In article <memo.499715@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
|> Here are some stats when using NVDI 2.50 on a Falcon. When MTOS is
|> present there is a 5% slowdown on most VDI calls.
|>
|> GEM Bench v3.09 = Ofir Gal 30.7.93
|> ========================================
|> Falcon 030 TOS 4.04, MiNT not present
|> Blitter Enabled, NVDI 2.50 present
|> Video Mode = 880 * 656 * 2 Colours
|> LineF FPU installed
|> Run and Malloc from STRAM
|> Reference = F030 + FPU
|> ========================================
|> GEM Dialog Box: 1.715 227%
|> VDI Text: 0.435 881%
|> VDI Text Effects: 1.120 741%
|> VDI Small Text: 0.600 710%
|> VDI Graphics: 2.605 356%
|> GEM Window: 1.050 145%
|> Blitting: 1.025 112%
|> VDI Scroll: 1.265 225%
|> Justified Text: 1.980 183%
|> VDI Enquire: 1.010 170%
|> ========================================
|> Graphics: 375%
|>
|>
|> Ofir ogal@cix.compulink.co.uk
|>
|> "Ignorance is the Mother of Devotion."
|> Robert Burton

To avoid too much Devotion in my life...

What is the above telling me? What do the two columns represent?
Could you please post the numbers for the Falcon WITHOUT NVDI.
And for those of us with TTs, could you please post those numbers.
If possible of course :)

Inquiring Minds Want to Know!!

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.
```

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research | on I'd buy an Amiga. However I have	
Research Triangle Park, NC | real work to do. So please get lost!	

3980. : Tracker source needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 19:01:37 UTC
From: vicb@clark.edu
Message-ID: <1993Aug2.190137.9144@clark.edu>
Source record: 37428

I am looking for source code, or information, that will allow me to play .mod files (or something similar) from within a program I am working on for the STe. Can anyone help me locate some usable code (I'm programming in C) or perhaps information on the structure of a .mod file that would be of some help?

Thanks in advance,
Victor Bruhn
vicb@clark.edu

3981. Re: : Tracker source needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 20:51:21 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CB5GLL.E3v@mailer.cc.fsu.edu>
Source record: 37430

Victor Bruhn (vicb@clark.edu) wrote:

> I am looking for source code, or information, that will allow me to
> play .mod files (or something similar) from within a program I am working
> on for the STe. Can anyone help me locate some usable code (I'm
> programming in C) or perhaps information on the structure of a .mod
> file that would be of some help?

Get Protracker 20S (pt20s.lzh) from ftp.uni-kl.de (in the atari/STE directory,
I think). It includes source for tracker routs.

BTW, this is the best mod player for the ST, STE, TT that I have seen. It
claims to be superior to the latest Amiga Protracker (their claim, not mine).
It sounds better than any of the other mod players I have, and it works
fine off my hard disk (all the others that I have used are buggy). It is
shareware (8 pounds UK).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3982. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 23:19:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.509550@cix.compulink.co.uk>
Source record: 37354

In article <1993Aug2.173915.22850@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
>
>What is the above telling me? What do the two columns represent?
>Could you please post the numbers for the Falcon WITHOUT NVDI.
>And for those of us with TTs, could you please post those numbers.
>If possible of course :)
>
>Inquiring Minds Want to Know!!
>

The numbers are the time took in seconds and ratio compared to a clean system. A figure of 200% means that with NVDI the falcon performs the same operation twice as fast.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

3983. (re)drawing icons

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 23:26:40 UTC
From: jansteen@cwi.nl
Message-ID: <10835@charon.cwi.nl>
Source record: 37431

I just added icons to my application by creating object's with the
"ob_spec" field pointing to an ICONBLK type structure, and setting
the "ob_type" field to G_ICON:

```
OBJECT *
icon_new()
{
OBJECT *o = calloc(1, sizeof(OBJECT));
ICONBLK *i = calloc(1, sizeof(ICONBLK));

[...]
i->ib_pmask = my_mask;
i->ib_pdata = my_data;
[...]
o->ob_type = G_ICON;
o->ob_flags = LASTOB;
o->ob_state = NORMAL;
o->ob_spec.iconblk = i; /* ICONBLK struct */
[...]

return o;
}
```

I display the object using:

```
/*
* Macros to save typing and avoid typos as well
*/
#define SETARG(n) n[0], n[1], n[2], n[3]
#define GETARG(n) &n[0], &n[1], &n[2], &n[3]

icon_show(icon)
OBJECT *icon;
{
int rect[4];

/*
* icon_rect() below, will deliver a pointer to the
* location and dimension of the icon object
*/
memcpy(rect, icon_rect(icon), sizeof(rect));

form_dial(FMD_START, SETARG(rect), SETARG(rect));
objc_draw(icon, 0, DEEP_ENOUGH, SETARG(rect));
}
```

After having implemented all this, I noticed while testing the program that the graphical instance of these objects are disturbed by window movements on the screen. So, what was basically my faulty assumption is that the screen manager doesn't redraw these icon objects for me.

Then I started to think about this problem for a long time and also looked around in books (Profibuch and Programmers guide to GEM) to find an answer for this problem. I even checked the Atari archive (atari.archive.umich.edu) to find some icon sample code but, you guess it correctly, I didn't.

How should I solve this problem:

1. I can't track all window movements on the screen. First of all, this will be a boring programming task, but even worse, it will not protect the icons against accesory windows popping up on the screen (my application will never know about them).

2. I could put them in windows, but then the main reason for having them in the first place (more than 4-8 instances of data) would be defeated. Also, each icon will at least have the window border showing around it.

And here I ran out of ideas... Is this a case to use the G_USERDEF type object maybe? I can't see how. Can someone help me out?

Jan van der Steen
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

3984. How to Legally do Raster Ops under AES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-02 23:51:22 UTC
From: cmedley@wam.umd.edu
Message-ID: <23k99q$4gq@cville-srv.wam.umd.edu>
Source record: 37432

I'm trying to stick to legal methods to do a vro_cpyfm (AES raster operation) inside a program, and I don't see where I can derive information about the screen from info via vq_extnd() that helps me figure out:

- the address of the screen memory
- the width of the screen in 16-bit words

I could use the Line-A to determine this, but I'm hoping to stick to using the AES. I can't find any examples of code that do raster operations anywhere that DON'T hit the Line-A or hardware somehow. These examples, however, are pretty old (pre-1990). Does anyone know of a way to legally determine these values?

3985. help with sc1224 monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 00:15:15 UTC
From: dvasilef@silver.ucs.indiana.edu
Message-ID: <CB5q1G.KK5@usenet.ucs.indiana.edu>
Source record: 37433

My father recently purchased an atari SC1224 "repair special." He needs some help to get it up and running again. The monitor gives a picture that is blue with white diagonal bands across it when the computer is off. When the computer is on, it's like the computer signal is mixed with the blue background and white streaks. It's a later model Hitachi sc1224. internal model# M29JHM10X48, serial M7B169308. Would anybody know how to fix this? Please help.

Thanks

David

3986. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 01:52:32 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.vmVG4dLRpxM@nasim.sta.sub.org>
Source record: 37362

Andreas_Hoffmann@k.maus.de (Andreas Hoffmann) writes:

>BTW: The only problem I heard of occurs when you try to use NVDI's GDOS and
>SpeedoGDOS at the same time. But as I'm not using Speedo, I don't know how
>it can be fixed.

NVDI has to be in the AUTO folder before SpeedoGDOS. Then the GDOS of
NVDI will switch off automatically. This works fine with NVDI 2.5 (does
not only work on a FALCON!) and SpeedoGDOS on my FALCON.

I this doesn't work, you can use NVDIFLT (not NVDICONF.CPX/ACC!) to switch
off the GDOS of NVDI permanently.

>Regards,
>Andreas

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3987. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 02:25:33 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CB5w2M.2r9@sdf.lonestar.org>
Source record: 37353

I just recieved NVDI today. It's version 2.11. Is there a newer version? I'm using MiNT 1.04 and they work GREAT together. I even dumped the version of AMCLITE I was running since NVDI has it built in and NVDI's GDOS can be turned off. Warp9 is a thing of the past!! All I need now is a way to put my own fills and pictures on the desktop and a good modular screen saver, and I'll never miss Warp9.

If my version of NVDI is old, what are the new features/bug fixes, and is there a cheap upgrade path? Should I send my NVDI back top Toad computers and demand the new version? Also, what does "Gekauft bei" mean? My registration card is in German and that is the only line I can't figure out.

As a word of advice to NVDI users. Get Let'EmFly. It speeds up dialogs a bit, especially if you turn off the hot-keys and and turn off the grow/shrinks. Its just slightly faster than Warp9's dialogs, and of course, they are movable. Let'EmFly is NOT faster than Warp9 without NVDI, just slightly faster than TOS, but the new AES routine in Let'EmFly seems to be what NVDI needs.

Does anyone know if the system font can be replaced by a proportional one??

CYA

3988. Re: How to Legally do Raster Ops under AES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 03:08:22 UTC
From: wilsont@rahul.net
Message-ID: <CB5y1z.C09@rahul.net>
Source record: 37435

In <23k99q$4gq@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:

>I'm trying to stick to legal methods to do a vro_cpyfm (AES raster operation)
>inside a program, and I don't see where I can derive information about the
>screen from info via vq_extnd() that helps me figure out:

> - the address of the screen memory
> - the width of the screen in 16-bit words

>I could use the Line-A to determine this, but I'm hoping to stick to using
>the AES. I can't find any examples of code that do raster operations anywhere
>that DON'T hit the Line-A or hardware somehow. These examples, however, are
>pretty old (pre-1990). Does anyone know of a way to legally determine these
>values?

you don't need these values at all.

to copy from screen to ram it shoould look like:
mfdb_src.fd_addr=NULL;
(don't touch anything else in that structure)

mfdb_dest.fd_addr=(somewhere in memory);
(fil out the rest of the mfdb_dest struct)

to go from ram to screen:
mfdb_dest.fd_addr=NULL;
mfdb_src.fd_addr=(pointer to bitmap);
(fill out rest of the mfdb_src struct);

using NULL in the fd_addr for the screen side of things tells the VDI
to grab/put the data to whereveer the screen might be, even VRAM
on a video card.

the VDI will fill in the rest of the MFDB for you.

--
Timothy Wilson ~~Dark Oak Software~~~ Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

3989. FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 06:34:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23l0ujINN12s@golem.wcc.govt.nz>
Source record: 37436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi I have just had a play with the latest version of FLASH II,
I just got the Patches down from GEnie for a friend, it is
now upto version 2.11...

I have never realy played with it before, the reports that I read
about it and the comments from Alan Page put me right off,
Alan mentioned that it had the same flaws as FLASH 1.6..

I as I had the latest version I though that I would give it a try out...

Yuk it has more Bugs than Features, the Zmodem is SLOWWWWWW 1000cps
with a 14.4bis modem, I normanly get 1640, the screen writes are slow,
no support for sending a ESC key code, used on many BBS's, its used as a clear
key, no support for C-Kermit, only Kermit, and you have to manualy select
Terminate after logging off a BBS...

From what I have read the Zmodem is a old version taken from the PD source
code that has been posted around, there is a TX delay after each TX block..

So Please were can I get a real GOOD Terminal program, Connect
is no good, no support for medium res, and Stalker is very slow and has some
bugs from what I can make out...

I like the Flash concept, the only one that has come near is Trapido...

Roger.................. sheppard_r@kosmos.wcc.govt.nz

3990. AIM 3.1

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 06:41:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23l1beINN12s@golem.wcc.govt.nz>
Source record: 37437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

AIM 3.1 does not work in Low Res Colour..

all I get is a load screen and a bee after it loads..

This was tried on a 2.5 meg STFM and a 4 meg STE..

a friend also got the down from the same place cs.tu-berlin.de
and has the same problem with a 1040 STFM...

My copy does work on a mono monitor....

the LOW.RSC file is there and sounds like its being loaded..

Is this a Buged Version..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

3991. Re: How to Legally do Raster Ops under AES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 09:37:32 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Aug3113732@issan.informatik.uni-dortmund.de>
Source record: 37438

```
>>>>> In article <23k99q$4gq@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu ('Flip' Medley)
writes:
|> I'm trying to stick to legal methods to do a vro_cpyfm (AES raster operation)
|> inside a program, and I don't see where I can derive information about the
|> screen from info via vq_extnd() that helps me figure out:

|> - the address of the screen memory
|> - the width of the screen in 16-bit words

You don't have to figure it out yourself, just set the address in the
MFDB to NULL, and the VDI automagically uses the correct screen
parameters in vr[ot]_cpyfm.
--
-------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

3992. Re: How to Legally do Raster Ops under AES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 10:35:31 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CB6Ir8.5s0@cs.bham.ac.uk>
Source record: 37440

In article <23k99q$4gq@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>
>I'm trying to stick to legal methods to do a vro_cpyfm (AES raster operation)
>inside a program, and I don't see where I can derive information about the
>screen from info via vq_extnd() that helps me figure out:
>
> - the address of the screen memory
> - the width of the screen in 16-bit words
>

The function vro_cpyfm() is a VDI call, not an AES one!

If you are using the screen as an MFDB, all you need to do is set the
fd_addr field to 0. The VDI copes with the rest.

You never need to know the screen address, or the screen width.

--Chris

PS: How big does a memory form need to be in the Falcon higher-colour
modes? And how does an app know it is in a higher-colour mode?
(Higher-colour == 16 bits/pixel and above) Thanks!

3993. Wordplus device drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 11:29:01 UTC
From: bayerr@glas.rtsg.mot.com
Message-ID: <1993Aug3.112901.897@glas.rtsg.mot.com>
Source record: 37344

Hi,

I'm having some slight problems with the printer driver for 1stWordPlus.
I'm using a pretty ancient version of 1stWordPlus (2.11 or something),
and although I specified 0 in the six'th number of the general printer
parameters, the window prompting me for the next sheet of paper still
comes up.

Furthermore, I also have to select 'Neustart' (restart) in order to
print the next page, instead of 'OK' which the manual says.

Am I doing anything wrong or do I just have an outdated and buggy piece
of software?

Cheers,
Ralf
--
Ralf Bayer UUCP: ...motcid!glas!bayerr
Motorola ECID Internet: bayerr@glas.rtsg.mot.com
Mahon Industrial Estate Phone: +353 21 357 101
Cork, Republic of Ireland FAX: +353 21 357 635

3994. GDOS device drivers - how do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 11:34:25 UTC
From: bayerr@glas.rtsg.mot.com
Message-ID: <1993Aug3.113425.982@glas.rtsg.mot.com>
Source record: 37345

How does a GDOS device driver work? I know it has to be mentioned
in ASSIGN.SYS, but that's all the information I could get from
reading several otherwise pretty complete books and scanning
numerous magazines.

Specific questions are:

How is it invoked and how does it install itself?
What requests does it get from GDOS/VDI to produce some output?
How are those requests transferred?
How does it handle font files?

The best thing would be an example, but that's probably too much to ask.

Cheers,
Ralf
--
Ralf Bayer UUCP: ...motcid!glas!bayerr
Motorola ECID Internet: bayerr@glas.rtsg.mot.com
Mahon Industrial Estate Phone: +353 21 357 101
Cork, Republic of Ireland FAX: +353 21 357 635

3995. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 11:55:45 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CB6MGy.8sD@dscomsa.desy.de>
Source record: 37439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23l0ujINN12s@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> Yuk it has more Bugs than Features, the Zmodem is SLOWWWWWW 1000cps
> with a 14.4bis modem, I normanly get 1640, the screen writes are slow,
[...]
>So Please were can I get a real GOOD Terminal program, Connect
>is no good, no support for medium res, and Stalker is very slow and has some

No support is a little overstressed. In fact it runs pretty well unter
medium res but its not that nice as in higher resoltions. At least
CoNnect's internal Z-Modem is very fast. On a TT or Falcon it rates
up to 11000 Cps when null-modeming on a 115200 line.

Wolfgang

3996. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 12:46:21 UTC
From: gutschk@asterix.uni-muenster.de
Message-ID: <23lmmt$12m9@asterix.uni-muenster.de>
Source record: 37342

Andreas_Hoffmann@k.maus.de (Andreas Hoffmann) writes:

>BTW: The only problem I heard of occurs when you try to use NVDI's GDOS and
>SpeedoGDOS at the same time. But as I'm not using Speedo, I don't know how
>it can be fixed.

There is a bug in some versions of NVDI 2.5 that prevents it from
running with Speedo GDOS. Wilfried released a patch for this problem.
I do not have the file at hand, but I could send it to anybody who
wants to have it. Besides, there are some more problems with NVDI,
since it does not recognize all of the more esoteric new Setscreen
calls. I wrote a small bug fix that has to be started after NVDI if
these bugs occur. Hopefully these bugs will be removed in future
versions of NVDI (as of now, Wilfried is still waiting for Atari's
official documentation on the extended calls).

Feel free to contact me at Markus.Gutschke@uni-muenster.de

So long

Markus

3997. Help with MWC Fseek?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 14:25:38 UTC
From: hansen@sol.cs.wmich.edu
Message-ID: <1993Aug3.142538.1315@sol.cs.wmich.edu>
Source record: 37343

I have an old copy of Mark Williams C, that I need to use for a while.
Unfortunately, I cannot find my Lexicon, packed up during my last move.
I cannot recall the exact order for the parameters of Fseek(), and experimentation
has only generated more confusion.

I am fairly sure that Fseek((long) Offset, (int) Fileno, (int) Base)
is the correct order, where

Offset is # of bytes to move
Fileno is the file handle (NOT FILE*)
Base is 0 for from beginning
1 for from current position
2 for from end

Using the parameters in this order seems to be the only way to get *some*
effect on the file position, but I am getting back *negative* numbers from
calls to ftell() after most of the calls to Fseek(). Some of the calls to
Fseek() return 0, and some of them return -1.

Anyone able to help?

Thanks,

Karl C. Hansen
hansen@cs.wmich.edu

3998. Re: Help with MWC Fseek?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 15:15:21 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug3.151521.12402@nrtpa038.bnr.ca>
Source record: 37346

In article <1993Aug3.142538.1315@sol.cs.wmich.edu>, hansen@sol.cs.wmich.edu (Karl hansen) writes:
|> I have an old copy of Mark Williams C, that I need to use for a while.
|> Unfortunately, I cannot find my Lexicon, packed up during my last move.
|> I cannot recall the exact order for the parameters of Fseek(), and experimentation
|> has only generated more confusion.
|>
|> I am fairly sure that Fseek((long) Offset, (int) Fileno, (int) Base)
|> is the correct order, where
|>
|> Offset is # of bytes to move
|> Fileno is the file handle (NOT FILE*)
|> Base is 0 for from beginning
|> 1 for from current position
|> 2 for from end
|>
|> Using the parameters in this order seems to be the only way to get *some*
|> effect on the file position, but I am getting back *negative* numbers from
|> calls to ftell() after most of the calls to Fseek(). Some of the calls to
|> Fseek() return 0, and some of them return -1.
|>
|> Anyone able to help?

Off the top of my head
The parameters are in the same order as 'fseek' :
int fseek(FILE *fp, size_t offset, size_t whence);

except the file pointer is replaced by the file number.

int Fseek(int fileno, size_t offset, size_t whence);

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3999. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 19:17:08 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CB76wK.66z@mailer.cc.fsu.edu>
Source record: 37348
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz wrote:
> Hi I have just had a play with the latest version of FLASH II,
> I just got the Patches down from GEnie for a friend, it is
> now upto version 2.11...
>[...]
> Yuk it has more Bugs than Features, the Zmodem is SLOWWWWWW 1000cps
> with a 14.4bis modem, I normanly get 1640, the screen writes are slow,
> no support for sending a ESC key code, used on many BBS's, its used as a clear
> key, no support for C-Kermit, only Kermit, and you have to manualy select
> Terminate after logging off a BBS...
> [...]
> So Please were can I get a real GOOD Terminal program, Connect
> is no good, no support for medium res, and Stalker is very slow and has some
> bugs from what I can make out...

I use Uniterm 2.0e015 and the GEM sz.prg rz.prg package (the one that is
included with rufus or Connect, I cannot remember). I wrote two small
macros to invoke sz and rz from the Uniterm popup menu. It works great for me.

Uniterm is the best vt100 emulation I have found in any terminal program (on
any type of pc). My only complaint about Uniterm is that it uses its own
custom drawing routines to improve upon vanilla TOS calls. I would like to
be able to disable this behavior (as Neodesk allows you to do), and let Warp 9
speed things up. Uniterm's drawing routines are quite fast, but I would bet
that Warp 9 could do better.

As about 80% of the time I spend in front of my ST is spent modeming into
the systems I administer, I feel that I have given Uniterm (and GEM rz/sz) a
pretty good test. I have yet to find any bugs in this setup. As all the
stuff is readily available via ftp, I suggest you check it out.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4000. Running a program in a window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 19:26:23 UTC
From: paul@charlie.ame.arizona.edu
Message-ID: <1993Aug3.122623.4687@arizona.edu>
Source record: 37351

The solution to this is probably simple, but I can't manage to do it: How do you run a program (eg, .TOS, .TTP) within a window from another program. I've tried using the EXEC command from GFA Basic, but it always puts the .TOS program in the full screen.

-thanks

Paul Harris
paul@charlie.ame.arizona.edu

4001. Re: 1040 STe power supply problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 20:13:56 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Aug3.201356.5999@cs.yale.edu>
Source record: 37349

kutz,randolph r (rrk@vixen.cc.bellcore.com) wrote:
: I just heard of a spectacular power supply failure in
: a 1040 Ste (sparks, smoke, etc.) with damage extending
: to other parts of the computer. Is this an isolated
: incidence, or is there a reputation of power supply
: problems in the STe? I have a 1040 STf that other

It's the power supply; the supply is designed so that a certain solder joint breaking can shut off a regulating circut, causing smoke, sparks, etc. Furthermore, the heat sink is mounted on this circuit board, causing continual bending, encouraging the critical solder joint to break. It's simply poor engineering. :-(

If you catch it in time, a simple bit solder can fix the problem. If you're interested in pre-emptively re-soldering the joint, I can get you specifics. Given what 1040s are worth, I don't suggest getting a new power supply.

--- Bob

4002. Re: Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 20:22:05 UTC
From: bobf@milne.geology.yale.edu
Message-ID: <1993Aug3.202205.6159@cs.yale.edu>
Source record: 37347
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: OK, I have GNU C (2.3.2 I think, 2.4.2 when BART gets working again).
: Now, I thought that GNU C required G++ (another MB or so of archives)
: in order to compile C++ code. Will GNU C compile C++ and Objective C
: without these alternate "front-ends" ?? Or will I have to find a front-end
: for Objective C.

Sorry, my help stops here. All I know is that when I compiled GCC on
my SPARC, it made me a C/C++/ObjC compiler, and I had to get a G++
library to make C++ work. The docs didn't mention anything needed for
ObjC. I've only used plain C.

--- Bob

4003. Re: Help with MWC Fseek?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 20:48:13 UTC
From: hansen@sol.cs.wmich.edu
Message-ID: <1993Aug3.204813.1646@sol.cs.wmich.edu>
Source record: 37350

```
I have tried Fseek(fileno,(long)offset,0) to seek from the beginning of
the file to position "offset", but I get three spy-bombs on the screen.
The value used for offset is from a call to ftell() just prior to calling
fgets() which works correctly, so I assumed that this order is incorrect....

-Karl
hansen@cs.wmich.edu
```

4004. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-03 21:15:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23mkhaINN5co@golem.wcc.govt.nz>
Source record: 37352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ConNect is barely usable in Medium res', if you can't get an 80*24 display
of text without needing a magnifying glass - there's not a lot of point!

4005. Re: (re)drawing icons

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 01:00:44 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.514717@cix.compulink.co.uk>
Source record: 37359

Use the wind_set(WF_NEWDESK....)

You can use form_dial() to redraw, and it will 'damage' all windows so you will get things redrawn by the dektop, but also any overlying windows. Of course you get the merging, but a better way i find is once again to redraw directly. You can still use the window rectangle list for handle 0.
Mind you, with MTOS installing desktops is a bit anti-social, but that's another matter.

Adam.

4006. Re: (re)drawing icons

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 01:41:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14688@uqcspe.cs.uq.oz.au>
Source record: 37356

In <10835@charon.cwi.nl> jansteen@cwi.nl (Jan van der Steen) writes:

> [drawing icons on the screen directly - how to redraw?]

>1. I can't track all window movements on the screen. First of all,
> this will be a boring programming task, but even worse, it will
> not protect the icons against accesory windows popping up on the
> screen (my application will never know about them).

>2. I could put them in windows, but then the main reason for having
> them in the first place (more than 4-8 instances of data) would
> be defeated. Also, each icon will at least have the window border
> showing around it.

Here are two solutions:

1. Create a user-defined desktop form. Read your books to
see how to do this. Basically, you can set the
desktop to any form you like, and the system handles
redraw of that form.

2. Put them in windows (your (2)).

The trouble is that under MTOS, (1) isn't very friendly. (2) is a good
option. You could put all icons for your application in a window (in
the way the desktop put file icons in windows).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4007. Re: How to Legally do Raster Ops under AES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 01:50:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14689@uqcspe.cs.uq.oz.au>
Source record: 37355

cmedley@wam.umd.edu ('Flip' Medley) writes:

>I'm trying to stick to legal methods to do a vro_cpyfm (AES raster operation)
>inside a program, and I don't see where I can derive information about the
>screen from info via vq_extnd() that helps me figure out:

> - the address of the screen memory
> - the width of the screen in 16-bit words

I assume your are dealing with the "MFDB" data structure, and the "fd_addr"
and "fd_wdwidth" fields.

The solution is to set "fd_addr" to 0. This indicates that you want to
use the device (screen) itself as the source/destination.

Now, you'll probably have no trouble after that. However, you should
use the vr_trnfm() function to convert your off-screen bitmaps from
"standard form" (which is known) and "device dependent form", which
will depend on the display/graphics-card (eg. some modes use
interleaved words, other separate bitplanes, others packed bits).
I'm not an expert on this latter problem (I've only done it once -
with GEM NetHack - and I got that wrong a couple of times). I still
don't understand how the palette comes into it: how can you convert
a standard form bitmap into a TrueColour bitmap without also passing
the palette???

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4008. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 06:45:12 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCB82rC.5xu@netcom.com>
Source record: 37360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz wrote:
: Hi I have just had a play with the latest version of FLASH II,
: I just got the Patches down from GEnie for a friend, it is
: now upto version 2.11...

: I have never realy played with it before, the reports that I read
: about it and the comments from Alan Page put me right off,
: Alan mentioned that it had the same flaws as FLASH 1.6..

: I as I had the latest version I though that I would give it a try out...

: Yuk it has more Bugs than Features, the Zmodem is SLOWWWWWW 1000cps
: with a 14.4bis modem, I normanly get 1640, the screen writes are slow,
: no support for sending a ESC key code, used on many BBS's, its used as a clear
: key, no support for C-Kermit, only Kermit, and you have to manualy select
: Terminate after logging off a BBS...

Hmmm, this message can't be correct. I use Flash II every day with unix computers. Using sz and rz on a unix system with a 14.4 modem on both ends I get 1600+ xfer rates all the time. Occasionally I may get slower speeds but that isn't flash. V.32bis modems occasionally will back down the transfer rate if the line quality is bad. My modem supports a speed status at command. One time I noticed my transfer rates were slower than normal so I type +++ and check the status. My modem was communicating with the other modem at 7200 baud if I remember correctly. Also Flash II has no problems with the esc key. Lord knows using VI I go ballistic if the esc key didn't work. And as for screen updates. The speed isn't quite as fast as the old flash or uniterm but it certainly couldn't be called slow. I've tested the screen update speed on my system with warp9 and find that it will just fall short of keeping up at 9600 baud.

Now there are some bugs and problems but so far Missionware has been very responsive in correcting known bugs.

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

4009. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 07:09:07 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CB83v7.3KJ@dscomsa.desy.de>
Source record: 37357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article writes:

>Uniterm is the best vt100 emulation I have found in any terminal program (on
>any type of pc). My only complaint about Uniterm is that it uses its own
>custom drawing routines to improve upon vanilla TOS calls. I would like to
>be able to disable this behavior (as Neodesk allows you to do), and let Warp 9
>speed things up. Uniterm's drawing routines are quite fast, but I would bet
>that Warp 9 could do better.

UniTerm has still problems with double height characters and reverse
scrolling in scroll regions. Sure it is a very good vt100 emulation but
CoNnects vt100 has proved in many tests to be superiour. Concerning
speed up by Warp 9 CoNnect also will allow significant results there
as it completely relies on GEM and VDI.

Wolfgang

4010. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 07:15:25 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CB845q.3ou@dscomsa.desy.de>
Source record: 37358
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23mkhaINN5co@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>ConNect is barely usable in Medium res', if you can't get an 80*24 display
>of text without needing a magnifying glass - there's not a lot of point!

I think we had this discussion already. As CoNnect is able to use GDOS
fonts even without GDOS its just a question of you beeing able to install
a proper GDOS font for 80x24. There exist fonts which are very readable
even without magnifying glasses.
Obviously you still haven't been able to read the online help in the
new version of CoNnect on how to install the fonts though the online
help is in English.
Taking this into account I really don't know how to help YOU. But there
are other very contempt medium res users haven 80x24 (without using
magnifying glasses) and it would be very kind of you stopping this
statements as this seems to me to be some personal problem of you.

Wolfgang

4011. Help needed: How to program timer A ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 07:56:15 UTC
From: Kolodzie@uni-duesseldorf.de
Message-ID: <Kolodzie.13.0@uni-duesseldorf.de>
Source record: 37361

Hello all,

Could anybody tell me how to program (in 'C') the timer (A) correctly. I think, I have to use XBIOS-functions, but my attempts resulted in a completely halted system :-(.
I need the timer to measure reaction times (triggered by external buttons) in a millisecond (or better) resolution.

If you can help me, please mail to me directly, since I do not follow this group regularly. Thank you in advance.

Stefan

4012. Re: GDOS device drivers - how do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 09:09:59 UTC
From: dba@jet.uk
Message-ID: <1993Aug4.090959.16271@jet.uk>
Source record: 37363

In <1993Aug3.113425.982@glas.rtsg.mot.com> bayerr@glas.rtsg.mot.com (Ralf Bayer(GER)) writes:

>How does a GDOS device driver work? I know it has to be mentioned
>in ASSIGN.SYS, but that's all the information I could get from
>reading several otherwise pretty complete books and scanning
>numerous magazines.

>Specific questions are:

>How is it invoked and how does it install itself?
>What requests does it get from GDOS/VDI to produce some output?
>How are those requests transferred?
>How does it handle font files?

>The best thing would be an example, but that's probably too much to ask.

>Cheers,
>Ralf
>--
>Ralf Bayer UUCP: ...motcid!glas!bayerr
>Motorola ECID Internet: bayerr@glas.rtsg.mot.com
>Mahon Industrial Estate Phone: +353 21 357 101
>Cork, Republic of Ireland FAX: +353 21 357 635

May I recommend the following two items:

1) COMPUTE!'s Technical Reference Guide Vol 1 VDI
Author Sheldon Leemon ISBN 0-87455-093-9
(contains all VDI calls)

2) Fontkit Plus V3.4 Sterling Pounds 19.99
Author Jeremy Hughes
The ST Club, 2 Broadway, Nottingham, NG1 1PS UK
This has a 250 page A5 binder describing in great detail the use of fonts
and conversion programs for the popular wp programs. The Fontkit program
is required for designing and converting fonts, and it allows you to load
and unload drivers.

The VDI driver program is a subroutine.

The driver program is entered with the value of $73 in register d0 this is the
VDI call command, register d1 contains a pointer to a block of 5 longword
pointers (contrl,intin,ptsin,intout and ptsout).
contrl is a table of 16 bit ints.
contrl(0) contains the command to execute (ie v_opnwk opcode 1)
contrl(1) number of points in ptsin

intin(0) Device ID number (defined in the ASSIGN.SYS file)

The driver will have to find the required command and execute it. For
example the v_opnwk command could reset a printer and do a form feed.
It should also return information about the capabilities of the device. As well
as contrl(6) - device handle for the device. (copied from intin(0) perhaps?)

If you write the driver in assembler just compile it and change the file name
to MYDRIVER.SYS or whatever.

If you write the driver in C you will require a startup stub to link with your
C code. ie in LATTICE C the default 16 bit is a short.

```
mydriver(short *contrl, short *intin, short *ptsin,
short *intout,short *ptsout)
{
/* all the good stuff here */
}
```

The startup stub will have to sort out the pointers and put them on the stack
or whatever your compiler does before calling your routine.

You will require the GDOS program or something similar (AMCGDOS, NVDI etc)
In the ASSIGN.SYS file include your driver and fonts that the driver requires,

```
; screen drivers are 0 to 10 and reserved by ATARI
; printer drivers 20 to 30
21p NB15.SYS ; the driver for the NB15 printer
GGGG10.FNT
GGGG12.FNT ; fonts the NB15 driver requires
;
22p MYDRIVER.SYS ; the driver for your device
MYDRV10.FNT
MYDRV12.FNT ; fonts for your driver
```

It should be possible to replace an atari screen driver with a driver
for your screen device (ie for ST medium resolution -> 3p MYDRIVER.SYS)

I hope this helps, Any inaccuracies are entirely my own no help from ATARI
at all!!!
All corrections welcome.

regards
Dennis

--


```
_. .________________________. ._____________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4013. BART DOWN 2...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 11:30:15 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23o6k7INN86v@golem.wcc.govt.nz>
Source record: 37364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

I posted the article about Bart being down, but I don't think any one read what I had wrote at the end...

So here it is...

Comments Please any one...!!!!

4014. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 11:44:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23o7euINN86v@golem.wcc.govt.nz>
Source record: 37365
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CB845q.3ou@dscomsa.desy.de>, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>In article <23mkhaINN5co@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>ConNect is barely usable in Medium res', if you can't get an 80*24 display
>>of text without needing a magnifying glass - there's not a lot of point!

>statements as this seems to me to be some personal problem of you.
>
> Wolfgang

Wolfgang...NO NO NO..!!!

What we wan't is a REAL Comms program, one that can do 80 * 24 using
the System font with medium res...!!

On the lines of FLASH 1.6-2.22 not what you are trying to fource us to use,
when you give us a FULL screen option with Connect then I will buy it, so
please don't dictate what we wan't, we are the users..

If FLASH/TRAPIDO can have a full screen so can Connect, so please give us what
we wan't..??

I have found no one here that likes Connect at all, we have been used to FLASH
for so many years and FDT is used here a lot also, so you need some thing that
is better than those to sell here, Connect is not better its that simple...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4015. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 11:54:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.516278@cix.compulink.co.uk>
Source record: 37293

In article <CB5w2M.2r9@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>Does anyone know if the system font can be replaced by a proportional one??
>
No.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."

4016. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 11:55:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <23o83hINN86v@golem.wcc.govt.nz>
Source record: 37366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jhoffmanCB82rC.5xu@netcom.com>, jhoffman@netcom.com (John Hoffman) writes:
>sheppard_r@kosmos.wcc.govt.nz wrote:
>: Hi I have just had a play with the latest version of FLASH II,
>: I just got the Patches down from GEnie for a friend, it is
>: now upto version 2.11...

>modem at 7200 baud if I remember correctly. Also Flash II has no problems
>with the esc key. Lord knows using VI I go ballistic if the esc key didn't
>work. And as for screen updates. The speed isn't quite as fast as the old
>flash or uniterm but it certainly couldn't be called slow. I've tested
>the screen update speed on my system with warp9 and find that it will just
>fall short of keeping up at 9600 baud.

>| John Hoffman | jhoffman@netcom.com | Boring Sigfile |

I do sugest that you read some of the Files on GEnie, the Archive
round table ones about FLASH II, many of the comment are about the slow speed,
Zmodem also problems with the the ESC key, so I don't think that I am making
it up, try placing the ESC key command into a Auto log on script...

My modem Supra, tell me the speed that I am connected at, I also tried
using FLASH 1.6 and RZ/SZ 3.4 and got 1600 cps after loging off with FLASH II..

My Post here was just confirming the comments that I have read on GEnie...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4017. Re: 1040 STe power supply problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 13:19:16 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Aug4.131916.15310@porthos.cc.bellcore.com>
Source record: 37369

In article <1993Aug3.201356.5999@cs.yale.edu>, bobf@milne.geology.yale.edu (Bob Fischer) writes:
> kutz,randolph r (rrk@vixen.cc.bellcore.com) wrote:
> : I just heard of a spectacular power supply failure in
> : a 1040 Ste (sparks, smoke, etc.) with damage extending
> : to other parts of the computer. Is this an isolated
> : incidence, or is there a reputation of power supply
> : problems in the STe? I have a 1040 STf that other
>
> It's the power supply; the supply is designed so that a certain solder
> joint breaking can shut off a regulating circut, causing smoke,
> sparks, etc. Furthermore, the heat sink is mounted on this circuit
> board, causing continual bending, encouraging the critical solder
> joint to break. It's simply poor engineering. :-(
>
> If you catch it in time, a simple bit solder can fix the problem. If
> you're interested in pre-emptively re-soldering the joint, I can get
> you specifics. Given what 1040s are worth, I don't suggest getting a
> new power supply.
>
> --- Bob
>

Thanks for the input. I'm definitely interested in the preemptive
soldering details when you have time. I understand
the 1040 ST/STe is old technology, but right now it's the core of
our home computing until we save enough for some other platform, so
I'm willing to invest time and (some) money in it. I've not noticed
a heat sink; what's it look like?
(I tried mailing directly, but it bounced; hence this update post)

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

4018. Hooking up SCSI Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 13:19:30 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1993Aug4.131938.1186@news.cs.indiana.edu>
Source record: 37367

I have an ICD tape back up unit which has provision for hooking up a SCSI hard drive. Can some kind soul tell me what I need to buy and do to hook a hard drive up to this unit. (General advice on hooking up hard drives to SCSI ports also welcome.) I expect that if I am able to do this then I will give my old hard drive to a child, so the new SCSI drive will be the only one on the system.

Thanks.

4019. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 13:43:37 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug4.134337.28645@nrtpa038.bnr.ca>
Source record: 37368

In article <memo.509550@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
|>
|>
|> In article <1993Aug2.173915.22850@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> >Inquiring Minds Want to Know!!
|> >
|>
|> The numbers are the time took in seconds and ratio compared to a clean
|> system. A figure of 200% means that with NVDI the falcon performs the same
|> operation twice as fast.
|>
|> Ofir ogal@cix.compulink.co.uk
|>
|> "Ignorance is the Mother of Devotion."
|> Robert Burton

I was hoping that was what that meant, but I was afraid it was similar to
QuickIndex, which uses the numbers of a stock ST for it's comparision.

Thanks
Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

4020. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 15:00:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1421@usdtsg.DaytonOH.NCR.COM>
Source record: 37371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23o7euINN86v@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>What we wan't is a REAL Comms program, one that can do 80 * 24 using
>the System font with medium res...!!

This is your needs for a comms program. This, however, does not
mean that Connect is not a "real" comms program, only one that doesn't
suit your needs. I've found many features in Connect that suit *my*
needs much better than other terms, but that is my situation...

>On the lines of FLASH 1.6-2.22 not what you are trying to fource us to use,
>when you give us a FULL screen option with Connect then I will buy it, so
>please don't dictate what we wan't, we are the users..

Uh, who's forcing you to use anything? That's the beauty of shareware:
you try it out, and if it doesn't suit your needs, so harm done. And if
it does, then things are cool. On a stock [Mega]ST/e, running in
mdeium with Connect probably isn't the best thing in the world. Running
in mono (as I do) is quite comfortable, and I'd imagine using one
of the TT/Falcon's modes would be downright great. A full screen option
would be nice, but then you may lose some of the other features of
Connect (this would apply mainly to MegaSTe/TT/Falcon users who
can have different serial ports connected to different windows at the
same time - something a little trickier to do in one screen).

On Wolfgang's point of view, he would have to find it so that
"if a full screen option were present, then Connect would significantly
be enhanced and sell better." If he's getting a good response
already, then he may see no need to add it. It would be nice to have,
since that seems to be the specific complaint about Connect, but
as for now ain't so.

>If FLASH/TRAPIDO can have a full screen so can Connect, so please give us what
>we wan't..??

See above paragraph. What Wolfgang would have to weigh would be the
advantages of adding a full screen mode vs his windowed mode. The
windowed mode would work better for multitasking systems, which Atari
seems to be headed towards. Of course if the demand were there,
then perhaps a lot more registrations would come in if the option
were present.

As a note on full screen. Before I switched to Connect, I was an
avid Uniterm user - it was (and really is) one of *the* best term
emulators, at least in the VTxxx realm. It was full screen. When running
under MultiGEM, I could use Uniterm, but I would have to switch to

the "drop-down menu mode" (hit the HELP key) to be able to switch to
some other task. This was a pain, but it did allow the multitasking.
Who knows, that could even be an option if Connect were given fullscreen...

>I have found no one here that likes Connect at all, we have been used to FLASH
>for so many years and FDT is used here a lot also, so you need some thing that
>is better than those to sell here, Connect is not better its that simple...

Um, a little presumptious, eh? :-) I've learned one thing - it's
dangerous to generalize a group of people, because some
smart aleck (me for instance :-) proves the rule is not correct.
Anyways, I like Connect a lot, mainly because it suits *my* needs.
I have a MegaSTe, and like to use the higher baud rates of the modem2
and serial2 ports - Connect lets me do this. Connect lets me change
the fonts, which is nice (you could use Warp9 to change the system
font when under Flash, for instance, but the fonts would take up the
same space). I multitask under MultiGEM, and am planning on getting
MultiTOS and/or Geneva - for me Connect seems to be designed to
work under such an environment. The unix-shell is helpful to me,
and various other options are also nice. The fact that I can do just about
anything in Connect *with the mouse* (rather than having to hit function
keys, etc) makes life more convenient for me. My needs are met and
exceeded.

And I do run Connect under a variety of situations: BBS's (VT52 and
ANSI mode), unix boxes (VT100 mode), GEnie, etc.

Your primary need (from your message) seems to be full screen. As such,
Connect doesn't suit your needs. That doesn't mean it's useless,
just not of use to you. If anything, Wolfgang may wish to find a
more tactful way of saying this, but the idea is there...

I do have Flash 1.6 in my collection of stuff (store bought, along with
a couple other disks of misc shareware terms that I don't really use)
and I just didn't take to it. It's hard to describe, but it just
wasn't what I was comfortable with. And so, Uniterm was my choice for
awhile. Does that mean Flash is worthless? Nope. Just not useful
to me...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

"...from the makers of the X-15 Cruise Basselope..."

4021. Re:How to Legally do Ras

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 15:35:19 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Aug4.153519.7795@ugle.unit.no>
Source record: 37370

```
Cmedley@wam.Umd.Edu,
In a message on 2 August, wrote :

cH> I'm trying to stick to legal methods to do a vro_cpyfm (AES raster operat
cH> inside a program, and I don't see where I can derive information about th
cH> screen from info via vq_extnd() that helps me figure out:
cH>
cH> - the address of the screen memory

A parameter of 0L tells vro_cpyfm to copy to the screen. You don't need the actu
l address.

cH> - the width of the screen in 16-bit words

Well, you know how many pixels wide the screen is, so just divide by 16...

cH>
cH> I could use the Line-A to determine this, but I'm hoping to stick to usin
cH> the AES. I can't find any examples of code that do raster operations any
^^^
It is VDI you are talking about. All graphic primitives are done by VDI.
AES is doing "high-level" stuff like windows, forms, event-dispatching etc.

cH> that DON'T hit the Line-A or hardware somehow. These examples, however,
cH> pretty old (pre-1990). Does anyone know of a way to legally determine th
cH> values?
cH>

Well, I hope this gives you the info you need.

Erling
---
```


 ATP/Unix 1.40 Running under atari MultiTOS


```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

4022. << What is Atari's Horiz freq? for color RGB in 1040? >>

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 16:39:34 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Aug04.163934.136851@zeus.calpoly.edu>
Source record: 37372

I tried to connect an AMIGA 1080 RGB monitor to my ST, via a 'custom' cord, but I ran into a couple of problems.

I hooked up 1) RED signal 2) GREEN signal 3) BLUE signal 4)GROUND, and then I noticed that the ATARI has a Hsync AND a Vsync, whereas the AMIGA monitor has only a SYNC. The amiga uses the standard 9-pin RGB standard. I tried connecting the SYNC signal to the HORIZ SYNC (pinhole number 9) on the ATARI monitor plug, but got a sort of ODD picture (it was twisted in the center.)

(AMIGA 9-pin RGB pinout)

pin 1 = GROUND pin 6 = NOTHING (analog) / INTENSITY (digital)
pin 2 = GROUND pin 7 = SYNC (analog) / NOTHING (digital)
pin 3 = GREEN pin 8 = NOTHING (analog) / HSYNC (digital)
pin 4 = GREEN pin 9 = NOTHING (analog) / VSYNC (digital)
pin 5 = BLUE

What am I doing wrong here. Atari uses analog format RIGHT!? Maybee the Horizontal freq. on the monitor is not low enough for the atari. Maybe I'm just not seeing it right.
--
((((((|)))))))
|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|)))))))

4023. Re: Hooking up SCSI Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 16:42:04 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CB8uE4.KqD@mailer.cc.fsu.edu>
Source record: 37373

Paul Purdom (pwp@cs.indiana.edu) wrote:

> I have an ICD tape back up unit which has provision for hooking up a SCSI
> hard drive. Can some kind soul tell me what I need to buy and do to hook
> a hard drive up to this unit. (General advice on hooking up hard drives to
> SCSI ports also welcome.) I expect that if I am able to do this then I will
> give my old hard drive to a child, so the new SCSI drive will be the only one
> on the system.
>
> Thanks.

Here is an informational post I made up some time ago. Hope it helps.

---begin included text---

Newsgroups: comp.sys.atari.st
Subject: Re: HardDrives
References: <bg258s1421.03a3@sycom.mi.org>
Distribution:
Followup-To:
Reply-To: boyd@nu.cs.fsu.edu
Organization: Florida State University Computer Science Department

In article <bg258s1421.03a3@sycom.mi.org>, bg258s1421@sycom.mi.org (Burley Good) writes:
>I am looking for an inexpensive HD a starters HD. I am looking for a used
>maybe 20m or more CHEAP!!!

You might want to try rolling your own. It is very easy for the ST. You
need:

A host adaptor
A power supply
An enclosure
A SCSI drive

I recommend the ICD Host adaptor. It has (IMHO) the best software, which is
updated frequently (and available free). They also provide a very easy way
to add a battery backed up clock to your ST (if you don't have one already,
they can be bought with or without the clock). I also like ICD's because they
report any "sense codes" the drive communicates to the user. I have only
seen one ("read error with recover", induced by dropping something heavy on
the desk while the hard disk was reading), but I find it reassuring that
any weirdness at the device level is reported directly to me (it pops up in
the corner of the screen, by the way). Price is about $80 at last look.
Without the clock, you save $10. Order the SCSI connector cable where ever
you get the host adaptor, and make sure to ask for a dual drive one with a
red wire denoting pin one (to make the installation easier).

Power supplies are cheap. Just pick up an old XT power supply for ~$30 from computer shopper. If you can find a junked PC, you can get one for free.

Enclosures can also be cheap. You can buy one of those huge old style XT cases for about $30 from computer shopper. This will hold all the hard drives you will ever want! Buy a tower stand for $5 and stick it on the floor (the ICD cable is nice and long for this). You can also go all out and buy an enclosure which will fit under your monitor (mine houses 2 5.25" devices, has a front mounted lit power switch, mates perfectly with the ICD board, etc) with power supply for about $125. There are several places that sell these for the ST, two being Toad Computers and D&P Computer Supply. Email if you want their 1-800 numbers. Again, a junked PC is the absolute cheapest way to do this. If you can get ahold of granny's old IBM XT, you are in fat city. A nice side bonus is that the old PC motherboards make great wall hangings (big fat traces, lots of chunky looking components). Old PC's are really easy to find, now that everyone is going to 80x86 machines.

Now, the SCSI drive. These can be bought from computer shopper. All you need is a bare SCSI device, no other boards or anything. The ICD host will work with just about anything, but there is a very large list of already tested drives that comes with the host adaptor (which I could probably email to you also). Drives are very cheap nowadays, and if you want to really save money you can get a refurb. Several of the refurb places will guarantee their drives for X number of years (X varies with the particular company), so they can really be the way to go.

Anyway, you will now have your hard disk. You bolt down the drive and host adaptor (you can drill some extra holes in the case, or use wire-ties or whatever), connect the two, plug in the power cords (the ICD comes with a little splitter which connects to a standard PC type power cord), hook up the DMA, and boot up. It is very simple, and is not easily botched up. You only need to pay attention to:

SCSI id jumpers set to some reasonable value
SCSI terminator pack plugged into the drive
SCSI connector from drive to DMA is right side up on both ends
Nothing wiggling around

The first two can be checked via the manual that will accompany the drive (make sure you ask for one, some places assume you already have one), usually a 1 page Xerox. The third can be verified by checking that the red wire side of the ribbon cable is near pin one (which is marked on the board either by a number or by a square solder hole instead of a round one). If the cable is in backwards, the red end will be at the other end of the connection (quite often it is pin 2 that is marked, but you only need to know which end of the connector the numbers start on, and match it with the red wire). These are the only two possibilities. You cannot mess up the power connections or the DMA connection (they won't go in wrong).

The reason you wanted a dual drive cable is so you can easily add another device in the future. You merely have to plug it into the other receptacle on the cable, remove the terminating resistor pack off the middle drive on

the cable (the one on the plug closer to the computer), and check to see that the SCSI id jumpers are set to two different numbers. Oh, by the way, the ICD supports the Syquest SQ555 (the 44mb removable cartridge drive) without any special concerns. Since the Syquest is a SCSI device, you can hook one of these up just a easily as you could a regular fixed disk drive. These only cost about $320 bucks nowadays, with 44mb cartridges going for ~$60.

It really is easy, and there are plenty of computer tinkerers around to look over your shoulder and verify what you do. You can also use a setup consisting of a host adaptor, SCSI controller board, and ordinary PC type hard disks, but you add complexity to the system and lose performance this way. Straight SCSI is much cleaner, and usually much faster (SCSI devices have their controller boards "built in", communicating with the SCSI standard).

If you do get a hard disk, you should immediately buy Neodesk 3 and the Universal Item Selector III. They will make life much nicer. Also, beware of buying too small a hard disk. Megabytes are like potato chips. I have a buddy with a 105mb quantum drive, a 320mb Hitachi, and a Syquest SQ555 with 6 cartridges all hooked to his ST, and he still complains about not having enough disk space! I have not yet gone that apeshit, but I think Mr. Visa might have to talk to Syquest Corp. pretty soon. Oh, notice the my friend above has three SCSI devices hooked to his ICD. This just requires a 3 plug cable. The ICD can support 8 SCSI devices, and you can hook up multiple host adaptors if you really need to (like if you get given a box of 10mb SCSI drives :-).

Please feel free to email questions. The above is IMHO, direct flames elsewhere.

---end included text---

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4024. Re: Re:How to Legally do Ras

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 17:36:48 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <1993Aug4.183648@cs.bham.ac.uk>
Source record: 37374

```
In article <1993Aug4.153519.7795@ugle.unit.no>, Erling Henanger writes:
|> Cmedley@wam.Umd.Edu,
|> In a message on 2 August, wrote :
|>
|> cH> I'm trying to stick to legal methods to do a vro_cpyfm (AES raster operat
|> cH> inside a program, and I don't see where I can derive information about th
|> cH> screen from info via vq_extnd() that helps me figure out:
|> cH>
|> cH> - the address of the screen memory
|>
|> A parameter of 0L tells vro_cpyfm to copy to the screen. You don't need the actu
|> l address.
|>
|> cH> - the width of the screen in 16-bit words
|>
|> Well, you know how many pixels wide the screen is, so just divide by 16...
|>

No no no!!!

No!

You only need to fill in the address (0)!!!!

--Chris
```

4025. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 20:32:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23p6d5INNaor@golem.wcc.govt.nz>
Source record: 37375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] I think we had this discussion already. As CoNnect is able to use GDOS
] fonts even without GDOS its just a question of you beeing able to install
] a proper GDOS font for 80x24. There exist fonts which are very readable
] even without magnifying glasses.

Anyone want to tell me where to find one?

] Obviously you still haven't been able to read the online help in the
] new version of CoNnect on how to install the fonts though the online
] help is in English.

It's pretty difficult to get it wrong! Put the file in the GEMSYS folder,
put the filename in ASSIGN.SYS, and it's loaded. However, none of the
fonts I have are usable in anything less than 10-points! Speedo-GDOS
fonts are a lost cause, the smallest they are usually readable is about
12-points! :)

It's a good little program, if I had a faster machine (GEM's speed doesn't
help things), and a good 8-point GDOS font, I might use it.....

> there are some very contempt 80*24 users......

My point exactly..... 8-) (Sorry!)

4026. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 20:36:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23p6ksINNaor@golem.wcc.govt.nz>
Source record: 37376
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

]

4027. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 22:37:38 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.vEQC6SVEBz2@albemuth.equinox.gen.nz>
Source record: 37378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

In <23o6k7INN86v@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>I posted the article about Bart being down, but I don't think any one
>read what I had wrote at the end...
>
>
>So here it is...
>
>Comments Please any one...!!!!
>
>
>
> < access...
>
>
>_____
>_____

I can quite clearly remeber this point being answered by a couple of
people. The point is that *MOST* people *CAN* access atari.archive
through FTP. If you look back at the postings in this group in the last
couple of months, you will see quite a few comments to the effect that
people have had trouble connecting to a.a (This means by FTP!!!) because
it is so busy!! This suggests that a lot of people *ARE* using a.a quite
happily, totally unaffected by BART's problems. Just because *you* can't
access a.a does not mean "most people" can't access it!!

>I know this statement could upset the people on A.A. but I thought
>that the Atari community deserve a far better mailer than the one that is
>presently used on A.A. , I thought this the MAIN ATARI/ARCHIVE FTP site,
>but it has the worst mailer..

By far the vast majority of FTP sites that I have come across (I'm not
just talking about the handful of ones with Atari stuff on them) do not
have any associated mailserver at all! The standard thing to do if you
are one of those wanting stuff through mail, is to use one of the
ftp-mailservers which connect to _any_ site and send the stuff back to
you via mail. ftpmail@decwrl.dec.com is the most famous of these but
there are others. If you don't understand the way things like this work,
read the newsgroup alt.internet.services or the book "Zen and the art of
Internet". The information is out there but you have to look for it.

>I don't know what other peoples fealings on this, but I have stuck my head out
>in what I think...

If you still don't know what people think, you can't be reading what people have been saying!!!! I can't put it clearer than that.

>Why can't A.A. implement the same kind of mailers that are used on most
>European FTP Sites...

I don't claim to be the correct person to answer this, but a couple of things stand out. First, atari.archive is not the only archive based at umich.edu, therefore I guess resources there are likely to be quite stretched at times. Secondly, a.a is staffed and run by volunteers who have to implement these sorts of things themselves. The fact that there is a mailserver just for the use of the atari community is itself quite unusual, the one at tu-berlin and others like it in europe, are used to cover the complete FTP site, not just the atari area.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

4028. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 22:57:14 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ea.IKMKDb7RWKY@albemuth.equinox.gen.nz>
Source record: 37379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <23o7euINN86v@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <CB845q.3ou@dscomsa.desy.de>, wwc@dxhra1.cern.ch (Wolfgang Wander) writes:
>>In article <23mkhaINN5co@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>>>ConNect is barely usable in Medium res', if you can't get an 80*24 display
>>>of text without needing a magnifying glass - there's not a lot of point!
>
>>statements as this seems to me to be some personal problem of you.
>>
>> Wolfgang
>
>
>Wolfgang...NO NO NO..!!!
>
>
>What we wan't is a REAL Comms program, one that can do 80 * 24 using
>the System font with medium res...!!
>
>On the lines of FLASH 1.6-2.22 not what you are trying to fource us to use,
>when you give us a FULL screen option with Connect then I will buy it, so
>please don't dictate what we wan't, we are the users..
>
>If FLASH/TRAPIDO can have a full screen so can Connect, so please give us what
>we wan't..??

For a comms program to do what flash/trapido (or Uniterm for that
matter) does, it needs to reserve the whole of the screen for itself.
This makes it extremely unfriendly to the newest developments like
Multi-TOS etc. Atari is telling developers to either use GEM with
windows, or totally the opposite with TOS text programs (so that they can
be run inside windows with smaller fonts), so that they can run in
multi-tasking and mixed interface environments. Older types of program
will only run properly on the older computers. This is a fact of life!!
Therfore you can't expect someone like Wolfgang who is trying to make
the next great comms program for today, to go the way of the old ones!!

>I have found no one here that likes Connect at all, we have been used to FLASH
>for so many years and FDT is used here a lot also, so you need some thing that
>is better than those to sell here, Connect is not better its that simple...

No-one where??? This newsgroup is often full of people saying how much
they like it!!! If you mean nz, well I for one like it, even though I
havn't got a powerful enough machine to fully utilise it. CoNnect even
so completely beats Flash or FzDT. They are just not able to handle the
ANSI/VT-100/102 stuff adequately for me.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

4029. Re: How to Legally do Ras

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-04 23:55:32 UTC
From: cmedley@wam.umd.edu
Message-ID: <23pi9k$o6u@cville-srv.wam.umd.edu>
Source record: 37377

In article <1993Aug4.153519.7795@ugle.unit.no>,
Erling Henanger <erlingh@idt.unit.no> wrote:
> Cmedley@wam.Umd.Edu,
>
>cH> - the width of the screen in 16-bit words
>
>Well, you know how many pixels wide the screen is, so just divide by 16...
>

Won't this yield an incorrect value, unless I am in monochrome? For example,
if I am in a 16 color screen (4 bits per pixel), and i have a 640 pixel
wide display, my screen should be (640*4)/16 = 160 words wide, right?

4030. Re: FALCON SALES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 02:30:14 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Y5N84n4E&eQ@semprini.tdkcs.waterloo.on.ca>
Source record: 37381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <jhoffmanCAt9qp.3sw@netcom.com>, John Hoffman writes:
> Problem with Apples new computers is that it's a dead end system. Apple will
> will be phasing the Mac out as soon as the powerPC hits sometime next year.
>
> Now with the Atari the falcon will be the computer that Atari is still shipping
> 5 years from now. Think of the savings in money and software. Fact of the
> matter is I'm still using the same ST computer I bought 5-6 years ago. It
> also still does what I need.

How is your Atari so different from these new Macs? A Mac is useless as
soon as Apple stops selling them? I guess all those Mac LC users are
fumin'...

Maybe in five years Atari will have a 68040 machine. :-(I want one
now.
--
-------------------==-------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4031. Seagate ST-157N Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 02:50:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <4AUG199321502176@pavo.concordia.ca>
Source record: 37380

So far I found out that the hard drive that I have inside of my Mega STe 4 is a Seagate ST-157N. Since it's an SCSI drive then the controller card should support any other SCSI hard drive of the same size. Now, in concern that I might damage something inside my computer (my experience in electronics is close to nil) I never did open my Mega STe 4. I would like to upgrade this ST-157N to something with greater capacity but before I do that I would like to know what size and what type of hard drive I can replace my old drive with. Specifically, I need to know the size; is it 3.5" or 5.25"? I know that the new drive has to have parity disable, but I don't even know what it means.

I am a bit on defensive side here. Ready to take all the sneers that will probably come my way but I believe that if I am to learn something I've got to ask the questions.

Will someone please give me an in-depth explanation or direct me where I can look for that info myself?

I would really appreciate your effort.

Wojciech Galuszka (wojci_g@pavo.concordia.ca)

4032. Re: ST4766N and AdSCSI Plus ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 03:04:24 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <744527832.0@mettav.royle>
Source record: 37390

In a message on 27 Jul 93 the following was penned by Dana
Brigham....
DB> I just 'scraped' up a Seagate ST4766N SCSI hard drive, I think it
is
DB> about 650MB formatted. Should it work alright with an AdSCSI Plus
on
DB> an STe? Does someone know the paramters I will probably need to
DB> enter when formatting/partitioning it (hds, cyls, etc.)?
DB>
Well when I fitted one on my STFM the ADSCSI utilities (v6.05) recognised it
correctly and I was able to use it no trouble with the Advantage Plus Board
(old ADSCSI Plus).

DB> Also, I will probably use it on both my 1040STe (4MB RAM) and my
DB> old 1040STf, which have TOS 1.6 and 1.0 respectively. That means I
DB> should be using no larger than a 16MB boot partition, and the STf
DB> will only 'see' the partitions 16MB or smaller, right?
Yep so you will have to use either 16Mb partitions or go for BGM (Big Gem
Partitions) though these are slightly inefficient if you have many small files
on them!

DB> Oh, where can I grab the latest ICD utils - assuming I need them
for
DB> the AdSCSI Plus and this hard drive....?
No idea, sorry (I am new to this USENET lark).

Spencer spencer@mettav.royle.org

* Origin: It's rude to Point (_The_Tavern_, Finchley.)
(100:1011/0.2)

4033. Unix on the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 03:04:40 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <744527832.1@mettav.royle>
Source record: 37291

I've a quick query in that "is there a Unix for the
ST??"

I know about Minix but don't know any other details ie just how Unix compatible
is it ie could I develop scripts on it which would work on my Unix boxes at
work???

Also where do I get it in the U.K.???

And last but not least how far away is the GNU port likely to be (if
ever)???

Spencer spencer@mettav.royle.org

* Origin: It's rude to Point (_The_Tavern_, Finchley.)
(100:1011/0.2)

4034. ARJ and ZIP Archivers.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 03:58:50 UTC
From: gjhollard@gandalf.otago.ac.nz
Message-ID: <gjhollard.3.744523130@gandalf.otago.ac.nz>
Source record: 37382

Does anyone out there have any ARJ and/or ZIP archivers/extractors for the Atari ST.

If you do, please let me know.

4035. FOR SALE Music Workstation

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 04:30:07 UTC
From: tka@nntp.crl.com
Message-ID: <23q2cf$1ec@crl.crl.com>
Source record: 37296

```
This post is for a friend so reply by telephone 415 382 3057
You may want to try Michael_Barrett@Broder.com
but I do not know how reliable that it.

FOR SALE: Atari Music and Sound Workstation

Atari 1040STe, includes
CPU,
1MB RAM (exp. to 4MB w/ standard SIMMS
MIDI and Audio Digital interface
hi-res monochrome monitor
Citizen MSP-40 printer
DMA to SCSI adaptor (allows connection to any SCSI drive)

dozens of software titles:
MIDI sequencers and digital sound editors
two word processors
spreadsheet
graphics program

TOTAL PRICE: $500.00
Call 415 382 3057 (work number)
```

4036. ST Replay 4.1 Troubles -- Please help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 04:44:46 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.744525886@cwis>
Source record: 37383

I am having a lot of trouble with my ST Replay Cartridge. I remember when I first got the cartridge from a friend along with some samples he had made the samples were very clear (even at 20KHz...) All of the samples I find at ftp sites are very clear too, even at lower speeds.

BUT, I have been trying to sample things myself (the sampler is the older ST Replay cartridge... with a rca port for audio in and a rca port for audio out.) I have the audio in of the cartridge hooked to the video out of my receiver (which sends a line level signal of my cd player when I have CD selected, tape when I have tape connected, etc.) Anyway, I make sure and adjust the level of the source (like a portable tape player) so that the monitor function doesn't clip any of the input sound.

I am also using gold plated RCA patch cords to hook everything up just in case that might have been the problem. It wasn't. Even when I sample stuff at 30KHz, silent portions of the sample are VERY noisy and the vocals are unclear and the music is really quiet. I took out the cartridge and cleaned the contacts of the cartridge itself... that didn't help either.

What else could be the problem? Could the cartridge just be broken or am I doing something wrong? Isn't 30KHz supposed to sound pretty clear?

Any help would be appreciated. Thanks!

4037. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 05:11:32 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <X6Js8B3w165w@sys6626.bison.mb.ca>
Source record: 37295
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

wells_s@kosmos.wcc.govt.nz (Steve W) writes:

>]] < access...
>
> More people have FTP access than don't I would imagine!
>
>] I don't know what other peoples fealings on this, but I have stuck my hea
>] in what I think...
>]
>] Why can't A.A. implement the same kind of mailers that are used on most
>] European FTP Sites...
>
> As said in the a.a doc's, FTP is a privilege, not a right!
>
> Try using one of these:/
>
> ftpmail@src.doc.ic.ac.uk
>
Nothing wrong with Bart, it's easy to use. I tried using FTPMAIL
and after connecting to a.a.u.e it quit because there had been too many
many ftp connections made already. So there :)

4038. Re: How to Legally do Raster Ops under AES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 07:35:18 UTC
From: gutschk@asterix.uni-muenster.de
Message-ID: <23qd7m$q3s@asterix.uni-muenster.de>
Source record: 37384

warwick@cs.uq.oz.au (Warwick Allison) writes:

>don't understand how the palette comes into it: how can you convert
>a standard form bitmap into a TrueColour bitmap without also passing
>the palette???

you will have to determine the device dependent color representation and do your own color remapping on the standard data before calling vr_trnfm. You can get this information by blitting (vrt_cpyfm) single pixels in all available colors into a sample buffer. You will then have to convert this buffer into standard format and analyze its contents. BTW, the doc's in the Profibuch are not entirely clear on this topic. I could post some sample code, if you want it (Warwick: I think, I sent it to you some time ago; it was the portable Degas Picture Loader).

So long

Markus

4039. st157n-size

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 08:15:28 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CBA1Lt.An0@ztivax.zfe.siemens.de>
Source record: 37385

>ST-157N to something with greater capacity but before I do that I would like
>to know what size and what type of hard drive I can replace my old drive with.
?????? what do you mean with type?
>Specifically, I need to know the size; is it 3.5" or 5.25"? I know that the
>new drive has to have parity disable, but I don't even know what it means.
the size is 3.5". A harddisk with the size of 5.25" will not fit into
your megaste.
mike :-)

4040. arj/zip

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 08:17:57 UTC
From: mike@bsun10.zfe.siemens.de
Message-ID: <CBA1px.At6@ztivax.zfe.siemens.de>
Source record: 37386

>Does anyone out there have any ARJ and/or ZIP archivers/extractors for the
>Atari ST.

>If you do, please let me know.

hi!
on several ftp-archivers are a gem-zip (v2.3) and (only) a unarj.
look for at: ftp.uni-muenster.de or atari.archive.umich.edu

mike :-)

4041. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 14:31:47 UTC
From: r.evans@ic.ac.uk
Message-ID: <R.EVANS.93Aug5153148@afs1.ic.ac.uk>
Source record: 37292
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23p6ksINNaor@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve W) writes:

Try using one of these:/
ftpmail@src.doc.ic.ac.uk
with
open atari.archive.umich.edu
cd atari
[get x filename/s cd etc.]
but, use 'get' instead of 'send' to get files!

Helpful hints #384374-AG-243987/088[78BE]:

src.doc contains a mirror of a.a at /computing/systems/atari/umich. Be
a good net citizen and use that instead when using ftpmail@src.doc...

Happy retrievals,
Robert.

--
Robert Evans r.evans@ic.ac.uk Analyst/Programmer
Centre for Computing Services, Imperial College of Science, Technology and
Medicine, Exhibition Road, London. SW7 2BX. UK.
Telephone: +44 71 589 5111 x4907

4042. Re: Wordplus device drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 15:27:19 UTC
From: mora@AFQA6140.mop.ibm.com
Message-ID: <CBALLJ.20Fo@hawnews.watson.ibm.com>
Source record: 37294

Ralf Bayer (bayerr@glas.rtsg.mot.com) writes:

>I'm having some slight problems with the printer driver for 1stWordPlus.
>I'm using a pretty ancient version of 1stWordPlus (2.11 or something),
>and although I specified 0 in the six'th number of the general printer
>parameters, the window prompting me for the next sheet of paper still
>comes up.
>
>Furthermore, I also have to select 'Neustart' (restart) in order to
>print the next page, instead of 'OK' which the manual says.
>
>Am I doing anything wrong or do I just have an outdated and buggy piece
>of software?

Give up and update to the latest version. It's First Word Plus 3.15. I
have still to find a bug in it.

Now, I rather use Le Redacteur 4, which has a very good dictionary, a thesaurus,
a verb helper (it knows how to conjugate a verb), and is available in
English, French and German versions (including dictionaries). Expandable
dictionaries, planner, comes with a database, a worksheet, and a doodling utility, much
like Atari Works.

--
Frederic Mora - IBM France, Montpellier - Software engineer
AIX Application Development - mora@vnet.ibm.com

4043. Re: ARJ and ZIP Archivers.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 19:15:40 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CBAw64.1Bx@mailer.cc.fsu.edu>
Source record: 37298

GREGORY JAMES HOLLARD (gjhollard@gandalf.otago.ac.nz) wrote:
> Does anyone out there have any ARJ and/or ZIP archivers/extractors for the
> Atari ST.

Both exist. There should be examples of such on atari.archive.umich.edu
(ST Zip is up to 2.3, don't know about arj). I know there is some arj
stuff on ftp.uni-kl.de.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4044. Re: Seagate ST-157N Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 19:34:19 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBAx17.1JB@netcom.com>
Source record: 37297

Replacing the internal drive in a MegaSTE or TT is really easy.

1. Remove the cover of the hard drive bay. This is done by one screw under the computer.

2. Detach the power and SCSI cable from the drive. Oh, you'll probably also need to detach the drive activity (light) wire from the drive to the front of the case. (I'm doing this from memory.)

3. Remove the drive mech from the external hard drive bay housing. The drive should be mounted in there by four screws. There might also be a metal grating on the case, covering the bottom of the drive; this will have to be removed too, probably first.

4. This Seagate 157N drive can be replaced with any other SCSI drive conforming to the 3.5" form factor. Good drives include Quantums and Maxtors. I have a Quantum LPS105S in my TT now, and I had one in my MegaSTE. I think there are 1gig drives in the 3.5" size, so they will fit in there too.

Have fun.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4045. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 20:12:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23rpjcINNh39@golem.wcc.govt.nz>
Source record: 37299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Nothing wrong with Bart, it's easy to use. I tried using FTPMAIL

Easy yes, but at the moment it's malfunctioning, hence the reference to
try FTP-Mail!

4046. Re: Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 21:52:49 UTC
From: monnier@di.epfl.ch
Message-ID: <23rvfh$hsp@disun41.epfl.ch>
Source record: 37300
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CB3pIr.Lrr@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>OK, I have GNU C (2.3.2 I think, 2.4.2 when BART gets working again).
>Now, I thought that GNU C required G++ (another MB or so of archives)
>in order to compile C++ code. Will GNU C compile C++ and Objective C
>without these alternate "front-ends" ?? Or will I have to find a front-end
>for Objective C.

the separate C and C++ compilers have disappeared when changing from
GCC 1.x to GCC 2.x
in the gcc doc, it says that running g++ is exactly like gcc except
for a few very little tiny detail. gcc compiles c++ files just fine !
(I guess the main difference is that g++ assumes every file is in c++
whereas gcc assumes a .c file is in C)
And yes, gcc also compiles ObjC. But I have no idea where the libs are

Stefan

4047. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-05 22:02:38 UTC
From: monnier@di.epfl.ch
Message-ID: <23s01u$i4n@disun41.epfl.ch>
Source record: 37301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

In article <23o6k7INN86v@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> < access...
> _____
>_____
>I know this statement could upset the people on A.A. but I thought
>that the Atari community deserve a far better mailer than the one that is
>presently used on A.A. , I thought this the MAIN ATARI/ARCHIVE FTP site,
>but it has the worst mailer..

>Roger..... sheppard_r@kosmos.wcc.govt.nz

For those that are still waiting and maybe even getting annoyed (or
bitter), here is a little thought:

AFS is really nice !

Stefan

4048. scsi-tape for st ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 00:40:06 UTC
From: whitbeck@equinox.unr.edu
Message-ID: <1993Aug6.004006.16000@unlv.edu>
Source record: 37302

Has anyone tried the scsi tape driver on the atari?

scsitape2 on wustl.edu --> mt_bin.lzh
lharc l mt_bin.lzh
PACKED SIZE RATIO CRC STAMP NAME
------- ------- ------ ---- ----------------- -------------
7260 12883 56.3% fc07 Apr 5 06:04 1992 bkrs.tos
5004 7829 63.9% 953f Apr 4 23:20 1992 ftwtest.ttp
5431 9113 59.5% c6b5 Apr 4 23:20 1992 mt.ttp
5530 9500 58.2% 28d0 Apr 4 23:20 1992 tapetest.tos
13897 23054 60.2% d99d Apr 4 23:20 1992 tar.ttp
------- ------- ------ ---- ----------------- -------------
37122 62379 59.5% Aug 5 17:33 1993 5 files

are there any docs?
what tape drives will work with it?
do they just plug into the back of my ICD scsi chain?

It is my understanding that the scsi tape cartridge drives for
the pc's (msdos) can be bought for ~$250US... I sure would like
to add this to my ST!

Please send e-mail. Thanks.
whitbeck@unr.edu

4049. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 01:41:18 UTC
From: gregs@eskimo.com
Message-ID: <CBBDtK.IGx@eskimo.com>
Source record: 37306
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23p6d5INNaor@golem.wcc.govt.nz>,
Steve W <wells_s@kosmos.wcc.govt.nz> wrote:
>
>It's a good little program, if I had a faster machine (GEM's speed doesn't
>help things), and a good 8-point GDOS font, I might use it.....
>
>> there are some very contempt 80*24 users......
>
>My point exactly..... 8-) (Sorry!)

Hi Steve,

I'm in the same situation you are. I'm using a color monitor, so
Connect and Stalker don't suit my needs. So rather than berate you
for not having a Falcon or a mono monitor, I'll just suggest that you
use Freeze Dried Terminal.

There ARE some things about FDT that I don't like. For instance, the
emulation (ansi) is not very good. For some reason I cannot get it to
give me inverse text if I switch back and forth between menu/online.
For that reason I call up Uniterm when I'm reading text and need inverse.
It's a pain, but it works. This problem makes it very difficult to
use FDT with certain newsreaders.

Also, the text editor leaves a lot to be desired. I suggest you call up
a real word-processor for this too.

Of course, these solutions only work if you have plenty of memory. I
guess that's life though. I'm eagerly awating the new release of FDT
to see if these complaints are fixed. If there were not, I was just
going to buy Flast II. But since I can see by your posts that it's not
very good, I guess I'm out of luck.

Anyway, I hope this helps. Freeze Dried Terminal should be available
at any major FTP site. I can say that the author did a good job on
the program. There are some nice features, like autolearn auto-logon,
auto-Zmodem, etc. But there are bound to be things you won't like about
it. As far as terminal programs go, I consider it the best option if
you're using an ST or STe and don't have a monochrome monitor.

--
Gregory Sumner
gregs@eskimo.com I understand just a little,
Seattle, WA. No comprende, it's a riddle.

4050. Replacing the hard drive in Mega STe Computer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 01:57:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <5AUG199320574025@pavo.concordia.ca>
Source record: 37303

I would like to thank all of you who helped me with information about replacing my Mega STe hard drive. USENET proved to be a great place to look for some answers and its users proved to be helpful!

| Ed Krimen |
---------------> You said that you have an LPS105S in your TT. Can you please tell me how many megs does it have, how fast it is and whether it has a cache? I called a computer store near where I live and they have a Quantum LPS240S hard drive, which is a 245 meg, 12 ms, 256k cache. They ask a hefty price - $520 Canadian dollars which would translate to about $650 US. Fortunately, I know of places that will charge me much less. The store in question proved helpful in providing me information about their stock though.

I also have another question. Can someone tell me what is the largest size of a partition that TOS 2.05 can support? Is the difference between GEM and BGM partitions very visible (in terms of access time)? I am interested in getting a hard drive that is between 200 and 500 megs.

Wojciech Galuszka (wojci_g@pavo.concordia.ca)

4051. Re: Replacing the hard drive in Mega STe Computer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 02:24:05 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBBG06.DxG@netcom.com>
Source record: 37304

In article <5AUG199320574025@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>
>| Ed Krimen |
>---------------> You said that you have an LPS105S in your TT. Can you please
> tell me how many megs does it have, how fast it is and whether
>it has a cache? I called a computer store near where I live and they have a
>Quantum LPS240S hard drive, which is a 245 meg, 12 ms, 256k cache. They ask a
>hefty price - $520 Canadian dollars which would translate to about $650 US.
>Fortunately, I know of places that will charge me much less. The store in
>question proved helpful in providing me information about their stock though.

Yeah, get the LPS240S. It's the 240meg version of the LPS105S, which is 105megs. $650US is too much for the drive though. I've seen them in the $300-$400 range.

>I also have another question. Can someone tell me what is the largest size
>of a partition that TOS 2.05 can support? Is the difference between GEM and
>BGM partitions very visible (in terms of access time)? I am interested in
>getting a hard drive that is between 200 and 500 megs.

TOS 2.05 can support very big partitions. GEM is limited to 32megs (512K sector sizes) I think, and BGM (BigGEM) are larger because they can use larger sector sizes (1024K, 2048K, etc). You really won't find a difference in the access time between the two, although theoretically one could say that you would.

Also, get ICD's SCSI Pro utilities. Definitely worth the $50. Don't even look at Atari's drivers and utilities.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4052. writing to cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 03:30:17 UTC
From: bnell@scr.siemens.com
Message-ID: <CBBJ2H.8rM@scr.siemens.com>
Source record: 37305

Hello,
A couple people asked me to post my results on how to write to the
cartrige port. The easiest method is just using one of the address
bits (the highest or lowest bit are the most logical choices). So
whenever you do a read from the port space with this bit set, the cartridge
can check this and use the address you passed as the actual data.

There were a couple other methods which require some hacking up of your
computer. Basically you bring the r/w line out to the cartridge port.
But you also have to cut the lines that cause a bus error whenever you
try writing to the cartridge port (ROM3 and ROM4 if I remember correctly).
On top of cutting these lines you have to add a little hardware to them
so the MMU doesn't get confused. (I can't remember the exact details now).

Hope this helps...

Bill

--
bnell@scr.siemens.com | Anytime something screeches and flies across
Siemens Corporate Research | the room and attaches itself to some guy's neck
755 College Road East | and he can't get it off, I just have to laugh.
Princeton, NJ 08540 | Because, what is that thing?

4053. Re: scsi-tape for st ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 08:20:43 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <23t48r$ine@cismsun.univ-lyon1.fr>
Source record: 37307

In article <1993Aug6.004006.16000@unlv.edu> whitbeck@equinox.unr.edu (Michael Whitbeck) writes:
>
>Has anyone tried the scsi tape driver on the atari?
>
>scsitape2 on wustl.edu --> mt_bin.lzh
**** STUFF DELETED ****
>are there any docs?

You can find at a.a.u.e the tape archiver gemar that looks nice, fully gem (as its name says) and fully documented... Think it can drive any SCSI tape device.

4054. Re: << What is Atari's Horiz freq? for color RGB in 1040? >>

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 08:22:49 UTC
From: Little John <haines@ccint1.rsre.mod.uk>
Message-ID: <1993Aug6.082249.24112@ajax.rsre.mod.uk>
Source record: 37308

In article <1993Aug04.163934.136851@zeus.calpoly.edu> cwilliso@tuba.calpoly.edu (Chris L. Willison) writes:
>
> I tried to connect an AMIGA 1080 RGB monitor to my ST, via a 'custom'
>cord, but I ran into a couple of problems.
>
> I hooked up 1) RED signal 2) GREEN signal 3) BLUE signal 4)GROUND,
>and then I noticed that the ATARI has a Hsync AND a Vsync, whereas the
>AMIGA monitor has only a SYNC. The amiga uses the standard 9-pin RGB
>standard. I tried connecting the SYNC signal to the HORIZ SYNC (pinhole
>number 9) on the ATARI monitor plug, but got a sort of ODD picture (it
>was twisted in the center.)
>
> (AMIGA 9-pin RGB pinout)
>
>pin 1 = GROUND pin 6 = NOTHING (analog) / INTENSITY (digital)
>pin 2 = GROUND pin 7 = SYNC (analog) / NOTHING (digital)
>pin 3 = GREEN pin 8 = NOTHING (analog) / HSYNC (digital)
>pin 4 = GREEN pin 9 = NOTHING (analog) / VSYNC (digital)
>pin 5 = BLUE
>
>What am I doing wrong here. Atari uses analog format RIGHT!? Maybee
>the Horizontal freq. on the monitor is not low enough for the atari.
>Maybe I'm just not seeing it right.
>--
>((((((|))))))
>|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
>| "No Core Dump Required" |
>((((((|))))))

To hook up an ST to an RGB monitor, my colleague has a cable which connects both HSYNC and VSYNC (9 & 12) to video input on a SCART socket. This is labelled as "synchronisation"

Could try it...

Little John

4055. Re: Replacing the hard drive in Mega STe Computer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 08:47:32 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <23t5r4$ja6@cismsun.univ-lyon1.fr>
Source record: 37309

In article <5AUG199320574025@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>I would like to thank all of you who helped me with information about replacing
>my Mega STe hard drive. USENET proved to be a great place to look for some
>answers and its users proved to be helpful!

You'r welcome ;-)
>
**** STUFF DELETED ****
>
>I also have another question. Can someone tell me what is the largest size
>of a partition that TOS 2.05 can support?

Since TOS 1.4 a GEM partition is limited to 32 Mb (instead of 16Mb before).

A BGM partition can handle far more.

> Is the difference between GEM and
>BGM partitions very visible (in terms of access time)? I am interested in
>getting a hard drive that is between 200 and 500 megs.
>
>Wojciech Galuszka (wojci_g@pavo.concordia.ca)
>

I've used both GEM and BGM on the same Quantum LPS52S drive, with no sensible speed difference... The only difference is the place taken by th files (especially if you have many little files): since the number of clusters in a partition is limited, with a BGM partition you must increase the size of the cluster to inclrease the size of the partition.. The effect is that on a partition where a cluster takes 1 sector (1/2Kb) a 137 bytes file will take 512 bytes on the disk (plus name entry in the directory), and in a huge partition where clusters are 2Kb (8sectors), the same file will take 2Kb on the disk...
The only incidence of the cluster size is that with smaller cluster sizes files can be more fragmented, and average access time can decrease...
But what you want is to increase the cluster size, no ?
And if you have a 200 or 500 Megs disk, I think it doesn't matter if a little file takes 2 or 4 Kb... You may lose in the worst case ... say... 1 or 2 megs on the whole disk comparing to smaller cluster sizes ...
So, USE BGM, it's great...

But, of course, don't make only HUGE partitions on the disk ! (just in case of crash of a partition)

Ah : I think the 1st (boot) partition MUST be a gem partition, doesn't it ?

Patrice LACOUTURE
placou@biomodel.avignon.inra.fr
lacoutur@aedi.insa-lyon.fr

4056. Clustersize (was Re: Replacing the hard drive in Mega STe Computer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 12:41:03 UTC
From: kd@cs.tu-berlin.de
Message-ID: <23tjgv$bh2@news.cs.tu-berlin.de>
Source record: 37310

Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:

>But what you want is to increase the cluster size, no ?
>And if you have a 200 or 500 Megs disk, I think it doesn't matter if a little
>file takes 2 or 4 Kb... You may lose in the worst case ... say... 1 or 2 megs
>on the whole disk comparing to smaller cluster sizes ...

No, in my experience the loss is greater. I had my 210 MB harddisk
formatted with one big partition, cluster size was 8k. Adding used and
free space I got only about 120 MB ... so I lost 90 MB due to big
cluster size.

I then wrote a small program to determine the loss depending on
cluster size. As far as I remember, the ratios were approximately:

cluster size file length / used space
0.5k 95 %
1k 90 %
2k 80 %
4k 67 %
8k 50 %

Of course, with large binaries the ratio is better, with smaller files (e.g. .tfm-files for TeX), it may be even worse.
--
.....
Klaus Didrich kd@cs.tu-berlin.de

4057. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 13:47:00 UTC
From: Matthias_Becker@m.maus.de
Message-ID: <A30890@M.maus.de>
Source record: 37324

E>I just recieved NVDI today. It's version 2.11. Is there a newer
E>version?
V2.50 which supports the falcon is already available.

E>Also, what does "Gekauft bei" mean?
Means "Bought at". Put your dealer's name (and maybe address) there.

4058. Re: Clustersize (was Re: Replacing the hard drive in Mega STe Computer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 15:23:27 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <23tt1f$6r8@cismsun.univ-lyon1.fr>
Source record: 37311

In article <23tjgv$bh2@news.cs.tu-berlin.de> kd@cs.tu-berlin.de (Klaus Didrich) writes:
>
>Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>
>>But what you want is to increase the cluster size, no ?
>>And if you have a 200 or 500 Megs disk, I think it doesn't matter if a little
>>file takes 2 or 4 Kb... You may lose in the worst case ... say... 1 or 2 megs
>>on the whole disk comparing to smaller cluster sizes ...
>
>No, in my experience the loss is greater. I had my 210 MB harddisk
>formatted with one big partition, cluster size was 8k. Adding used and
>free space I got only about 120 MB ... so I lost 90 MB due to big
>cluster size.
>
>I then wrote a small program to determine the loss depending on
>cluster size. As far as I remember, the ratios were approximately:
>
>cluster size file length / used space
>0.5k 95 %
> 1k 90 %
> 2k 80 %
> 4k 67 %
> 8k 50 %
>
>Of course, with large binaries the ratio is better, with smaller files (e.g. .tfm-files
for TeX), it may be even worse.
>--
>...
>Klaus Didrich kd@cs.tu-berlin.de

In fact, I gave these numbers just guessing... I didn't think it was so
amazing!!! 50 % is awful !!! What sort of stuff you have on this disk (text,
binaries ?) just to have an idea of the way you fill it (or avg size of the
files, if you know it)?

That demonstrates the use (another use, in fact) of having several partitions
instead of just one big !

4059. Re: UUCP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 15:47:32 UTC
From: Steve.Caple@cyberhm.royle.org
Message-ID: <744678976.0@cyberhm.royle>
Source record: 37326

In the dark hours of 30.07.93, the Savage,-Unknown- ,
entered:

-> password and spooldir) appear in my HOSTS, my UUCICO gets upset and
if
-> not, I won't get in and end up as a new user in my host's BBS..(it
-> won't trigger the UUCP bit of his system)

I hav my system set up to send |login:| and expect |U| at Binkley... which then
spawns to the login program for UUCICO.. All my UUCP subdomains have a login
name that begins with 'U' ... seems to work here
:-)

--*-

4060. Re: BART DOWN 2...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 15:51:38 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug06.155138.172620@zeus.calpoly.edu>
Source record: 37314
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

a.a.u.e (well actually all of archive.umich.edu) does have a pretty strict limit. They allow only 10 ftpers during the day, which goes to 20 after about 5 and 30 after 11pm. 60 on weekends. Even so, this is VERY limited.

wuarchive.wustl.edu allows * 250 * users to ftp in. Admittedly they are probably a larger archive area as they have more disk space. They do have everything on a.r.u.e (one day delay usually). So that is a better place to ftp to. (umich is faster, but the chances of getting on are fairly bad).

a.a.u.e does have AFS though. So if anyone actaully has AFS they can set up a link to the archives and access the files with normal unix operations (i.e. cp)

- mike

4061. Re: GDOS Detection - How? - MARK WILLIAMS C VERSION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 16:20:41 UTC
From: wabe@ukc.ac.uk
Message-ID: <5484@eagle.ukc.ac.uk>
Source record: 37312

```
In article <H.eg.SEONb34ENUo@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>In the end, I had to use assembler code to do it. The vgd_detect()
>function of HSC always returned zero, regardless of whether GDOS was
>installed or not. In HSC, you can use:
>
>int check_gdos()
>{
>
> /* Purpose: Determine if GDOS is installed.
>
> Return: -2 if GDOS is _not_ installed. Anything else if it
> is installed.
>
> Notes: This will generate a warning uner HSC about the function
> not returning a value. Ignore it. */
>
> asm("move.w #-2,d0");
> asm("trap #2");
> asm("cmp.w #-2,d0");
>
>}
>
Fine for Heat'n Serve C Users - BUT A lot of us still use Mark
Williams C. So I implemented the above in the following assembler code

**************** file chk_gdos.s ********************************

/ function to test whether GDOS is loaded
/ It returns zero if GDOS is not loaded, otherwise something else

.shri

.globl chk_gdos_
chk_gdos_:
link a6, $0
moveq $-2,d0
trap $0x2
addq $2,d0
unlk a6
rts

*************************************************************************

Compile the above with "as" (Mark Williams' Assembler) i.e.
```

```
as -gxl -o chk_gdos.o chk_gdos.s

and you will get a file, chk_gdos.o ( 84 bytes long in my case), which
you can to your libc.a library (or some other library you use) using the
archiver "ar".

Thereafter in any future program you can test for GDOS simply
with

if (chk_gdos()) { GDOS is present..... }
else { GDOS is not present }

I've only just implemented this & on minimal experience it seems
to work.

Cheers,
W. Alan B. Evans
[ wabe@ukc.ac.uk ]
```

4062. Re: Unix on the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 16:36:34 UTC
From: naw@planet.bt.co.uk
Message-ID: <NAW.93Aug6163634@draco.planet.bt.co.uk>
Source record: 37313

There is currently work going on to port Linnux to the 680x0 family.
Unfortunately most of this is being centred on Amigas at the momment.
From what I've been picking up of the mailing list I would say a full
working version on Amiga is about 2 months away. The Atari port will
probably be a couple of months after that.

Another alternative is NetBSD. I don't know so much about this, but
there is a porting effort going on for Amiga. This might well get
finished quicker since NetBSD isn't tied up with Intel architecture
like Linnux.
Ab.
--
+-------------------------------------+-------------------------+
Disclaimer:	Strange but true:
``It was not me, it	"Virginia Bottomley" is
was the other three''	an anagram for:
--- Rick (The Young Ones: Nasty)	"I'm an evil Tory bigot".
+-------------------------------------+-------------------------+
| Ab Wilson <naw@planet.bt.co.uk> | The Object Design Co Ltd |
+-------------------------------------+-------------------------+
GCS/MU d--- p-- c+ l m- s+++/- !g w+++ t r- x++

4063. Moniterm Drivers???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 19:13:00 UTC
From: glankonian.software@canrem.com
Message-ID: <60.12274.4019.0N18075F@canrem.com>
Source record: 37315

May be a stupid question, But, does anyone know where to get replacement driver software for a Mega ST Monochrome Moniterm video card?!

Any help would be appreciated!
Lance

L.squire@genie.geis.com Canrem.com is unpredictable

4064. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 20:56:42 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <23ugia$am3@titan.ucs.umass.edu>
Source record: 37317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CBBDtK.IGx@eskimo.com> gregs@eskimo.com (Greg Sumner) writes:
>
>I'm in the same situation you are. I'm using a color monitor, so
>Connect and Stalker don't suit my needs. ...

Actually, I use STalker all the time on color monitor, without GDOS fonts, and without resorting to the 8x8 system font. Since you can turn off the title and scroll bars on STalker's window, you can get an 80x23 screen. Admittedly this isn't the standard 80x24, but most of the time it's close enough. You can still resize the window, and you can still scroll the window's contents. (The former by using the mouse, and the latter with the keyboard.) And, of course, if you really feel you need a bigger screen, you could use GDOS fonts or the smaller point size.

I certainly have to agree with the comments of some of the others that the advent of Geneva, MultiTOS, etc. makes running in a GEM window a much more important feature.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software phone: 413-247-5620
Customer Service fax: 413-247-5622

4065. ARJ and ZIP Archivers.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 21:04:22 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <2c62c7cb@p2123.f130.n500.z2.fidonet>
Source record: 37329

```
> REPLYADDR gjhollard@gandalf.otago.ac.nz

Hi Gregory,

Any idea why e-mail to you bounces?

----- Transcript of session follows -----
While talking to aragorn.otago.ac.nz:
>>> RCPT To:<gjhollard@gandalf.otago.ac.nz>
<<< 551 Unknown User <gjhollard@gandalf.otago.ac.nz>
550 gjhollard@gandalf.otago.ac.nz... User unknown

Weird, what?

regards

Paul

|Paul_Tuijnman@nextjk.wlink.nl|
| FidoNet 2:500/130.2123 |
| tel/fax +31 50 416932 |
| Groningen - Netherlands |

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)
```

4066. Re: Replacing the hard drive in Mega STe Computer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 21:08:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <6AUG199316080506@pavo.concordia.ca>
Source record: 37316

>In article <5AUG199320574025@pavo.concordia.ca> wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>>
>>it has a cache? I called a computer store near where I live and they have a
>>Quantum LPS240S hard drive, which is a 245 meg, 12 ms, 256k cache. They ask a
>>hefty price - $520 Canadian dollars which would translate to about $650 US.
>>Fortunately, I know of places that will charge me much less. The store in

My apologies. I used the conversion factor the wrong way. $520 Canadian does not translate into $650 US but rather into $420-$430 , depending on the standing of canadian dollar.

Woj.

4067. Re: Unix on the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 21:15:57 UTC
From: mjr@geob3.geo.uni-bonn.de
Message-ID: <GMT06Aug.93.15864@work1.rhrz.uni-bonn.de>
Source record: 37318

>There is currently work going on to port Linnux to the 680x0 family.

>Another alternative is NetBSD. I don't know so much about this, but

But these two packages will not run on the older 68000 based systems since these
cannot support virtual memory.

I guess it'll be hard to port them to 68030-accelerated STs since
it is not documented what kind of dirty mmy
manipulations one or the other board manufacturers might have implemented :-)

M.Ritzert

4068. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 21:17:47 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <23uhprINNn03@golem.wcc.govt.nz>
Source record: 37321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] I'm in the same situation you are. I'm using a color monitor, so
] Connect and Stalker don't suit my needs. So rather than berate you
] for not having a Falcon or a mono monitor, I'll just suggest that you
] use Freeze Dried Terminal.

That's what I've been using for the past year or so, even registered it!

] There ARE some things about FDT that I don't like. For instance, the
] emulation (ansi) is not very good. For some reason I cannot get it to

Well, apart from ANSI-Term, it's got the best full-color ANSI emulation
around! (Supports pretty much everything except blinking text!)

] Also, the text editor leaves a lot to be desired. I suggest you call up
] a real word-processor for this too.

Well, it's got a better 'text editor' than any other comm's package I've
seen - all the others just have an editable capture! (with minor
exceptions!)

] guess that's life though. I'm eagerly awating the new release of FDT

I think that was just a False Rumor, Sean Price, the co-worker with
Aaron Hopkins in the making/distribution of FDT hasn't heard from Aaron
in months, and knows nothing of it, and Aaron can't be found anywhere!

] it. As far as terminal programs go, I consider it the best option if
] you're using an ST or STe and don't have a monochrome monitor.

It;s the most feature packed program around if you only have color and
a Mega-ST or lower! Does everything I've ever needed, and it's VERY
fast!

4069. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 21:29:00 UTC
From: Christof_Stadler@s.maus.de
Message-ID: <A12068@S.maus.de>
Source record: 37241

AH>AFAIK, the main improvement of 2.5 is FALCON/MTOS support (but runs on
AH>older STs too, of course).

My version of NVDI (2.03) runs perfectly under MultiTOS.

Christof

4070. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 22:06:47 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Aug6.220647.26408@prime.mdata.fi>
Source record: 37319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CBBDtK.IGx@eskimo.com> gregs@eskimo.com (Greg Sumner) writes:

[Stuff deleted]

>There ARE some things about FDT that I don't like. For instance, the
>emulation (ansi) is not very good. For some reason I cannot get it to
>give me inverse text if I switch back and forth between menu/online.
>For that reason I call up Uniterm when I'm reading text and need inverse.
>It's a pain, but it works. This problem makes it very difficult to
>use FDT with certain newsreaders.

I think the problem is that FDT uses IBM-ANSI, which is not the same
as VT100, which in turn is what UniTerm uses. I have never seen a
Unix-site that supports ANSI. I think it is quite common to think that
VT100=ANSI, but that is not the case. My personal experiences with
FDT's ANSI-emulation are very good, it has the fastest emulation I
have ever seen on any terminal program.

>Also, the text editor leaves a lot to be desired. I suggest you call up
>a real word-processor for this too.

That's true, but then again FDT is a terminal program, not a
word-processor. The export function of the scrollback buffer that
exports text to the editor is so slow, that it takes seconds to export
just 20 lines to the editor.

[rest deleted]

>--
>Gregory Sumner
>gregs@eskimo.com I understand just a little,
>Seattle, WA. No comprende, it's a riddle.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

4071. Re: How to Legally do Ras

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-06 22:28:51 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Aug6.222851.13454@ugle.unit.no>
Source record: 37320

Cmedley@wam.Umd.Edu,
In a message on 4 August, wrote :

cR> In article <1993Aug4.153519.7795@ugle.unit.no>,
cR> Erling Henanger <erlingh@idt.unit.no> wrote:
cR> > Cmedley@wam.Umd.Edu,
cR> >
cR> >cH> - the width of the screen in 16-bit words
cR> >
cR> >Well, you know how many pixels wide the screen is, so just divide by 16.
cR> >
cR>
cR> Won't this yield an incorrect value, unless I am in monochrome? For exam
cR> if I am in a 16 color screen (4 bits per pixel), and i have a 640 pixel
cR> wide display, my screen should be (640*4)/16 = 160 words wide, right?
cR>

Uhmm, you're right. You will have to look at the number of planes involved
as well. Sorry.

And, as was pointed out earlier, you don't need to fill in that info if you
are filling out the MFDB for the screen. An address of NULL is all you need
to bother about.

Erling

4072. Re: Moniterm Drivers???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-07 01:22:08 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCBD7sw.A9t@netcom.com>
Source record: 37322

In article <60.12274.4019.0N18075F@canrem.com> glankonian.software@canrem.com (Glankonian Software) writes:
> May be a stupid question, But, does anyone know where to get
>replacement driver software for a Mega ST Monochrome Moniterm video
>card?!

GEnie's ST Roundtable.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4073. Re: Mighty sonic board Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-07 10:54:35 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <2401lb$63u@news.cs.tu-berlin.de>
Source record: 37325

Christoph_Wissing@st.maus.de (Christoph Wissing) writes:

>Another accellerator is advertised, too:

>"Skunk32" 398,- DM (US$235), 32 MHz 68030

>(but it sounds like they use the old _16_ MHz 68030 for this purpose...)

Well, I'm not too convinced of this one, either.
It indeed uses the old 030 for that purpose.
And, when we tried one of them, it did not work at all (our Falcon030
did not boot anymore). So it seems that this "accelerator" is not yet
fully recommendable.

Furthermore, what I saw of the "Skunk" was a hardware that wasn't worth
more than 5 DM, including the disk shipping with it. I don't know how they
justify their extremely high price, but the board I saw consisted mainly of
one chip, looking like a simple GAL.

I mean, it's their business how they calculate their prices, and I'm not
sure if what I saw was the advertised, final version.

But if the price you mentioned (about 400 DM) is really true, I can't see
why ayone should pay about 100 times more that the chip's really worth.

My personal opinion is that this Skunk smells like a giant fraud.

Regards,
Laurenz

4074. Re: Hard-Drive (Seagate)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-07 12:53:09 UTC
From: monnier@di.epfl.ch
Message-ID: <2408jl$k0m@disun41.epfl.ch>
Source record: 37327
Cross-posted to: comp.sys.atari.st.tech,comp.sys.ibm.pc.misc

In article <23vi1nINNpk5@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>MODEL ST-238R

ST Seagate
- any meaning ?
2 5.25 inches
38 38M unformatted
R RLL

30Megs (or 20 if used with an MFM controller) and I guess about 50ms
average access time.

Stefan

4075. Re: ST Replay 4.1 Troubles -- Please help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-07 14:25:10 UTC
From: alex@falcon.demon.co.uk
Message-ID: <744733510snz@falcon.demon.co.uk>
Source record: 37328

In article <lombardo.744525886@cwis> lombardo@cwis.unomaha.edu writes:

>I am having a lot of trouble with my ST Replay Cartridge. I remember when
>...

Try mail to hisoft@cix.compulink.co.uk; HiSoft now owns AVR (the company
responsible for ST Replay) and the two directors of that company now work
for HiSoft/AVR. I forwarded your original post to that address already.

--
Alex Kiernan
alex@falcon.demon.co.uk

4076. Re: GDOS Detection - How?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-07 19:26:30 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.XP610Lpodb6@semprini.tdkcs.waterloo.on.ca>
Source record: 37330

In <23angkINN39b@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> Yes Michel get rid of that supid C compiler that you uses and use one that
> supports inline Assem code..:-)..
>
> Also why would you want to use GDOS with a file Browse util...
>
>
> My Great File Browse utill is Guck18, give that a try its so simple to use...

Sorry to disappoint you Roger, but Michael is using Heat & Serve C,
which does support inline assembler.

It's also got a real good vq_gdos() call in GEMFast (I should know, I
wrote it! :-)... The long it returns can hold special meaning depending
on the type of GDOS you're using. For example, FSM-GDOS returns "_FSM"
as the code (0x5f46534d in hex). I haven't fiddled with it recently to
see what NVDI or SpeedoGDOS return.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4077. MiNT 1.04 fix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-07 20:23:40 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.ea.UbuZXalFpwA@semprini.tdkcs.waterloo.on.ca>
Source record: 37331

As far as I know, all versions of MiNT that read the mint.cnf file have a bug in the way they handle the setenv command for setting environment variables...

If you use:

setenv BLAH=one two three

$BLAH will be set to "one", without the quotes.

If you use:

setenv BLAH="one two three"

$BLAH will be set to "one two three", with the quotes.

This is annoying, and I guess it only affects my; I set $POVRAYOPT to have defaults for POV-Ray, a great ray tracer that runs nice in the background, even on my ST. I reported this bug to Eric Smith on GEnie over a year ago, but I guess he forgot about it.

Here is a patch for MiNT 1.04 that fixes the bug, which is in main.c. Use at your own risk, but it's not a major change, and it appears to work quite fine.

This fix lets you use:

setenv BLAH=one two three

but not:

setenv BLAH="one two three"

to set $BLAH to "one two three", without the quotes.

```
------- 8< ----- clip here ----- 8< -------
*** main.c Sun Aug 1 16:41:42 1993
--- ../main.c Mon Aug 2 12:40:50 1993
***************
*** 1309,1315 ****
}

arg2 = line;
! while (*line && *line != ' ') line++;
if (*line) {
*line = 0;
}
--- 1309,1315 ----
}
```

```
arg2 = line;
! while (*line && *line != 0x0d && *line != 0x0a ) line++;
if (*line) {
*line = 0;
}
------- 8< ----- clip here ----- 8< -------

--
------------------==========================================------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth
```

4078. C-KERMIT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-08 05:53:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2424d7INNou@golem.wcc.govt.nz>
Source record: 37332

I here there is a New version of C-Kermit out, has it been ported
to the Atari yet..??

Also what is the best settings for a VAX/VMS connection running plain
2400, ie, windows and packet size....

The best that I can get is 210cps, but I did get better, untill
they upgraded the VAX version to 5A (188) ...

Thanks....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

4079. Re: Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-08 06:47:09 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CBFHIo.GF3@sdf.lonestar.org>
Source record: 37333
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
============== quote ===========
the separate C and C++ compilers have disappeared when changing from
GCC 1.x to GCC 2.x
in the gcc doc, it says that running g++ is exactly like gcc except
for a few very little tiny detail. gcc compiles c++ files just fine !
================================

OK, I was confused because a.a.u.e says that g++ required gcc 2.3.2, and it
seemed stupid to get gcc 2.3.2 plus an extra MB or so of stuff (g++) if gcc
alone could handle it.

Thanks for the info. Any idea where to get Objective C libraries? And I
assume that I can take C, C++, Objective C, and Assembly, and link them all
together, plus perhaps link in one of the other "front-ends" for GCC like
Modula ][ ? GCC gets better and better, all we need now is a nice GEM
front-end with an integrated editor/debugger/tracer like Turbo C/Lattice
```

4080. Can someone please help me?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-08 10:47:22 UTC
From: connor@vax.sonoma.edu
Message-ID: <1993Aug8.024722.1@vax.sonoma.edu>
Source record: 37338

Hello, I have an Atari 1040ST, and am having an odd problem with it. When I swap disks and hit ESCAPE to get the new dir, most often, the directory will redraw itself, with the same info, and never go to the diskl. This problem also occurs while I am using various programs. THis is basically the problem, although there is much more to it. If you have heard of this or can point me in the direction of some help, please let me know via e-mail. I have been away frm my Atari for several years and was given this one (used to use 520), and it has apparently always had this problem.

Thanks in advance RUSS c/o <connor@vax.sonoma.edu>

4081. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-08 14:44:51 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Aug8.144451.27950@prime.mdata.fi>
Source record: 37334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23uhprINNn03@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

[stuff deleted]

>] guess that's life though. I'm eagerly awating the new release of FDT
>
>I think that was just a False Rumor, Sean Price, the co-worker with
>Aaron Hopkins in the making/distribution of FDT hasn't heard from Aaron
>in months, and knows nothing of it, and Aaron can't be found anywhere!

I don't think so. I've called the european support BBS in England
(<<<Internet>>>), and they are discussing FzDT 3 in the support
message area. I also wrote to Sean Price and he said that it could be
ready at the end of the summer, best case.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

4082. ARJ and ZIP Archivers.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-08 15:36:56 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <2c651ea8@p2123.f130.n500.z2.fidonet>
Source record: 37335

Hi Gregory,

If you give me some kind of address I could (snail-)mail you some disks
with PD software; including the latest ZIP and UNARJ. Please tell me what
you want and I'll start packing.

ciao,

Paul

|Paul_Tuijnman@nextjk.wlink.nl|
| FidoNet 2:500/130.2123 |
| tel/fax +31 50 416932 |
| Groningen - Netherlands |

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)

4083. Re: Help with MWC Fseek?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-08 16:01:48 UTC
From: tom@basil.icce.rug.nl
Message-ID: <CBG770.qI@basil.icce.rug.nl>
Source record: 37337

In article <1993Aug3.142538.1315@sol.cs.wmich.edu> hansen@sol.cs.wmich.edu (Karl hansen) writes:
> I have an old copy of Mark Williams C, that I need to use for a while.
> Unfortunately, I cannot find my Lexicon, packed up during my last move.
> I cannot recall the exact order for the parameters of Fseek(), and experimentation
> has only generated more confusion.
>
> I am fairly sure that Fseek((long) Offset, (int) Fileno, (int) Base)
> is the correct order, where
>
> Offset is # of bytes to move
> Fileno is the file handle (NOT FILE*)
> Base is 0 for from beginning
> 1 for from current position
> 2 for from end
>
According to my Atari bible that's it.

> Using the parameters in this order seems to be the only way to get *some*
> effect on the file position, but I am getting back *negative* numbers from
> calls to ftell() after most of the calls to Fseek(). Some of the calls to
> Fseek() return 0, and some of them return -1.
>
> Anyone able to help?
>
> Thanks,
>
> Karl C. Hansen
> hansen@cs.wmich.edu
>
Why don't you use ftell()'s stdio companion fseek(file, offset, base)?

I don't know about MWC, but I remember using Lattice C (a, long, long time ago:-) and that compiler did all kinds of weird things with stdio in text mode. And, stdio's fileno() did NOT return a gemdos handle (there was some translation table in-between, if I recall correctly...). So I don't think mixing stdio- and Gemdos calls is a good idea.

Hope this helps.
--
__/__/__/__/ Tom Hageman (tom@basil.icce.rug.nl) [NeXTMail accepted]
__/ __/_/
__/__/__/
__/ _/_/ <space for quote intentionally left blank>

4084. C/MiNT Help ... and other qustions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-08 17:36:27 UTC
From: asmodeus@telerama.pgh.pa.us
Message-ID: <243dir$68r@telerama.pgh.pa.us>
Source record: 37336

WARNING: Long post with lots of stupid NEWBIE questions to mint/gcc

I have installed MiNT .95 with the instalation disks, and most of the utilities as well. I am using the login program so that I have to login to the systen, using root or the name that I chose to use in istalling it.

I have tried to use lpr to print things, or the other command that escapes me at the moment tha tis very similar to lpr, and I get an error about the lpd or lpr, or something like that. SO far, I have just used this to print files:
cp foo.bar /dev/prn (or something like that)

It works, but would rather have the print manager spool it out for me.

So far, I have only seen MiNT version above .95 as sources, is there an advantage of compiling these version on your personaly machine over grabbing the binaries? Same question about minixfs, still using the version that came with the installation disks, is there a new version? and if so, what are the advantages?

Speaking of minixfs: As it is now, I have turned off the ICD caches, because of problems that I was getting within the system, init, or something, and the problem has gone away. Is there a cache that works with both ICD host adapter and MiNT/minixfs? Or am I just not setting things up right.

I have this in my MINT.CNF file:
setenv UNIXMODE /cub
But I still can not make a file that uses CAPS as part of the filename while in the shell. Some of the archivers that I have will create a file occasionally that will have some caps in them, but I can not make them that way. The only docs that I have for unixmode is very old, and was from a local PD disk from a users group. Dated around '90 or so.

SOrry about all these questions, but I am very new to this, and reading the docs that i have been able to find are not much help, well, back to the questions.

When using GCC, is there a predefined sysvar for the atari computer that I can use with #ifdefined commands? ANy other special sysenv's that I should know of? Any way of seeing/getting a list of all the variables that are known in my system? With or without the values>?

The last question, and there is a cheer from the crowds, or as they say in MT-THG ("...and there was much rejoicing. YAY!!!!")

Is there a way or an advantage to using warp9 with mint and init? I am not really booting gem, that I know of, and have the u:/dev/fasttext thing on in the config, but would really like the speed of warp9, but I have assumed, wrongly probably, that warp9 does not like not being able to find gem.

In general, I need one hell of a tutorial on this subject. If anyone knows of additionaly docs, FAQ's or such, please let me know where I can get them from.

Thanks in advance...

asmo
----
asmodeus@telerama.pgh.pa.us

4085. How Do I make GCC compile C++ code?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 00:32:53 UTC
From: cmedley@wam.umd.edu
Message-ID: <2445vl$t0t@cville-srv.wam.umd.edu>
Source record: 37339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm trying to get my installation of GCC to recognize and compile C++ code, and it very nearly does it except that I believe it is relying on an internal rule to run a program called:

cc1plus

instead of gcc-cc1+.ttp when it is required. I vagurely remember a separate environment variable was required to over-ride this rule. Can anyone shed some light on this?

(right now, i can still use g++.ttp and get the correct results, but if gcc.ttp can do it, then i figure I'll save myself a little extra trouble when I run into makefiles that need converting...)

Thanks in advance to any help anyone offers.

4086. Re: Can someone please help me?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 04:58:54 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <244lie$qhd@cxc1.cl.msu.edu>
Source record: 37340

connor@vax.sonoma.edu writes:

>Hello, I have an Atari 1040ST, and am having an odd problem with it. When I
>swap disks and hit ESCAPE to get the new dir, most often, the directory will
>redraw itself, with the same info, and never go to the diskl. This problem als
o
>occurs while I am using various programs. THis is basically the problem,
>although there is much more to it. If you have heard of this or can point me i
n
>the direction of some help, please let me know via e-mail. I have been away fr
m
>my Atari for several years and was given this one (used to use 520), and it has

>apparently always had this problem.
>
Are you using a different drive that you used to use? I've seen this
happen to people who try to upgrade single-sided drives with double-sided
mechs in homebrew-fashion. If that's the case, then there are modifications
you need to make to the mech to get it to properly recognize disk swaps...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

4087. Re: Can someone please help me?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 07:51:19 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CBHF5J.4DA@cs.uct.ac.za>
Source record: 37243

In <244lie$qhd@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:

>connor@vax.sonoma.edu writes:

>>Hello, I have an Atari 1040ST, and am having an odd problem with it. When I
>>swap disks and hit ESCAPE to get the new dir, most often, the directory will
>>redraw itself, with the same info, and never go to the diskl. This problem als
>o
>>occurs while I am using various programs. THis is basically the problem,
>>although there is much more to it. If you have heard of this or can point me i
>n
>>the direction of some help, please let me know via e-mail. I have been away fr
>m
>>my Atari for several years and was given this one(used to use 520), and it has

>>apparently always had this problem.
>>
>Are you using a different drive that you used to use? I've seen this
>happen to people who try to upgrade single-sided drives with double-sided
>mechs in homebrew-fashion. If that's the case, then there are modifications
>you need to make to the mech to get it to properly recognize disk swaps...

Nope! This isn't true. Old St's had this problem.

As far as I know, this is a "feature" (read: bug) of TOS 1.02 machines, which
(unfortunately) is the machine I've got. I would suggest getting hold of a
program called FMC (Force Media Change) which should remedy this problem. It's
what I'm using. You can get it at a.a.u.e in the Diskutils directory. The file
is called fmc.arc and is around 2K in size. Then again you could also think
about upgrading your TOS, which should also clear the situation, albeit at
greater monetary cost to yourself. Be clever, take the cheap way! :)

Any and ALL flames go into /dev/null

Hope this helps...
Barry

--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

4088. Re: Can someone please help me?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 08:21:04 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2451dg$fpj@cismsun.univ-lyon1.fr>
Source record: 37242

In article <1993Aug8.024722.1@vax.sonoma.edu> connor@vax.sonoma.edu writes:
>Hello, I have an Atari 1040ST, and am having an odd problem with it. When I
>swap disks and hit ESCAPE to get the new dir, most often, the directory will
>redraw itself, with the same info, and never go to the diskl. This problem also

I've got the same problem two month ago, with my old 1040 STF (just 1 internal
2sides drive). I discovered after a while that a DISQUETTE was responsible of
this (how ? didn't ever know) :
I could use my computer as long as I wanted, with many different disks, no
problem...
Then I read this disquette, and then no way updating the disrectory, either by
pressing ESC, or closing and opening the window, or whatever...
Just reading the directory of this disquette...
It cannot be attributable to random, since I repeated the experience MANY times
before being sure it was the real cause and formatting this disquette again...

A virus checking using Sagrotan and VKILLER was negative, and the directory was
read normally (not 4745587571125444888568 bytes used by 4567fgbhkldfhjjd items:)

I never had such a problem then, and I never knew the cause... If someone has an
idea, let me know.... Forward here or e-mail...

4089. Re: Monitors & cables...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 10:32:41 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Aug9103241@rajeesh.WPI.EDU>
Source record: 37267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> "scruggs" == kevin eugene scruggs <scruggs@cis.ohio-state.edu> writes:
scruggs> Hullo, I was just wondering if there were any variations as
scruggs> far as monitor cables. I've talked to a couple people lately
scruggs> that talk as if mono & colour cables are distinct, with the
scruggs> latter not supporting mono signals. Is this really so & if so
scruggs> what signals are present/not-present in each version? This
scruggs> is the first time in 5 years that such I ever heard sucha
scruggs> thing...

The mono and colour cables that you are indeed different. This is
because the mono and colour monitors use a couple of different lines
and in order to save money the ones not used are not included. The
wires just arent there... The pins are the same, though, so its quite
possible to make your own cable, so long as you can find at least a
9-conductor lead... But watch out when you take the connectors
apart... They have a tendency to violently explode! No kidding! I
lost the connector from my SC1224 that way. It was broken beyond
repair, so I had to kludge a connector with DB25s and the connector
from my SM124... Look at the pinout in the back of your ST owner's
manual and you'll see the differences...

scruggs> Also, would anyone here be interested in a firm that sells
scruggs> multisyncs suitable for ST usage for 245 bux? Sony CPD-1302's
scruggs> to be exact...

I sure would!

.s.
--
- lancer@wpi.wpi.edu - - The Beautiful South: -
- With a choice between lonliness and lovesick QE2s -
- Well, tonight I choose self abuse -

4090. how much power can my 1040STf supply?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 11:21:22 UTC
From: lancer@rajeesh.WPI.EDU
Message-ID: <LANCER.93Aug9112122@rajeesh.WPI.EDU>
Source record: 37268

I have a 1040STf with an internal, stock power supply. It's an early model (1986ish) if that matters...

Anyway, I'm upgrading the thing and I got to wondering... Am I overloading this thing's power supply?

I've got an Xtra RAM board in it with 4 1meg SIMMs, a fan, a Magic Sac+, and TOS 1.4 ROMs. I don't think the ROMs make a difference, but hey, who knows? *grin*

Anyway, is this too much to draw off the supply? How much are those internal supplies good for anyway? I suppose I should check and see how much the fan draws (not too much... it's small and VERY low power...). I'm more worried about the memory... The old RAM is still in it, and I expect it's still drawing power too. Should I disconnect the big resistor that feeds those chips?

Should I just give up and stick the thing in a tower case? I've been meaning to do that anyway... So what size case should I look for? The motherboard is pretty big... 18 or 19 inches... Would a full tower PC case have enough room for it? And what do I do for a keyboard then? Should I get the DEKA IBM keyboard thing?

Thanks,
.s.

--
- lancer@wpi.wpi.edu - - The Beautiful South: -
- With a choice between lonliness and lovesick QE2s -
- Well, tonight I choose self abuse -

4091. Re: Unix on the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 11:35:10 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.744895937@rw8.urc.tue.nl>
Source record: 37244

Spencer.Davies@mettav.royle.org (Spencer Davies) writes:

>I know about Minix but don't know any other details ie just how Unix compatible
>is it ie could I develop scripts on it which would work on my Unix boxes at
>work???

If I understand correctly what you want to do, you do not really need a
fullblown Unix for your needs. If you use Mint and the Minix FS along
with a unix shell you could write scripts that would run on the unix
boxes at work without a problem and vice versa. A lot of other unix
tools are available for this environment too. If that is all you need,
that is probably the best and cheapest and most reliable solution.
These programs are available on most ftp-archives and most PD firms
also sell these.

Erlend

4092. Monitors & cables...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 14:03:48 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <245lg4INNcf4@tuna.cis.ohio-state.edu>
Source record: 37245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hullo, I was just wondering if there were any variations as far as monitor cables. I've talked to a couple people lately that talk as if mono & colour cables are distinct, with the latter not supporting mono signals. Is this really so & if so what signals are present/not-present in each version? This is the first time in 5 years that such I ever heard sucha thing...

Also, would anyone here be interested in a firm that sells multisyncs suitable for ST usage for 245 bux? Sony CPD-1302's to be exact...

PS... to LLLL()()N: When is ACEC gonna demo a Falcon? '-)

4093. Re: Help with MWC Fseek?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 16:14:07 UTC
From: hansen@sol.cs.wmich.edu
Message-ID: <1993Aug9.161407.288@sol.cs.wmich.edu>
Source record: 37246

In article <CBG770.qI@basil.icce.rug.nl> tom@basil.icce.rug.nl (Tom R.Hageman) writes:
>In article <1993Aug3.142538.1315@sol.cs.wmich.edu> hansen@sol.cs.wmich.edu
>(Karl hansen) writes:
>>
>> Offset is # of bytes to move
>> Fileno is the file handle (NOT FILE*)
>> Base is 0 for from beginning
>> 1 for from current position
>> 2 for from end
>>
>According to my Atari bible that's it.
>
>Why don't you use ftell()'s stdio companion fseek(file, offset, base)?
>
Thanks for all the help! I had originally tried fseek as described above,
but because the first call was fseek(fin,0,0) (forgot the cast to long :-|
on the second parameter, the first 0) I got a spectacular bomb. Since I
am also not getting any flags from the linker when functions't exist
(WHY??? Don't have a clue ....) I thought that meant that fseek() didn't
exist. EGREPping for ?seek yeilded an obtuse #define Fseek(a,b,c) and
no fseek() in the .H files. Turns out that MWC chose not to include
prototypes in their .H files for the functions which return int. Yea, it
is pre-ANSI ok to do this, but I never got into that habit :).

fseek() *does* exist, and works properly when you cast numbers properly ....

The problem I was having was due to mixing BIOS handle calls with MWC FILE*
calls. I suspect that the two don't communicate everything that takes
place with each other....

I also found my lexicon. (Asked my wife, and 15 minutes later :-)

Thanks again for all responses!

-Karl
hansen@cs.wmich.edu

4094. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 16:23:35 UTC
From: healy@nosc.mil
Message-ID: <1993Aug9.162335.10984@nosc.mil>
Source record: 37247
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've always seen vt102 as the choice for ANSI. Uniterm does
support vt102.

Mike Healy

healy@nosc.mil

4095. Is all SCSI the same??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 18:10:57 UTC
From: paul@charlie.ame.arizona.edu
Message-ID: <1993Aug9.111057.4708@arizona.edu>
Source record: 37250

Simple (or not) question: do all SCSI hard drives work the same? In particular, I've acquired an old (~1987) 71 MB Sun hard drive, which I've been trying to get to work with my TT. The problem is that externally it has 2 DB-50 SCSI connectors (they say SCSI), which is nearly impossible to connect to anything else. But internally, it has a "standard"(?) 2x25 (I don't know what it's called) which is the same as is on my internal drive. So I hooked up this connector to a Centronics-50, which I connected with a standard cable to my TT. I know the cable works, as I took my internal drive and connected it with it and it worked fine. But I get no response from the Sun drive. It seems to warm up fine, and I had my other drive disconnected. But any formatting or other HD program (eg, 'RATEHD') either says it's not there or locks up when scanning.

So, is the internal SCSI connector the same? Another possibility is that the old drive requires a terminator, while my newer one may not need it (or has it built in?). Any suggestions?

-thanks.

Paul Harris
paul@charlie.ame.arizona.edu

4096. How do I program for Navarone Video digitizer?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 19:29:12 UTC
From: wilsont@rahul.net
Message-ID: <CBIBGo.LtM@rahul.net>
Source record: 37248

I dug out my old navarone video digitizer, and the software that
came with it is useless for my purposes.

I began by dumping $fffa0000-$fffc0000 into lower memory, and looking
at it in various resolutions. No luck there, but it did show a pattern.
A 64k block starting at $fffa0000 always changed, a sample looked like:

ff 3e ff 7e ff fe

0xff was in every other byte for the whole length of the block.

3e, 7e and fe were common.

I tried putting a white square in the middle of a black field, and
there wasn't an area of high contrast in the data.
(say, a bunch of ff's or a bunch of 0's for a scanline of the square)

Heck, all black didn't reveal much, only that the whole block was filled
in. (3e's, 7e's and ff's!)

Any hints? should I stack the lines? only read lowbytes of the words?

Any digitizer theory?

thanks!

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

4097. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 19:45:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2469fvINNai5@golem.wcc.govt.nz>
Source record: 37249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] I don't think so. I've called the european support BBS in England
] (<<<Internet>>>), and they are discussing FzDT 3 in the support
] message area. I also wrote to Sean Price and he said that it could be
] ready at the end of the summer, best case.

Sounds good! When's 'End of the summer' over there?
```

4098. Re: Is all SCSI the same??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 20:53:24 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug9.205324.17062@nrtpa038.bnr.ca>
Source record: 37251

In article <1993Aug9.111057.4708@arizona.edu>, paul@charlie.ame.arizona.edu (Paul Harris) writes:
|> Simple (or not) question: do all SCSI hard drives work the same? In particular,
|> I've acquired an old (~1987) 71 MB Sun hard drive, which I've been trying to get
|> to work with my TT. The problem is that externally it has 2 DB-50 SCSI connectors
|> (they say SCSI), which is nearly impossible to connect to anything else. But
|> internally, it has a "standard"(?) 2x25 (I don't know what it's called) which
|> is the same as is on my internal drive. So I hooked up this connector to a
|> Centronics-50, which I connected with a standard cable to my TT. I know the
|> cable works, as I took my internal drive and connected it with it and it worked
|> fine. But I get no response from the Sun drive. It seems to warm up fine, and
|> I had my other drive disconnected. But any formatting or other HD program (eg,
|> 'RATEHD') either says it's not there or locks up when scanning.
|>
|> So, is the internal SCSI connector the same? Another possibility is that the
|> old drive requires a terminator, while my newer one may not need it (or has it
|> built in?). Any suggestions?
|>
|> -thanks.
|>

The cable you need is a SCSI cable for an original MAC. One of those connectors
on the drive you connect to the MAC cable, the other should have a terminating
resistor. If you have the manual on the drive make sure parity is disabled.

Other than that I can not help.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

4099. Do I need to declare strol() ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 21:17:18 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <JJ818B1w165w@sys6626.bison.mb.ca>
Source record: 37253

I have written an accessory in LaserC, and I was once told that I needed to declare the function strtol() at the start of a program that used it because it returns a long. Is it really necessary to declare it?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4100. How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 21:24:55 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <9V818B3w165w@sys6626.bison.mb.ca>
Source record: 37254

I have written a little (the compiled .ACC file is under 7K) accessory in LaserC. In the program I don't do any malloc()'s, yet I have 20K less RAM free when the accessory is loaded.

Can anyone explain this?

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4101. Minixfs pl6 ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-09 21:37:33 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1993Aug9.213733.2366@mnemosyne.cs.du.edu>
Source record: 37252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In case anyone hasn't noticed I've sent Minixfs pl6 to atari.archive and ftp.uni-muenster.de . Mainly bug fixes for this version, some of which are nasty, so I'd recommend upgrading. I've sent binaries as well. The files are mfs606s.zoo and mfs606b.zoo .
Have fun, Steve.

4102. Re: Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 00:06:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14810@uqcspe.cs.uq.oz.au>
Source record: 37255
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

There is heaps of confusion over all this GCC/G++/Objective stuff.

Here are the facts as I see them:

1. The *compiler driver*, called "gcc.ttp", recognises both
".c" and ".cc" extensions (among others), and passes
them to the appropriate *compiler* - either "gcc-cc1.ttp"
for ".c" files, or "gcc.cc1plus.ttp" [usually truncated
to "gcc-cc1p.ttp"] (actually, it passes them through the
preprocessor (cpp.ttp? gcc-cpp.ttp?) first).

2. If you are ONLY compiling .cc (C++) files, you do NOT need
the C compiler (gcc-cc1.ttp). But you need both the
compiler driver (gcc.ttp) and the C++ compiler (gcc-cc1p.ttp).

3. Regardless of what you are compiling, you need:

- The linker (gcc-ld.ttp) to link .o files to make a program.
- The assembler (gcc-as.ttp), since the compilers produce
Assembler code which they both pass through this.
- The C library (gnu.olb).
- The runtime code (crt0.o).

4. If using any libg++ libraries (eg. iostream.h), you also need
the c++ library (g++.olb).

5. In previous versions, there was a separate "g++.ttp" compiler
driver which understood ".cc", but not ".c", while "gcc.ttp"
understood ".c" but not ".cc". All that has happened is they
have combined them into one.

6. There is a Bourne shell script called "g++" that is distributed
with the code from FSF which does some minor things to make
"gcc.ttp" seem more like the old "g++.ttp" (for example,
it adds the "-lg++" automatically. I haven't used it -
it isn't worth the effort (and how does it know where
to put C and C++ libraries???)*.

7. The compiler driver (gcc.ttp) also recognizes ObjectiveC files
(".m" files), which it passes to the Objective C compiler
("gcc-cc1o.ttp"(?)). This also requires the Objective C
runtime code, which was included in at least one of the
"gcc2??bc.zoo" files ("a" is generally the C and shared
stuff, "b" is generally the C++ compiler, and "c" is the
ObjC compiler).

With all these requirements, you may as well get the C compiler (600K
or so compressed) along with all the other stuff.

* C/C++ libraries should be linked like this:

gcc {file.o} {-lC++Library} {-lg++} {-lCLibrary}

(although often it makes no difference)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4103. Re: How Do I make GCC compile C++ code?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 00:17:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14814@uqcspe.cs.uq.oz.au>
Source record: 37256
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cmedley@wam.umd.edu ('Flip' Medley) writes:

>I'm trying to get my installation of GCC to recognize and compile
>C++ code, and it very nearly does it except that I believe it is
>relying on an internal rule to run a program called:

>cc1plus

This is the default when it cannot find "gcc-cc1plus.ttp".
(Using the GCCEXEC variable as a prefix)

>instead of gcc-cc1+.ttp when it is required.

This is the problem. This file should be called "gcc-cc1p.ttp". I guess
that the old "g++.ttp" program had "gcc-cc1+.ttp" coded in for some reason.

>(right now, i can still use g++.ttp and get the correct results, but if
>gcc.ttp can do it, then i figure I'll save myself a little extra trouble
>when I run into makefiles that need converting...)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4104. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 01:58:03 UTC
From: gregs@eskimo.com
Message-ID: <CBIt8p.K4F@eskimo.com>
Source record: 37269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <23uhprINNn03@golem.wcc.govt.nz>,
Steve W <wells_s@kosmos.wcc.govt.nz> wrote:
>
>] There ARE some things about FDT that I don't like. For instance, the
>] emulation (ansi) is not very good. For some reason I cannot get it to
>
>Well, apart from ANSI-Term, it's got the best full-color ANSI emulation
>around! (Supports pretty much everything except blinking text!)

Like I said, when I switch between my online screen and the menu I
lose inverse video. I have to exit and run the program again. It's
a pain in the butt. And it's NOT full-color ANSI it's four-color ANSI.
I don't care about blinking text.
>
>] Also, the text editor leaves a lot to be desired. I suggest you call up
>] a real word-processor for this too.
>
>Well, it's got a better 'text editor' than any other comm's package I've
>seen - all the others just have an editable capture! (with minor
>exceptions!)

Okay, try this. Load a 100k text file into the text editor. Block off a
good portion of it with block markers (text should turn red.) Delete
the block. Now go eat dinner. Because by the time you're finished
eating it may be done with the operation.

Okay, I'm exaggerating. But it's AMAZINGLY slow. Apparently it's
doing a line-by-line deletion. It shouldn't do that. Or he should
at least write a faster routine. Jeeze man, it's fucking slow!
>
>It;s the most feature packed program around if you only have color and
>a Mega-ST or lower! Does everything I've ever needed, and it's VERY
>fast!

Yeah, it's a nice package. But I find it annoying to have to exit
it all the time or call other programs externally. Maybe I'll have
to buy another computer if I want a decent terminal program.
--
Gregory Sumner
gregs@eskimo.com I understand just a little,
Seattle, WA. No comprende, it's a riddle.

4105. Re: Unix on the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 03:01:42 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <745011552.0@mettav.royle>
Source record: 37288

On 6 Aug 93 the following was opinioned by a young Ab Wilson......
AW> There is currently work going on to port Linnux to the 680x0
AW> family. Unfortunately most of this is being centred on Amigas at
the
AW> momment. From what I've been picking up of the mailing list I
would
AW> say a full working version on Amiga is about 2 months away. The
Atari
AW> port will probably be a couple of months after that.
AW>
AW> Another alternative is NetBSD. I don't know so much about this,
but
AW> there is a porting effort going on for Amiga. This might well
get
AW> finished quicker since NetBSD isn't tied up with Intel
architecture
AW> like Linnux.
Ok thanks for the help, shame that items such as this are no longer being
ported on the ST first like they did in days gone by.

I might just try some other suggestions first though (ie. Minix) but it
depends
on just Unix it really is.

Spencer spencer@mettav.royle.org
****

* Origin: It's rude to Point (_The_Tavern_, Finchley.) (100:1011/0.2)

4106. strtol Re: Do I need to declare strol() ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 08:05:25 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.744969925@mi.el.utwente.nl>
Source record: 37257

In <JJ818B1w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:

>I have written an accessory in LaserC, and I was once told that I needed
>to declare the function strtol() at the start of a program that used it
>because it returns a long. Is it really necessary to declare it?

In ansi C you should not. Just include <stdlib.h>, and you get the proper
definition. But many pre-ansi compilers do not supply <stdlib.h>, so
you should declare the functions yourself. (Or put them in a stdlib.h
file, and include that.)

If you do not declare it, than the compiler will think the function
returns an int. This means that you will get the result in int precision,
and not in long precision. If you use strtol to get a long return value,
you have to declare it as long. If you use it because of its 'base' and
'ptr' arguments, which atoi() lacks, than you might also not declare, and
still have a working application. For really portable you should include
<stdlib.h>

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

4107. Re: MiNT and NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 08:06:29 UTC
From: sav@nanette.sto.pdb.sni.de
Message-ID: <247ku5INNak2@nanette.sto.pdb.sni.de>
Source record: 37259

"gekauft bei" means "bought at" and is the place where your dealer should
put his rubber stamp ;)
Stu Savory

4108. is my Sun scsi harddisc compatable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 10:47:46 UTC
From: sys1@exnet.co.uk
Message-ID: <CBJHzo.BtB@exnet.co.uk>
Source record: 37263

I am bored with my Sun 3/50. I want colour graphics, sound and fun at (comparatively) low cost. So Falcon 030 here I come.

The questions I have are (and any help in sorting them out would be appreciated)

1. Will my scsi hard drive and tape unit work with the Falcon 030?

2. Does MiNt run on the Falcon 030. If so where can I get it?

3. I hear minix does not like scsi drives on atari machines. Well, I am happy to write a driver for it, but if I go for minix will it work from floppy?

4. Which is faster minix or MiNt?

5. How much disc space do they take up. I ask as I only have 140MB available.

Thanks in advance.

Xavier

4109. Re: FALCON SALES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 11:03:01 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBJIp1.8x1@cs.ruu.nl>
Source record: 37258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <H.ea.Y5N84n4E&eQ@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:

>Maybe in five years Atari will have a 68040 machine. :-(I want one
>now.

You should be able to get one on a short (5 days) vacation to Germany.
Who knows, they might be able to make an 060 for you.
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4110. How to start a console window from GEM.CNF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 11:27:14 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBJJtE.94C@cs.ruu.nl>
Source record: 37260

Does anybody know a smart way to get a (MINIWIN) console window to start automatically in MultiTOS? If you try to do this from GEM.CNF there is the problem that MINIWIN expects the name of the application to launch in ARGV[0] so a `run' command wouldn't work.

I.e.

run c:\mint\miniwin.app c:\bin\console.tos

doesn't work-- you get an alert saying `No arguments to MINIWIN!'

Of course I could write a small C program that does some patching, but I thought there may be an easier way. Actually I think Miniwin should recognize when it is called without the ARGV[0] hack and read the first argument instead. Eric?
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4111. UUCP; the Three Field Bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 11:33:38 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <9308101345.AA37014@f202.n281.z2.fidonet>
Source record: 37277

>
> Hi !
> Unfortunately I don't have a answer to yourproblem but I have
> samekind problems that you have.
> If someone posts some ideas directly to you and they seem to work,
> could you please post those ideas to me also or to the newsgroup.
>
> Sorry that this doesn't help you at all.

No problem!

> Pertti M{kitalo

Hi,

Not to worry, I will keep in touch. Just got word version 3.72 of UUCICO is
out; don't know where to find it though.. (ANYBODY??). I received at least
eight mails concerning this problem; with the current UUCICO versions you
simply can't define more than three fields in HOSTS. We'll just have to
wait, I guess.

sigh

Paul

|Paul_Tuijnman@nextjk.wlink.nl|
| FidoNet 2:500/130.2123 |
| tel/fax +31 50 416932 |
| Groningen - Netherlands |

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)

4112. Re: How to Legally do Ras

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 12:02:22 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBJLFz.9oE@cs.ruu.nl>
Source record: 37262

In <1993Aug6.222851.13454@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:

> Cmedley@wam.Umd.Edu,
> In a message on 4 August, wrote :
>
> [about calculations from width to wdwidth of MFDB's]
>
>Uhmm, you're right. You will have to look at the number of planes involved
>as well. Sorry.

And this depends on whether you're working in standard or device
format as well.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4113. AIM 3.1 beta

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 12:05:51 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug10.120551.22364@ibr.cs.tu-bs.de>
Source record: 37261
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help!

I got AIM 3.1 beta some time ago and i'm going to like it.
But there is one nasty bug in the HPLJII printer driver:
Every second line is indented by about 1.2 mm (0.1 in) (32 dots ??),
which looks really ugly in small magnification and quiete bad
in larger.

Since i have changed some of the ESC-Codes in HPLJII.PRT i don't
think it's the wrong code send to the printer, but rather an error
in the copy loop, which skips one longwort every second line.

BTW, i'm using a deskjet500, i can't test the driver on a proper LJ.

According to what i've seen, AIM will be one of the best programs
to print a truecolor image on a LJ / DJ.

(Of course AIM crashes some times and it doesn't like MiNT very well,
but it's still a beta version, isn't it)
--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

4114. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 17:23:16 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.10.13.23.16.1993.25015@ece.rutgers.edu>
Source record: 37264

marco@sys6626.bison.mb.ca (John Perry) writes:

>I have written a little (the compiled .ACC file is under 7K) accessory in
>LaserC. In the program I don't do any malloc()'s, yet I have 20K less RAM
>free when the accessory is loaded.

>Can anyone explain this?

I think you should tell the compiler to compile with x Kb of memory usage. I
There must be some option to do that. BTW, what does the accessory do?

Greetings, Tim

4115. Re: is my Sun scsi harddisc compatable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 17:28:48 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.10.13.28.48.1993.25041@ece.rutgers.edu>
Source record: 37265

sys1@exnet.co.uk (Xavier Gallagher) writes:

>I am bored with my Sun 3/50. I want colour graphics, sound and fun at
>(comparatively) low cost. So Falcon 030 here I come.

Wow! I thought Sun's are quite good machines. (I'm typing on one now.)

>1. Will my scsi hard drive and tape unit work with the Falcon 030?

If it's a "standard" (whatever that may mean) SCSI HD it should work.

>2. Does MiNt run on the Falcon 030. If so where can I get it?

You get the newest version free if you buy a Falcon with a built-in HD.
Otherwise, any PD-library can probably supply you with it. (But then you'll
get the shareware version.) You can also buy Multitos for (I think) $60,-
wherein MiNT will be included.

>5. How much disc space do they take up. I ask as I only have 140MB available.

Welcome to the world of Atari where programmers still now how to program
efficiently and don't make programs of 10 HD-disks. I'd say 10 Mb will be more
than enough, so don't worry.

Greetings, Tim

4116. Re: is my Sun scsi harddisc compatable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 19:33:02 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug10.193302.16435@nrtpa038.bnr.ca>
Source record: 37266

In article <CBJHzo.BtB@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
|>
|> I am bored with my Sun 3/50. I want colour graphics, sound and fun at
|> (comparatively) low cost. So Falcon 030 here I come.
|>
|> The questions I have are (and any help in sorting them out would be appreciated)
|>
|> 1. Will my scsi hard drive and tape unit work with the Falcon 030?

Yes, either Atari's HDX or ICDs software will take care of you HD, make sure
you can disable parity.

To my knowledge, tape software is not currently available for the Falcon, I hope
someone can prove me wrong.

|>
|> 2. Does MiNt run on the Falcon 030. If so where can I get it?
|>

Yes, it runs MiNT/Multi-TOS and it comes with any Falcon that comes with the
internal hard drive (80 meg) :)

|> 3. I hear minix does not like scsi drives on atari machines. Well, I am
|> happy to write a driver for it, but if I go for minix will it work from
|> floppy?

Use the Minix file system for MiNT, available on better Atari FTP sites near
you :)

|>
|> 4. Which is faster minix or MiNt?

Good question, Has any one tried Minix on the Falcon?

|>
|> 5. How much disc space do they take up. I ask as I only have 140MB available.

MiNT/Multi-Tos use about 100k including Minixfs. The full set of utilities, and
shells, including GNU C/C++ with libraries take up another 10->15 meg depending
upon what you want.

|>
|>
|>
|> Thanks in advance.
|>

Your Welcome.
|>
|> Xavier
|>

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

4117. Re: is my Sun scsi harddisc compatable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 22:09:15 UTC
From: bcballi@cs.vu.nl
Message-ID: <CBKDJF.9yv@cs.vu.nl>
Source record: 37270

bjgrier@bnr.ca (Brian Grier Perpk) writes:

[... stuf deleted ...]

>|> 4. Which is faster minix or MiNt?
>Good question, Has any one tried Minix on the Falcon?

The last I heard was that the MINIX-ST guru doesn't have a Falcon
so he can't do anything. And by the way, I think minix(-st) is near to
death (except ofcourse at our University, AST wil make sure of that :-)
Anyway, perhaps there will be a Linux for the Falcon/TT in 6 Months....
Hopefully the Linux68k developers keep us posted.

Ciao,

Gerco (bcballi@cs.vu.nl)

4118. Re: Monitors & cables...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 22:36:21 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug10.223621.119175@zeus.calpoly.edu>
Source record: 37271
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <245lg4INNcf4@tuna.cis.ohio-state.edu>,
kevin eugene scruggs <scruggs@cis.ohio-state.edu> wrote:
> Hullo, I was just wondering if there were any variations as far as
>monitor cables. I've talked to a couple people lately that talk as if mono &
>colour cables are distinct, with the latter not supporting mono signals. Is
>this really so & if so what signals are present/not-present in each version?
>This is the first time in 5 years that such I ever heard sucha thing...

I could be wrong, but here is what I have heard/observed:

Since the color monitor is an RGB, it has lines not used in the MONO
cable. However, these lines do not conflict with the mono lines, so a
"full" cable could be used for both signals.
`
The dirrerence that matters is apin that tells the ST if it is a
color or mono monitor. If you have an external switch you will see that
the ST reboots when the monitors are switched. You have to know which
line that is so that you can tell the ST which monitor you have.
Presumeably you ground the signal to tell the St one thing, and give it
+12 (maybe +5, but 12 seems more likely for monitor) for the other
mode.

- mike

4119. GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 22:55:34 UTC
From: whitbeck@equinox.unr.edu
Message-ID: <1993Aug10.225534.16387@unlv.edu>
Source record: 37273

I am writing a small GEM application to do
multivariate analysis. I want to put the results in
2+ windows with at least one of them scrollable.

I know that I can use graf_handle to use VDI
routines and wind_creat() to create a window
h = graf_handle(...)
w = wind_creat/open etc.
v_gtext(...)

and the text, line, whatever , appears in the
window. BUT how did it know to do that? What
happens if I have 2 windows???? Which window gets
written???????????

(I am using Mark Williams C and also have Megamax
for what it is worth)

I would appreciate any help or examples!

Many thanks in advance.
Mike Whitbeck

whitbeck@unr.edu

4120. How do I Port GCC (mainly, Objective-C) to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 22:58:51 UTC
From: cmedley@wam.umd.edu
Message-ID: <24997b$6p9@cville-srv.wam.umd.edu>
Source record: 37272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.lang.objective-c

I'm trying to learn Objective-C, but since there doesn't seem to be a version of gcc-cc1o.ttp floating around, I wanted to try to compile it myself from the latest sources. The problem is, I've now got a 19MB .tar file sitting on my account here at school, and I have no idea how to get this ULTRIX box to build a cross compiler for the Atari ST (the distribution doesn't include a configuration for the Atari ST in its m68k directory) in order to make the compilers for the Atari.

If anyone out there could give me some pointers on how to do this (or just get started) I'd be eternally grateful....

(I'm tempted to bring all the source required for Objective-C down to my current GNU C on the ST and try to compile it on here... but even so, I'm not sure that would guarantee success...)

4121. Re: How to start a console window from GEM.CNF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 23:25:46 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Aug10.232546.5552@ncsu.edu>
Source record: 37274

```
In article <CBJJtE.94C@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
> Does anybody know a smart way to get a (MINIWIN) console window to start
> automatically in MultiTOS? If you try to do this from GEM.CNF there is the
> problem that MINIWIN expects the name of the application to launch in
> ARGV[0] so a `run' command wouldn't work.
>
> I.e.
>
> run c:\mint\miniwin.app c:\bin\console.tos
>
> doesn't work-- you get an alert saying `No arguments to MINIWIN!'
>
> Of course I could write a small C program that does some patching, but
> I thought there may be an easier way. Actually I think Miniwin should
> recognize when it is called without the ARGV[0] hack and read the first
> argument instead. Eric?

If you have MINIWIN.APP set up properly in your GEM.CNF to launch TOS
programs, then simply install your application (CONSOLE.TOS) as boot-type
'AUTO' from the desktop, and save your desktop. This works great;
unfortunately, however, the desktop only allows you to install ONE and
only one program as a boot program -- even with MultiTOS running -- all
others must be placed in the auto folder in order to get around using
the 'run' command (which I've never seen work).
--

++++++++++++++++++++++++++++++++++++++++@++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@======---'-----\| Yo, save the humans. +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

4122. Re: How to start a console window from GEM.CNF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-10 23:37:26 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Aug10.233726.5973@ncsu.edu>
Source record: 37275

In article <CBJJtE.94C@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
> run c:\mint\miniwin.app c:\bin\console.tos
>
> doesn't work-- you get an alert saying `No arguments to MINIWIN!'

Is 'console.tos' being shipped with MultiTOS or the Falcons over there?
--

```
++++++++++++++++++++++++++++++++++++++++@++++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@=======---'-----\| Yo, save the humans. +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

4123. Re: Unix on the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 02:06:00 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <745100324.0@mettav.royle>
Source record: 37151

On 9 Aug 93 the following was opinioned by a young Erlend Nagel......
EN> If I understand correctly what you want to do, you do not really
need
EN> a fullblown Unix for your needs. If you use Mint and the Minix
FS
EN> along with a unix shell you could write scripts that would run on
the
EN> unix boxes at work without a problem and vice versa. A lot of
other
EN> unix tools are available for this environment too. If that is all
you
EN> need, that is probably the best and cheapest and most reliable
EN> solution. These programs are available on most ftp-archives and
most
EN> PD firms also sell these.
EN>
Hmmm, you're not the first person to suggest this and providing I am willing to experiment I suppose I could end up with a pretty close representation (I am an SA for several systems so know where most stuff should go ;-)

Its just a case of getting it all together, so for starters what is the latest version of Mint and Minixfs (I shall have to get them from either a BBS or PD library as I don't have direct FTP access and am not fully conversant in the Internet yet!)

Secondly can anyone recommend a good book/file which will explain this
Internet
lark fully and bring me up to speed on it?

Spencer spencer@mettav.royle.org
****

* Origin: It's rude to Point (_The_Tavern_, Finchley.)
(100:1011/0.2)

4124. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 03:31:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <249p6oINNmm8@golem.wcc.govt.nz>
Source record: 37276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Like I said, when I switch between my online screen and the menu I
] lose inverse video. I have to exit and run the program again. It's
] a pain in the butt. And it's NOT full-color ANSI it's four-color ANSI.
] I don't care about blinking text.

Try making ST-Medium show 16-colours with an 80*25 screen, and enabling
the screen to keep up with 9600bps! ANSI-Term is *THE Only* ANSI
emulation program that lets ST's show 16-color ANSI! (e.g. the STFM
you would have purchased, not with graphics cards etc.) Apparently
some folks have gotten 16-col's out of it on TT's etc. (Anyone!?)

] >Well, it's got a better 'text editor' than any other comm's package I've
] >seen - all the others just have an editable capture! (with minor
] >exceptions!)
]
] Okay, try this. Load a 100k text file into the text editor. Block off a
] good portion of it with block markers (text should turn red.) Delete
] the block. Now go eat dinner. Because by the time you're finished
] eating it may be done with the operation.

It's a comm's program, not a word-processor! Besides, in GFA basic,
there aren't many easy ways of doing this without resorting to means
which would probably screw up something else (In-line assembly may be
okay, wait until v3 - that should be at least First-Word+ speed)

] Yeah, it's a nice package. But I find it annoying to have to exit
] it all the time or call other programs externally. Maybe I'll have
] to buy another computer if I want a decent terminal program.

Try Telemate 4.10 on the PC.

4125. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 06:09:49 UTC
From: wilsont@rahul.net
Message-ID: <CBKzsD.GDF@rahul.net>
Source record: 37279

In <1993Aug10.225534.16387@unlv.edu> whitbeck@equinox.unr.edu (Michael Whitbeck) writes:

>2+ windows with at least one of them scrollable.

>h = graf_handle(...)
>w = wind_creat/open etc.
>v_gtext(...)

Uh, no, you still need:

v_opnvwk()
wind_get()
wind_set()
you'l also need an evnt_multi.. etc etc.

Books have been written on this.

>and the text, line, whatever , appears in the
>window. BUT how did it know to do that? What
>happens if I have 2 windows???? Which window gets
>written???????????
v_gtext(int vhandle,int x , int y, char *text);

right there... at whatever x,y coords you stick in it.

its a matter of using wind_get() to grab the work area of a window,
setting the clipping, and v_gtexting your text into the window.
Then there is the window events (arrows, closing etc) to deal with
and the damage rectangles... etc...

Get C-manship complete, Clayton goes over all of this beautifully.
its a very big topic.

--
Timothy Wilson ~~Dark Oak Software~~~ Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

4126. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 06:22:22 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <ZFR48B2w165w@sys6626.bison.mb.ca>
Source record: 37278

tnewsome@ece.rutgers.edu (Tim Newsome) writes:

> marco@sys6626.bison.mb.ca (John Perry) writes:
>
> >I have written a little (the compiled .ACC file is under 7K) accessory in
> >LaserC. In the program I don't do any malloc()'s, yet I have 20K less RAM
> >free when the accessory is loaded.
>
> I think you should tell the compiler to compile with x Kb of memory usage. I
> There must be some option to do that. BTW, what does the accessory do?

I haven't found a way to do this in LaserC, if someone else knows how to
do this I would appreciate some info.

In response to your question, the accessory automatically saves the
current file in FirstWord Plus. You tell the accessory how often you want
the document saved, and it will handle the rest!

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4127. Sozobon C, 1.33i, Gulam

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 07:57:59 UTC
From: afonseca@terapin.com
Message-ID: <afonseca.03qu@terapin.com>
Source record: 37281

Hi everyone. I'd like some help with Sozobon C. I have version 1.33i, and have read all the docs, etc. I'm trying to use it with Gulam, and have set the evnironemnt variables in my gulam.g using setenv. It says in the docs to just type make in the examples dir. This doesn't work, or make sence since there is no make in examples. There is only the .mak and I don't think the cli will automatically run the make.ttp in the bin dir.

What am I doing wrong, how do I solve it? Also in the environment variables, I can use a comma to seperate the path in the first line of according to the docs right? And I don't need a trailing backslash? I'm new to programming and would appreciate help to get my started. Yes, another ATARI programmer comming up.

Also, I decided to use Gulam because it would be easier to handle the files. It does work in GEM mode when I install it in GEM mode.. Although it is quite difficult because you have to go in and out of directories, use some kind of editor, even as an ACC, alot of command line typing and no macros.. Gulam seems alot easier with the history, and macros.

Well for those who do use GEM, what is your setup? I would figure Mint or Multi-tos would be ideal, but I only have an ATARI 1040 STE, 1 meg of ram, HD.

thanks,

afonseca@terapin.com

4128. Upgrades, Mega STe's and compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 08:10:08 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CBL5Cw.Kqq@bailgate.gpsemi.com>
Source record: 37280

Hi,

I was thinking about upgrading my STe (1 Mbyte) by adding more memory (2 - 4 M) and maybe TOS 2.06 and maybe even an ICD ADSpeed board. Anyone got anything to say about these "ideas" ?! (Like where to get 1Mb simms for a reasonable price at the moment ...)

Then again - can you still get hold of Mega STe's anywhere ? 'cos that way I'd get a decent keyboard as well (Don't want a monitor or HD 'cos I got them already). And if I did that - how much software compatibility would I loose ?

I guess some of these questions have been asked before but I wasn't looking for the answers then ! Answers by e-mail please to save on repeated information on the net - I'll summarize here and/or directly by e-mail if anyone's interested.

Thanks,

Martin
--

==
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================ (from Janet) - mkite@com.gpsemi.lincoln ==
==

Being "a bear of very little brain", I can't even spare the time to think of a witty comment - there are more important things in life ...

4129. Re: How to start a console window from GEM.CNF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 09:01:07 UTC
From: czekall@uni-muenster.de
Message-ID: <24acgk$1nu7@obelix.uni-muenster.de>
Source record: 37282

In article <CBJJtE.94C@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
|>
|> Does anybody know a smart way to get a (MINIWIN) console window to start
|> automatically in MultiTOS? If you try to do this from GEM.CNF there is the
|> problem that MINIWIN expects the name of the application to launch in
|> ARGV[0] so a `run' command wouldn't work.
|>
|> I.e.
|>
|> run c:\mint\miniwin.app c:\bin\console.tos
|>
|> doesn't work-- you get an alert saying `No arguments to MINIWIN!'
|>
|> Of course I could write a small C program that does some patching, but
|> I thought there may be an easier way. Actually I think Miniwin should
|> recognize when it is called without the ARGV[0] hack and read the first
|> argument instead. Eric?
|> --
|> Annius V. Groenink phone (private) +31 30 895261
|> Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
|> University of Utrecht groenink@math.ruu.nl
|> Netherland ZFC Computing annius@zfc.nl (dreamtime only)

Why don't you try TOSWIN 1.4.
You can start that by 'run' as TOSWIN.PRG too and in the TOSWIN.CNF you
define the Window with the console.tos to autostart. BUT don't try this
with the ACC of TOSWIN, because that will take 1.4 MB of RAM -
don't ask me why ??? The PRG takes something above 100kB!

Tschau Ralf

InterNet: MausNet: (private, no binaries/UUEs)
<czekall@uni-muenster.de> <Ralf_Czekalla@ST.maus.de>
[For binaries and long Mails (>16K) please use the InterNet-Account]

4130. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 10:25:21 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.745064721@groucho>
Source record: 37283

marco@sys6626.bison.mb.ca (John Perry) writes:

>In response to your question, the accessory automatically saves the
>current file in FirstWord Plus. You tell the accessory how often you want
>the document saved, and it will handle the rest!

I'm sorry to say so, but you re-invented the wheel -- such a beasty already
exists. I have an ACC here, called AUTOSAVE, that does exactly the same.
Only 3392 bytes.
--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

4131. Re: is my Sun scsi harddisc compatable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 12:24:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.543938@cix.compulink.co.uk>
Source record: 37285

In article <CBJHzo.BtB@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
>
>I am bored with my Sun 3/50. I want colour graphics, sound and fun at
>(comparatively) low cost. So Falcon 030 here I come.
>
>The questions I have are (and any help in sorting them out would be appreciated)
>
>1. Will my scsi hard drive and tape unit work with the Falcon 030?

Yes.
>
>2. Does MiNt run on the Falcon 030. If so where can I get it?

Yes. PD libraries or ftp sites.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

4132. Re: How to start a console window from GEM.CNF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 12:24:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.543939@cix.compulink.co.uk>
Source record: 37286

In article <1993Aug10.232546.5552@ncsu.edu>, dawinic@eos.ncsu.edu (DAVID AARON WINICK) writes:
>
>If you have MINIWIN.APP set up properly in your GEM.CNF to launch TOS
>programs, then simply install your application (CONSOLE.TOS) as boot-type
>'AUTO' from the desktop, and save your desktop. This works great;
>unfortunately, however, the desktop only allows you to install ONE and
>only one program as a boot program -- even with MultiTOS running -- all
>others must be placed in the auto folder in order to get around using
>the 'run' command (which I've never seen work).
>--
>
run works just fine on my system, only you can't pass parameters which is a shame.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

4133. Re: is my Sun scsi harddisc compatable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 12:30:22 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <24aoou$p41@cismsun.univ-lyon1.fr>
Source record: 37284

In article <1993Aug10.193302.16435@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>
>In article <CBJHzo.BtB@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
>|>
>|> I am bored with my Sun 3/50. I want colour graphics, sound and fun at
>|> (comparatively) low cost. So Falcon 030 here I come.
>|>
>|> The questions I have are (and any help in sorting them out would be appreciated)
>|>
>|> 1. Will my scsi hard drive and tape unit work with the Falcon 030?
>
>Yes, either Atari's HDX or ICDs software will take care of you HD, make sure
>you can disable parity.
>
>To my knowledge, tape software is not currently available for the Falcon, I hope
>someone can prove me wrong.

Doesn't GemAR (shareware or freeware, available at a.a.u.e) work on a Falcon ?
I couldn't say sure, but I think it works, no ?
Anyone tried it ?

>
>|>
>|> 2. Does MiNt run on the Falcon 030. If so where can I get it?
>|>
>
>Yes, it runs MiNT/Multi-TOS and it comes with any Falcon that comes with the
>internal hard drive (80 meg) :)
>
>|> 3. I hear minix does not like scsi drives on atari machines. Well, I am
>|> happy to write a driver for it, but if I go for minix will it work from
>|> floppy?
>
>Use the Minix file system for MiNT, available on better Atari FTP sites near
>you :)
>
>|>
>|> 4. Which is faster minix or MiNt?
>
>Good question, Has any one tried Minix on the Falcon?
>
>|>
>|> 5. How much disc space do they take up. I ask as I only have 140MB available.
>

>MiNT/Multi-Tos use about 100k including Minixfs. The full set of utilities, and
>shells, including GNU C/C++ with libraries take up another 10->15 meg depending
>upon what you want.
>
>|>
>|>
>|>
>|> Thanks in advance.
>|>
>
>Your Welcome.
>|>
>|> Xavier
>|>
>
>Brian
>
>--
>
>Disclaimer: The opinions expressed are mine not those of BNR.
>
> ____
>| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
>| Bell Northern Research | on I'd buy an Amiga. However I have |
>| Research Triangle Park, NC | real work to do. So please get lost! |
>|____________________________________|______________________________________|

4134. Re: Upgrades, Mega STe's and compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 13:03:10 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug11.130310.3204@nrtpa038.bnr.ca>
Source record: 37287

In article <CBL5Cw.Kqq@bailgate.gpsemi.com>, mkite@lincoln.gpsemi.com (Martin Kite)
writes:
|> Hi,
|>
|> I was thinking about upgrading my STe (1 Mbyte) by adding more memory
|> (2 - 4 M) and maybe TOS 2.06 and maybe even an ICD ADSpeed board. Anyone
|> got anything to say about these "ideas" ?! (Like where to get 1Mb simms
|> for a reasonable price at the moment ...)

I love my ADSpeedST and only have problems with a couple old MIDI applications.

|>
|> Then again - can you still get hold of Mega STe's anywhere ? 'cos that
|> way I'd get a decent keyboard as well (Don't want a monitor or HD 'cos
|> I got them already). And if I did that - how much software compatibility
|> would I loose ?

Not much, since you can always revert to 8mHz with no-cache for compatability.
I would get the HD with the MegaSTe, better yet get a Falcon or TT with HD.
I originally did not get a hard drive with my TT. But I soon ordered one
so now both my systems have hard drives, and the TT takes up a lot less
desk space.

|>
|> I guess some of these questions have been asked before but I wasn't
|> looking for the answers then ! Answers by e-mail please to save on
|> repeated information on the net - I'll summarize here and/or directly by
|> e-mail if anyone's interested.
|>
|> Thanks,
|>
|> Martin
|> --
|>
|> ==
|> == Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
|> ============================ (from Janet) - mkite@com.gpsemi.lincoln ==
|> ==
|> Being "a bear of very little brain", I can't even spare the time to think
|> of a witty comment - there are more important things in life ...

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research | on I'd buy an Amiga. However I have |	
Research Triangle Park, NC | real work to do. So please get lost! |	

4135. 1.4 Meg Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 13:24:07 UTC
From: ptucker@elli.une.edu.au
Message-ID: <928@elli.une.edu.au>
Source record: 37290

Has anybody had experience fitting a 1.4 meg drive into a 1040 stfm
We have two st in which the drives have gone bad and I seem to remember
someone posting that they had fitted a 1.4 meg drive though it only
formatted to 720k but worked ok.
The situation is we can buy 1.4 drives for A$90. A 720k sells for A$240.
Seem to remember that the writer said the plug needed inverting.
Have looked but cannot locate original posting. Is it possible?
Any advice would be very much appreciated. Post or E-Mail either OK.
Thanks

Peter Tucker
ptucker@elli.une.edu.au

4136. Canon BJ-200 Printer Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 14:04:17 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Aug11.140417.8128@src.honeywell.com>
Source record: 37289

I recently purchased a Canon BJ-200 Bubble Jet printer for my Atari STE.
It can run in two emulation modes:

Canon BJ-10 Mode:

Canon BJ-200 (IBM Proprinter X24E)
Canon BJ-10e/BJ10ex/BJ-20 (X24E)
IBM Proprinter X24E/XL24
IBM Proprinter X24/XL24E
Canon BJ-130e
IBM Proprinter

Epson LQ Mode:

Canon BJ-200 (LQ)
Canon BJ-20 (LQ)
Canon BJ-10e/BJ-10ex (LQ)
Epson LQ-510
Epson LQ-850
Epson LQ-500
Epson LQ printer

Despite this range of printing options, I wonder if a specific BJ-200 printer
driver has been written for a) Degas Elite, and
b) a "Desktop" replacement driver.

The problem I have with Degas using the EPSON.PRT driver is, it prints a big
picture across two pages. And doing an ALT-HELP print screen of, say, the
Desktop, produces a picture that is less than the whole screen. So I found
a handy-dandy desktop printer driver replacement AUTO folder program that
allows you to use a DEGAS.PRT driver to replace the built-in driver. But
I still don't have a BJ-200 specific driver. I tried to write one using
Tom Hudson's Degas Printer Driver creator program, but I've had no luck yet.

Are there any "wizards" out there that have made some Canon BJ-200 driver's
for DEGAS yet?

Cheers, Scott

--
Scott Dunham| | Internet:
| Honeywell Technology Center |dunham@ssdc.honeywell.com
| 10701 Lyndale Ave South | -- or --
| Bloomington, Minnesota 55420 |dunham@homer.src.honeywell.com

4137. Re: FLASH II

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 15:37:27 UTC
From: paetau@mits.mdata.fi
Message-ID: <1993Aug11.153727.12881@prime.mdata.fi>
Source record: 37141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2469fvINNai5@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] I don't think so. I've called the european support BBS in England
>] (<<<Internet>>>), and they are discussing FzDT 3 in the support
>] message area. I also wrote to Sean Price and he said that it could be
>] ready at the end of the summer, best case.
>
>Sounds good! When's 'End of the summer' over there?

Around these times, maybe some weeks more. But if I'm not mistaken,
Aaron lives somewhere in California where the summer is longer than
here.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

4138. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 16:57:51 UTC
From: healy@nosc.mil
Message-ID: <1993Aug11.165751.20873@nosc.mil>
Source record: 37146

In article <ZFR48B2w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:
>tnewsome@ece.rutgers.edu (Tim Newsome) writes:
>
>> marco@sys6626.bison.mb.ca (John Perry) writes:
>>
>> >I have written a little (the compiled .ACC file is under 7K) accessory in
>> >LaserC. In the program I don't do any malloc()'s, yet I have 20K less RAM
>> >free when the accessory is loaded.
>>

>I haven't found a way to do this in LaserC, if someone else knows how to
>do this I would appreciate some info.
>

How much stack is being allocated? There is a stack size global in Laser C you can change, although usually you're increasing it, not decreasing it :-) . I don't have my st at the moment so I can't tell you the specific name.

Mike Healy

healy@nosc.mil

4139. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 17:25:05 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.11.13.25.05.1993.961@ece.rutgers.edu>
Source record: 37142

marco@sys6626.bison.mb.ca (John Perry) writes:

>> >I have written a little (the compiled .ACC file is under 7K) accessory in
>> >LaserC. In the program I don't do any malloc()'s, yet I have 20K less RAM
>> >free when the accessory is loaded.

>In response to your question, the accessory automatically saves the
>current file in FirstWord Plus. You tell the accessory how often you want
>the document saved, and it will handle the rest!

There is already a program that does this. If you send a message to Paul Tuinman (I don't know is Internet-adres by heart, but you can find that out by reading one of his messages) he's probably got it. I mention him because the program's originally made by some Dutch guy (Peter Bloemendaal) and I've seen it on some BBS's in The Netherlands (where I live, but I'm on holliday in the US right now).

Greetings, Tim

4140. Re: 1.4 Meg Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 17:27:48 UTC
From: tnewsome@ece.rutgers.edu
Message-ID: <Aug.11.13.27.48.1993.989@ece.rutgers.edu>
Source record: 37143

ptucker@elli.une.edu.au (Peter Tucker) writes:

>Has anybody had experience fitting a 1.4 meg drive into a 1040 stfm
>We have two st in which the drives have gone bad and I seem to remember
>someone posting that they had fitted a 1.4 meg drive though it only
>formatted to 720k but worked ok.

The ST at home as got a 1.44Mb drive in it. Because we didn't update the Ajax chip it only does 720Kb. I don't remember any problems except for needing to cut a different hole in the ST-case.

Greetings, Tim

4141. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 17:52:42 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Aug11.175242.1454@sofkin.ca>
Source record: 37145

In article <1993Aug10.225534.16387@unlv.edu> whitbeck@equinox.unr.edu (Michael Whitbeck) writes:
>I am writing a small GEM application to do
>multivariate analysis. I want to put the results in
>2+ windows with at least one of them scrollable.
>
>I know that I can use graf_handle to use VDI
>routines and wind_creat() to create a window
>h = graf_handle(...)
>w = wind_creat/open etc.
>v_gtext(...)
>
>and the text, line, whatever , appears in the
>window. BUT how did it know to do that? What
>happens if I have 2 windows???? Which window gets
>written???????????

If the text appeared in the window, you were lucky. VDI doesn't know about windows. What you should do is open a "virtual workstation" for each window, and use the virtual workstation associated with each window for drawing. But this only scratches the surface. You should try to get a GEM programming book to help you through this (e.g., C-manship Complete). Drawing in a window -- even drawing text -- is very complicated.

Good luck,
Phil Comeau, comeau@crc.sofkin.ca
Wintertree Software Inc.
Makers of Spelling Sentry, GramSlam, and Grammar Expert.

4142. Re: How to start a console window from GEM.CNF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 18:10:52 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCBLx64.Mtp@netcom.com>
Source record: 37144

In article <CBJJtE.94C@cs.ruu.nl> avgroeni@cs.ruu.nl, groenink@math.ruu.nl writes:
>
>Does anybody know a smart way to get a (MINIWIN) console window to start
>automatically in MultiTOS? If you try to do this from GEM.CNF there is the
>problem that MINIWIN expects the name of the application to launch in
>ARGV[0] so a `run' command wouldn't work.

The easy way is to say

run c:\bin\console.tos

instead of

run c:\bin\miniwin.app c:\bin\console.tos

If you put this after the TOSRUN= line in GEM.CNF, then GEM will know
how to start the .TOS or .TTP program.

(Incidentally, MINIWIN looks in ARGV[1] for the file to run, not
ARGV[0]. Probably there's an error in the parsing code for GEM.CNF
that causes it to not correctly pass arguments.)

--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

4143. Re: Monitors & cables...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 19:20:31 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <24bgpvINNdub@turtle.cis.ohio-state.edu>
Source record: 37147
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <LANCER.93Aug9103241@rajeesh.WPI.EDU> lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:
>>>>>> "scruggs" == kevin eugene scruggs <scruggs@cis.ohio-state.edu> writes:
|me|: Hullo, I was just wondering if there were any variations as
|me|: far as monitor cables. I've talked to a couple people lately
|me|: that talk as if mono & colour cables are distinct, with the
|me|: latter not supporting mono signals. Is this really so & if so
|me|: what signals are present/not-present in each version? This
|me|: is the first time in 5 years that such I ever heard sucha
|me|: thing...
|foskett|
|foskett|The mono and colour cables that you are indeed different. This is
|foskett|because the mono and colour monitors use a couple of different lines
|foskett|and in order to save money the ones not used are not included. The
|foskett|wires just arent there... The pins are the same, though, so its quite
|foskett|possible to make your own cable, so long as you can find at least a
|foskett|9-conductor lead... But watch out when you take the connectors
|foskett|apart... They have a tendency to violently explode! No kidding! I
|foskett|lost the connector from my SC1224 that way. It was broken beyond
|foskett|repair, so I had to kludge a connector with DB25s and the connector
|foskett|from my SM124... Look at the pinout in the back of your ST owner's
|foskett|manual and you'll see the differences...
Oddly enough, my best friend has a cable with all the lines... I am ,
in fact, using it right now. However, my mono is unusable because I have a
poorly sheilded 340Watt power supply that seems to be interfering with the
vysnc. It's a nice picture; it just wont stop rolling... '-)
|foskett|
|me|: Also, would anyone here be interested in a firm that sells
|me|: multisyncs suitable for ST usage for 245 bux? Sony CPD-1302's
|me|: to be exact...
|foskett|
|foskett|I sure would!
Ok... the place is called: Rich,Pikul, & Assoc.
101 Glenfield Dr
Festus, MO 63028
(314)937-0335
They're selling Sony CPD-1302's for $245+(shipping/COD). Make sure you
TELL them which kind of cable you want 9pin/15pin.

And... it's 13" tube with .26mm pitch
Max rez is 900x560
Vsync-- 50-100 Hz
Hsync-- 15.0 - 34.0 khz

```
|foskett|
|foskett|.s.
|foskett|--
|foskett|- lancer@wpi.wpi.edu - - The Beautiful South: -
|foskett|- With a choice between lonliness and lovesick QE2s -
|foskett|- Well, tonight I choose self abuse -
```

4144. Re: MiNT >1.04?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-11 23:43:28 UTC
From: sourada@iastate.edu
Message-ID: <sourada.745112608@vincent2.iastate.edu>
Source record: 37148

In <sourada.744169717@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

>Can anyone package up a source distribution for the latest MiNT version? I've
>seen 1.07 mentioned, so I assume that 1.04 is not the highest. (Of course, I'm
>also assuming that it's freely redistributable, still...)

So is it that the source is no longer freely redistributable, or that noone
has both the source and the time to send it somewhere?

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

4145. email adress change + holiday

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 00:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A40200@M4.maus.de>
Source record: 37150

Hi everybody!

Two announcements:

1: My email adress has changed. Please adjust:
I'm still located in German Mausnetz, but at location M4 instead of K.

2: I'm on holiday until August 12.

bye, Peter

4146. Re: MiNT >1.04?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 01:01:23 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCBMG6C.Bwq@netcom.com>
Source record: 37149

In article <sourada.745112608@vincent2.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>>Can anyone package up a source distribution for the latest MiNT version? I've
>>seen 1.07 mentioned, so I assume that 1.04 is not the highest. (Of course, I'm
>>also assuming that it's freely redistributable, still...)

I've just sent the MiNT 1.08 sources to atari.archive. They should be
appearing there (and at other archive sites) in the near future.

The distribution conditions remain the same as for MiNT 1.04 (i.e.
source code only distribution).
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

4147. Re: how much power can my 1040STf supply?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 09:47:25 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745148660@rw8.urc.tue.nl>
Source record: 37153

lancer@rajeesh.WPI.EDU (Stephe Lewis Foskett) writes:

>I've got an Xtra RAM board in it with 4 1meg SIMMs, a fan, a Magic
>Sac+, and TOS 1.4 ROMs. I don't think the ROMs make a difference, but
>hey, who knows? *grin*

>Anyway, is this too much to draw off the supply? How much are those
>internal supplies good for anyway? I suppose I should check and see
>how much the fan draws (not too much... it's small and VERY low
>power...). I'm more worried about the memory... The old RAM is still
>in it, and I expect it's still drawing power too. Should I disconnect
>the big resistor that feeds those chips?

Do as is said in the Xtra Ram manual. If you have 4 Meg I believe you
have to cut 4 resistors and connect them to the big capacitor at the
other end of the RAM banks.

>Should I just give up and stick the thing in a tower case? I've been
>meaning to do that anyway... So what size case should I look for?
>The motherboard is pretty big... 18 or 19 inches... Would a full
>tower PC case have enough room for it? And what do I do for a
>keyboard then? Should I get the DEKA IBM keyboard thing?

The older full size AT cases (desktop) will take an ST sized board.

Erlend.

4148. No more Low TOS support...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 09:59:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24d49aINNsu@golem.wcc.govt.nz>
Source record: 37152
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From some of the stuff that I have been reading on GEnie, Atari is no longer supporting the lower TOSes, they stated only current TOSes are supported,,?

I suppose this means only 2.06 and above..

One of these was in responce to problems with Works and TOS 1.2, but found to be a bug in using Lattic C, the other is the problems with the install program in SpeedoGDOS, could this also be this same Lattic C Bug..??

Also the Speedo ACC's don't work on the old TOSes, ie, the drivers.acc and outline.acc...

So you chaps with old TOSes now is the time to upgrade, the best way for old machines is to get TOS 2.06 but also use TOS 1.4 in 2 chip versions as the back up TOS, Please don't use TOS 1.0/1.2 as Back up...

also I have found the cheapest place to get TOS 2.06 UK version
is CodeHead, they have French/UK and USA versions for $60us...

They also sell the TEC board..

Can some one tell me more about the Newell Indust board, does it support switching Roms..?? also a address for Newell would be of help...

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

4149. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 10:18:41 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug12.101841.3588@dcs.warwick.ac.uk>
Source record: 37154

In article <9V818B3w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:
>I have written a little (the compiled .ACC file is under 7K) accessory in
>LaserC. In the program I don't do any malloc()'s, yet I have 20K less RAM
>free when the accessory is loaded.
>
>Can anyone explain this?

As you know, accessories shouldn't really call malloc, so any memory usage above the filesize is either due to operating system requirements or expansion of the uninitialised data section.
I've no idea what the operating system requirements are, but I doubt they are more than 1K.
In Latice C5.0 about 256 bytes is taken from the uninitialised data section for the stack and nothing for the heap. In fact 256 bytes is insufficient to handle an interrupt in a BIOS or GEMDOS call and the system will crash randomly if these are used, so I suspect later versions and other compilers will grab 1K or more.
If you have any declarations like
static char buffer[1000];
these will also appear in this section and not add to the filesize.

So the most likely explanation is:
7.5K code and data (ie. filesize)
1K uninitialised declarations
10.5K stack
1K operating system

You can safely reduce the stack to what your program uses plus 1K for the operating system.

- Leo

4150. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 12:43:27 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <24ddtfINN1jca@rs1.rrz.Uni-Koeln.DE>
Source record: 37155

In <1993Aug11.175242.1454@sofkin.ca> comeau@crc.sofkin.ca (Phil Comeau) writes:

>If the text appeared in the window, you were lucky. VDI doesn't know about
>windows. What you should do is open a "virtual workstation" for each
>window, and use the virtual workstation associated with each window
>for drawing.

While this is probably feasible, I don't see a need to open a
virtual workstation for every window. This may be appropriate if
different graphics are to be displayed in different windows,
requiring different drawing styles. But for displaying different
texts, it may be sufficient to use a single virtual screen
workstation and a record containing info on the xywh coordinates
of the workspace of each window, and the internal positions of
the stuff displayed in the window.
I have a GFA basic routine collection assisting in this, if
your're interested, email me.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4151. Help: HD wont start up

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 13:10:01 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug12.131001.10212@ibr.cs.tu-bs.de>
Source record: 37156

Yesterday i had the shock of my life:

My old Seagate ST296N didn't initialize. The motor starts up, but
no head movements. When i power down i hear the wellknown sound
of heads hitting something hard inside the HD. The green LED doesn't
show any activety.

Both powersupplies are ok 5.0 / 12.8 V.

The spindle motor makes a strange noise as if the power misses
every 5 seconds for about some ms. (Maybe a switched regulator
to control the speed?) You hear this noise only with a screwdriver
with one end on the case and the other in your ear (beware, this is
for experts only, don't mix up the ends!)

My diskmonitor does *not* find the disk (timeout).

Any hints to reanimate the controller?

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

4152. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 16:23:27 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Aug12.162327.1006@sofkin.ca>
Source record: 37158

In article <ZFR48B2w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:
>tnewsome@ece.rutgers.edu (Tim Newsome) writes:
>
>> marco@sys6626.bison.mb.ca (John Perry) writes:
>>
>> >I have written a little (the compiled .ACC file is under 7K) accessory in
>> >LaserC. In the program I don't do any malloc()'s, yet I have 20K less RAM
>> >free when the accessory is loaded.
>>
>> I think you should tell the compiler to compile with x Kb of memory usage. I
>> There must be some option to do that. BTW, what does the accessory do?
>
>I haven't found a way to do this in LaserC, if someone else knows how to
>do this I would appreciate some info.

To determine how much memory the acc will use, run SIZE.TTP (provided with Laser C). The program may use uninitialized data that takes up memory but not disk space in the image.

It's good that your acc doesn't use malloc, because accessories mustn't. However, some functions in the C library (e.g., fopen) call malloc. Avoid these.

Phil Comeau, comeau@crc.sofkin.ca
Wintertree Software Inc.
Makers of Spelling Sentry, GramSlam, and Grammar Expert.

4153. info wanted gandalf modem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 16:37:02 UTC
From: jab2@stl.stc.co.uk
Message-ID: <JAB2.93Aug12163702@bhars243.stl.stc.co.uk>
Source record: 37157

I have a gandalf modem (access series 24A) It responds to some Hayes
AT2 commands, but not * or & and has additional AT{ALPHA} compared to
my list.
Manuals, hardware, software, Upgrades, suppliers, or any other info
wanted.
Please email replys as I can't always get to this group.
Don Felton

DISCLAIMER
any opinions above do not even belong to the person typing this.
Jennnifer
(Who has better net access than Don, as he hasn't got the Gandalf modem going yet!)

4154. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-12 19:27:19 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745183639snz@falcon.demon.co.uk>
Source record: 37160

In article <1993Aug12.101841.3588@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk writes:

> In Latice C5.0 about 256 bytes is taken from the uninitialised data section
>for the stack and nothing for the heap. In fact 256 bytes is insufficient
>to handle an interrupt in a BIOS or GEMDOS call and the system will crash

True 256 bytes is too small to cope with such things, but then since
interrupts and traps use the supervisor stack, not the user stack this is
not a problem.

>randomly if these are used, so I suspect later versions and other compilers
>will grab 1K or more.

Actually yes; current default is 4K for LC5.5 (soon to be 5.6).

--
Alex Kiernan
alex@falcon.demon.co.uk

4155. Re: No more Low TOS support...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 00:44:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24eo5sINN57c@golem.wcc.govt.nz>
Source record: 37159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] Also the Speedo ACC's don't work on the old TOSes, ie, the drivers.acc an
] outline.acc...

'sfunny, they work fine on my 1.02! Speedo works 100%, AW works 100%!
```

4156. Re: Unix on the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 01:54:50 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <745262400.0@mettav.royle>
Source record: 37180

On 10 Aug 93 at 21:06:00 (Spencer Davies) wrote the following:

> Its just a case of getting it all together, so for starters what is
the
> latest version of Mint and Minixfs (I shall have to get them from
> either a BBS or PD library as I don't have direct FTP access and am
not
> fully conversant in the Internet yet!)

MINT95.ZIP 167,114 MiNT 0.95 - Executables and documentation.
MNTUTL9B.ZIP 110,513 MiNT 0.95 - Extra utilities.
MNTHLP95.ZIP 78,175 MiNT 0.95 - Extra documentation and help.
MFS606S.ZIP 105,877 MinixFS - Beta hence C source code only.
MFS055.ZIP 89,913 MinixFS - This one will have an exe I think.
ZEN10A.ZIP 54,397 Zen and the Art of InterNet.

Yes, from your favorite, The Tavern BBS.

> Secondly can anyone recommend a good book/file which will explain
this
> Internet lark fully and bring me up to speed on it?

Above, although I havn't uploaded it yet, and pretty good it is
too.

-Paul-

* Origin: Paul's Point, London/Surrey UK [InterNet/UseNet]
(100:1011/0.1)

4157. Seagate ST-157N Hard Driv

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 02:45:00 UTC
From: ronjon.sircar@canrem.com
Message-ID: <60.12311.4019.0N1810C6@canrem.com>
Source record: 37161

Hi, in answer to your question, the Seagate ST-157N is a 3.5 inch SCSI hard disk, you can replace it with any 3.5 inch SCSI hard drive of any make, all SCSI hard drive mad nowadays have an embedded controller and the same interface so it's very simple to hook the new drive onto the built in host adapter in the Mega STe.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4158. SECOND LUN IN A MEGAFILE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 02:55:00 UTC
From: ronjon.sircar@canrem.com
Message-ID: <60.12312.4019.0N1810C7@canrem.com>
Source record: 37162

Hi all, has anyone tried adding a second HD to a Megafile?, I did it partially successfully with my Megafile 30 by adding the second data header (20 pin) and changing the cabling to allow for the extra drive to get power and for the controller cable to send signals to both drives. I used ICD's Pro Utilities to format the second LUN as Atari's doesn't have the option, all of this worked perfectly untill today, for some reason the second LUN failed this afternoon, don't know why, anyway for anyone with an atari branded drive here's what you need: a 20 pin header (10x10 pin) a second 20 pin data cable, a y shaped power cable, and a y shaped 34 pin controller cable, in a Megafile you must make the second unit a 3.5 inch drive (megafile 20 needs an MFM drive all other Megafiles use RLL) for SH series, I don't know if the spot is available on the controller but if it is and ther's space you need an MFM drive, you must bend up part of the sheilding and rest the left (facing away from you) corner of the drive on the LED post you also need new formatting software ICD's Pro utilities will work, also Supra's may, not the regular ICD software as it looks for an ICD host adapter.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4159. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 07:46:04 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.k8hvxoN_69k@elfhaven.ersys.edmonton.ab.ca>
Source record: 37197

In <Aug.10.13.23.16.1993.25015@ece.rutgers.edu>, Tim Newsome writes:

[> marco@sys6626.bison.mb.ca (John Perry) writes:
[>
[> >I have written a little (the compiled .ACC file is under 7K) accessory in
[> >LaserC. In the program I don't do any malloc()'s, yet I have 20K less RAM
[> >free when the accessory is loaded.
[>
[> >Can anyone explain this?
[>
[> I think you should tell the compiler to compile with x Kb of memory usage. I
[> There must be some option to do that. BTW, what does the accessory do?
[>
[> Greetings, Tim

This is actually normal, in most situations. Here is an example that
explains why (more or less):

```
/* SILLY.C */

#include <stdio.h>

void main()
{

long hugelong[25000];

printf("This program just displays this message, yet because,\n"
printf("yet it uses more than 50K of memory when it runs.\n");

}
```

The size of a program does not correspond to the memory that it uses,
since you have to take into account variables, and library code that
grabs chunks of memory by itself. See what I mean? The printf()
command uses extra memory so that it can process the string you give
it (which is done at runtime). A lot of functions grab memory for
themselves, as well.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () These opinions are my ()
() ~ () own, but my cat has ()
() mforget@elfhaven.ersys.edmonton.ab.ca () been known to steal ()
() ess@PUCnet.com () them on occasion. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

4160. Monitors for the 1040STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 08:19:09 UTC
From: Chris_Clee@redact.uucp
Message-ID: <Chris_Clee-130893092531@89.32.34.5>
Source record: 37163

My problem: I want to connect a high-resolution, monochrome monitor to my Atari 1040 STFM that I've just bought second hand, but I don't want to pay the over-inflated prices being asked by the dealers.

Does anybody know whether you can connect a regular monochrome monitor (e.g. from a PC) to the Atari's monitor port ? If so, how ? Are there any pitfalls to watch out for ?

Any help/suggestions greatly appreciated.

Cheers,

Chris.

==
Christopher Clee, Applications Engineer
Racal-Redac Systems Limited, Documentation and Training Group
Green Lane, Tewkesbury, tel: (+44) (0)684 294161 ext. 440
Gloucestershire, GL20 8HE fax: (+44) (0)684 299754
England email: Chris_Clee@redact.uucp
==

4161. Re: Upgrades, Mega STe's and compa

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 08:27:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49202@SL.maus.de>
Source record: 37176

hi Martin!

M>Mega STe's anywhere ? 'cos that way I'd get a decent keyboard as well
You don't need a Mega STe to use a decent keyboard :-)
I have an instruction here to connect a Mega ST (without 'e'?) keyboard to the
good old 520 & 1040 St's ...
Tell me if You want it

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4162. Re: Canon BJ-200 Printer Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 08:29:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49203@SL.maus.de>
Source record: 37177

D>I recently purchased a Canon BJ-200 Bubble Jet printer for my Atari
D>STE. It can run in two emulation modes:
Oh well! Here's my question to it:

Is my Canon BJ 300(!) compatible to this BJ 200?

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4163. Info : IBM hard disk on atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 11:30:20 UTC
From: gltrw@mail.bris.ac.uk
Message-ID: <CBp3yK.18B@bristol.ac.uk>
Source record: 37164

Is it possable to use an IBM hard card on an atari ?

4164. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 11:49:38 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CBp4ur.9vu@cs.ruu.nl>
Source record: 37165

In <1993Aug11.175242.1454@sofkin.ca> comeau@crc.sofkin.ca (Phil Comeau) writes:

>If the text appeared in the window, you were lucky. VDI doesn't know about
>windows. What you should do is open a "virtual workstation" for each
>window,

Mind you I've written several GEM programs but have never opened more
than one virtual station per app. Just change the clipping rect every
once and a while (scratching only the surface)

>and use the virtual workstation associated with each window
>for drawing. But this only scratches the surface. You should try to get
>a GEM programming book to help you through this (e.g., C-manship Complete).
>Drawing in a window -- even drawing text -- is very complicated.
>
>Good luck,
>Phil Comeau, comeau@crc.sofkin.ca
>Wintertree Software Inc.
>Makers of Spelling Sentry, GramSlam, and Grammar Expert.
>
>
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4165. moniterm driver

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 12:29:54 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <2c6b8cdf@p2123.f130.n500.z2.fidonet>
Source record: 37172

Hello person,

About a week ago I mailed you a driver for your Moniterm 19" screen in a
sort of UUEncoded way. Did you get it and -if so- is it of any use to you?

Paul

Paul_Tuijnman@nextjk.wlink.nl	
FidoNet 2:500/130.2123	WARNING!
tel/fax +31 50 416932	Warranty void if removed
Groningen - Netherlands	

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)

4166. Re: Monitors for the 1040STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 14:37:43 UTC
From: p89011@w0a.ph.ed.ac.uk
Message-ID: <CBpCMv.8IJ@festival.ed.ac.uk>
Source record: 37166

In article <Chris_Clee-130893092531@89.32.34.5>, Chris_Clee@redact.uucp (Christopher Clee) writes:
> Does anybody know whether you can connect a regular monochrome monitor
> (e.g. from a PC) to the Atari's monitor port ? If so, how ? Are there any
> pitfalls to watch out for ?

A long time ago, I managed to connect a standard monochrome composite video monitor to a STFM, but I'm a bit vague on the details now. I think I simply soldered together the R, G, B, vsync and hsync lines from the ST's monitor port and connected the lot to the monitor's signal line (then connected the monitor's earth to the port's earth of course). I suspect I needed a resistance of several hundred ohms in parallel with the monitor as well.
I DO remember that using the `composite video' line from the monitor port gave bad results.
All this only works in low or medium resolution, since a standard monitor cannot take the 70Hz demanded by hi-res. No way round that I think.

I hope this helps.

Oliver.

PS. This is definitely the kludge solution. I daresay better ways exist, but it worked fine for me.

--

Oliver Critchley, |
Physics Department, | 1 + 1 = 3, for large values of 1
Edinburgh University. |

4167. (re)drawing icons

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 14:40:19 UTC
From: jansteen@cwi.nl
Message-ID: <10948@charon.cwi.nl>
Source record: 37167

Some time ago (about a week) I asked:

> I just added icons to my application by creating object's with the
> "ob_spec" field pointing to an ICONBLK type structure, and setting
> the "ob_type" field to G_ICON. Next, I display the object using:
>
> objc_draw(icon, 0, DEEP_ENOUGH, SETARG(rect));
>
> After having implemented all this, I noticed while testing the
> program, that the graphical instance of these objects are disturbed
> by window movements on the screen. So, what was basically my faulty
> assumption is that the screen manager doesn't redraw these icon
> objects for me.

I want to thank the following people for pointing out to me the
solution for this problem:

r.mellish@ic.ac.uk
timg@emx.cc.utexas.edu (Tim Gallivan)
R_Tim_Coslet@cup.portal.com
warwick@cs.uq.oz.au (Warwick Allison)
apelled@cix.compulink.co.uk (Adam Pelled)
gutschk@uni-muenster.de (Markus Gutschke)
evanlang@sdf.lonestar.org (Evan Langlois)

The clue of desktop icons is to replace the desktop object (datatype
OBJECT) with a user-defined object and make the desktop icons children
of this object. Since AES knows about the new desktop, it will redraw
it (including the icon children) properly in all circumstances.

Thanks again to all whom responded,
Jan van der Steen

Below are some implementation details:

```
void
win_desktop(desktop)
/*
* Set our private version of the desktop (or restore it)
*/
OBJECT *desktop;
{
int desk[4];

if (desktop == NULL) {
wind_set(0, WF_NEWDESK, 0, 0, 0, 0);
return;
```

```
}
memcpy(desk, win_desk(), sizeof(desk));
wind_set(0, WF_NEWDESK,
(int)(((long) desktop & 0xffff0000L) >> 16),
(int)(((long) desktop & 0xffff )), 0, 0);
objc_draw(desktop, 0, 0, SETARG(desk));
}
```

The icons are added or removed by using the AES calls:

```
/*
* Establish link with the desktop
*/
objc_add(desktop, 0, n);

/*
* Remove the object from the desktop object list
*/
objc_delete(desktop, n);
```

In these calls n is the index of the icon object. Being an index AES assumes that all objects related to the same object tree are seperated sizeof(OBJECT) bytes apart. This implies that both the desktop object and the icon objects should be allocated in a contiguous piece of memory:

```
/*
* Allocate the desktop + ICON_MAX icon OBJECT's
*/
if ((desktop = calloc(1+ICON_MAX, sizeof(OBJECT))) == NULL) {
message("icon_desktop(): out of memory");
return NULL;
}
```

This imposes the limit on the user having a maximum of ICON_MAX icons on the desktop at the same time. Being an array of OBJECTS makes it possible to get the index of an icon by using simple pointer arithmics:

```
icon_show(icon)
OBJECT *icon;
{
int n = (desktop - icon); /* Index of icon w.r.t. desktop */

objc_add(desktop, 0, n);
icon_redraw(icon_rect(icon));
}
```

The icon_redraw() function redraws the icon_rect() rectangle part of the desktop (the bounding box of the icon) asking AES what *can* be redrawn using the famous loop:

```
icon_redraw(rect)
int rect[];
```

```
{
int part[4];

for (wind_get(ROOT, WF_FIRSTXYWH, GETARG(part));
part[2] > 0 && part[3] > 0;
wind_get(ROOT, WF_NEXTXYWH, GETARG(part))) {

/*
* Get intersection of rect and part
* and draw the icon using objc_draw()
*/

}
}
```

BTW. The design choice to refer to children and parents using indices instead of addresses saves 6 bytes per OBJECT datatype but limits the size of one object tree to 32768 bytes (ie. MAX_SIGNED_INT). Whether or not this choice was sensible is different issue, but for me personally I would have prefered pointers instead of indices. It would have been easier to create/shuffle object trees on the fly.

Jan van der Steen
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

4168. RAM Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 16:20:12 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug13.162012.102158@zeus.calpoly.edu>
Source record: 37168

Does anyone have experience with the JRI memory expansion board? I have installed it and gotten it working ok (it doesnt help that my ST seems to have some flakey ROM problem. The ROMS themselves are deffinately OK, but every now and then I get bombs (2, 4, 6, 40), and have to take out the ROMS and reseat them - anyone know about this). Ack, anyhow, I still need to fool with the JRI some, but when I first got it working, I got some pixels flashing on the screen. JRI says on one of their sheets that the MMU could be overloaded. But it only lists this as a problem on the ST boards with the RAM under the keyboard (and 1 MB at that). I started with a 520STFM a while ago. I added .5MB on the board (16 chips and 3 resistors).

For the JRI expansion I had to remove the three resistors, so .5 MB of extra RAM is on the motherboard but not getting power. Possibly these can still cause the MMU to work to hard (serious fan out on some of the pins). If anyone has some experience with this let me know. (I hate to take of the .5MB on the motherboard that I added, because I did not socket the chips, and it was a pretty major effort!

Thanks.

Mike

4169. Re: How to Legally do Raster Ops under AES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 18:47:57 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <CBpo7y.5qM@cs.bham.ac.uk>
Source record: 37169

I have been trying to use vrt_copyfm (can't remember whether that's exactly right) to blit a small raster from a word array to the screen. Thus the source screen is 1 word, 16 pixels wide, blitting to the screen using address NULL as mentioned above.
It works fine with vro_copy, but when using vrt to my mono monitor it rather wierdly gets the logical op wrong, so it XORs ratheer than the usual dest copy. Why?. Can't I use vrt when blitting from 1 plane to 1 plane? Are the logic op numbers different? I can't think that either of these are the case, so what?

I'm using Lattice C5.52.

BTW I rang Hisoft yestermorning and was informaed that Falcon/MTOS Lattice, Devpac etc should be ready in less than a month. The manuals are at the printers. At last!!!

Seeya,
David. PS, Please reply with mail, to...

D.Oakley.kid0111@oasis.icl.co.uk Thanks
--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

4170. UUCICO 3.7x

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 19:13:12 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <2c6bea4a@p2123.f130.n500.z2.fidonet>
Source record: 37173

Hi,

After wrestling some time with Hermes and UUCICO 3.4x I found it
contained a small flaw (bug is too big a word), which kept me from
succesfully logging in onto my host. My hopes of getting UUCP to work on ye
olde Atari raised again when I was told an update came available; a version
3.72 which could have outgrown it's small but annoying
shortcoming. Maybe.
Does anyone know where this version can be obtained?

thanks,

Paul

Paul_Tuijnman@nextjk.wlink.nl	
FidoNet 2:500/130.2123	WARNING!
tel/fax +31 50 416932	warranty void if removed
Groningen - Netherlands	

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)

4171. REQUEST: ST Technical Books

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 19:20:19 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CBpppw.LFn@cs.uiuc.edu>
Source record: 37170

What reference sources are available for the Atari 68000 systems? I have an old copy of "Atari ST Internals", a few GEM books, and the original developers docs I received in 1985 or so.

I was wondering if there was something more recent that was recommended and discussed portability issues (e.g. don't use the line-A routines anymore) across machines, how to access specialized hardware, etc???

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

4172. Re: No more Low TOS support...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 20:25:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A2678@MS.maus.de>
Source record: 37178

In article <24d49aINNsu@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
wrote:
>So you chaps with old TOSes now is the time to upgrade, the best way for old
>machines is to get TOS 2.06 but also use TOS 1.4 in 2 chip versions as the
>back up TOS, Please don't use TOS 1.0/1.2 as Back up...
>
>also I have found the cheapest place to get TOS 2.06 UK version
>is CodeHead, they have French/UK and USA versions for $60us...
>
>They also sell the TEC board..

In Germany, you can get a TOS Extension Card *with* ROMs *and* builtin
IDE drive adapter (Falcon compatible) for 180 DM (~ 110 $). This might
be interesting for those who stll have no hard drive.

4173. Re: No more Low TOS support...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 21:42:38 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCBpwB3.3rD@netcom.com>
Source record: 37171
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <24d49aINNsu@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>One of these was in responce to problems with Works and TOS 1.2, but found
>to be a bug in using Lattic C, the other is the problems with the install
>program in SpeedoGDOS, could this also be this same Lattic C Bug..??

The problem was definitely not a bug in Lattice C, it was a bug in some
libraries that Atari was using internally. Perhaps someone confused those
(Atari produced) libraries with the Lattice library. The Lattice library
and compiler were definitely *not* at fault.

As for support of older TOSes; we probably will drop support for TOS 1.0
and TOS 1.2 at some time, but so far as I know that time has not yet
come. I would strongly urge people to upgrade to at least TOS 1.4 now,
though (TOS 2.06 would be even better, obviously).

--
Eric Smith
ersmith@netcom.com ersmith@atari.uucp

4174. Re: How to start a console win

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 21:59:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A40577@M4.maus.de>
Source record: 37194

```
>only one program as a boot program -- even with MultiTOS running -- all
>others must be placed in the auto folder in order to get around using
>the 'run' command (which I've never seen work).

The "run" command does work. "RUN" does not (hint hint).

My GEM.CNF:

# gem.cnf
# Last Modified on 4/28/1993 01:43
#=====================================================
setenv PATH=.,C:\MULTITOS
setenv ACCPATH=C:\
setenv ACCEXT=ACC,ACX
setenv GEMEXT=PRG,APP,GTP
setenv TOSEXT=TOS,TTP
setenv SHSHOW=C:\MULTITOS\VIEWER.APP
setenv SHPRINT=C:\MULTITOS\LPR.APP
setenv TOSRUN=C:\MULTITOS\MINIWIN.APP

run c:\multitos\sclock.prg <------------- see?
```

4175. Re: Monitors for the 1040STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 22:37:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.fgZPQjnRlng@albemuth.equinox.gen.nz>
Source record: 37175

Chris_Clee@redact.uucp (Christopher Clee) writes:
> My problem: I want to connect a high-resolution, monochrome monitor to my
> Atari 1040 STFM that I've just bought second hand, but I don't want to pay
> the over-inflated prices being asked by the dealers.
>
> Does anybody know whether you can connect a regular monochrome monitor
> (e.g. from a PC) to the Atari's monitor port ? If so, how ? Are there any
> pitfalls to watch out for ?

I think you could find a way of connecting a Monochrome VGA monitor as
I think the newer Atari one was simply a rebadged VGA-Mono monitor. I
don't have any details, though I know of someone who has done it.

Cheers,
--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

4176. test

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-13 22:48:48 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <2c6c1a5c@p2123.f130.n500.z2.fidonet>
Source record: 37189

```
|Paul_Tuijnman@nextjk.wlink.nl| |
| FidoNet 2:500/130.2123 | WARNING! |
| tel/fax +31 50 416932 | warranty void if removed |
| Groningen - Netherlands | |

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)
```

4177. GNU stuff for atari st

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 00:46:27 UTC
From: glenn@lightning.nsc.com
Message-ID: <CBq4tG.3vy@nsc.nsc.com>
Source record: 37174

Could someone point me to an FAQ or other info on how to get the various gnu tools up on an atari st.

Seems like you would need to start with a binary copy of gcc.

I have ftp to the internet on sun and kermit from sun to atari.

Glenn Newell I am not an official spokesman for National
National Semiconductor Semiconductor. All the above are my own opinions
glenn@lightning.nsc.com (and probably wrong!). Use at your own risk.
voice (408)721-4291 --
fax (408)721-4785

4178. (Q) Need Help on Atari Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 04:59:38 UTC
From: kirky@binkley.cs.mcgill.ca
Message-ID: <24hrfq$6ua@binkley.cs.mcgill.ca>
Source record: 37179

A good friend of mine who owns an Atari ST asked me to pass this question along.

He has a Data Technology Corporation hard disk and is trying to re-format it on his machine using several shareware formatters.

The only problem is that the default parameters limit the capacity to 5 megs even if the drive is capable of holding more. He needs a way to access the parameters and change them so that the disk will format properly.

Does anyone know how to access/modify the parameters of a DTC 510 hard disk unit?

Answers are appreciated in advance. Thanks.

kirky

4179. Re: (re)drawing icons

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 09:51:12 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.745321872@groucho>
Source record: 37181

jansteen@cwi.nl (Jan van der Steen) writes:

>The icons are added or removed by using the AES calls:

```
> /*
> * Establish link with the desktop
> */
> objc_add(desktop, 0, n);
```

```
> /*
> * Remove the object from the desktop object list
> */
> objc_delete(desktop, n);
```

[lots of other hassle deleted]

Why not create the complete desktop with a RSC editor, including all the icons? Then you only have to install the desktop, and can use the HIDE flag to hide or unhide icons. A much cleaner solution imo... Except when you *really* need to create icons on the fly of course

And probably you could force a redraw of the desktop icons using a form_dial(FMD_FINISH...) call, with the desktop as tree (0), and the bounding rectangle of the icon as x,y,w,h -- but I'm not 100% sure of this. At least it would spare you the effort of manually walking the rectangle list for desktop objects.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

4180. C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 11:46:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24ijaaINNcjo@golem.wcc.govt.nz>
Source record: 37182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I see that there is a update for C-KERMIT its now 5A 189, there is even a update for the Amiga...

So come on you Atari fanactics/Bigots were is the Atari version..??

Or is it more like there is no more support for Atari in the USA any more..??

I also read in the old version that they did not know how to read the DTE speed, well its true for old TOS 1.0 or 1.2, but from memory you can with a call to Rsconf, with baud = -1..

May be some one should tell the person that did the last port of C-Kermit, and also follow the lead in not supporting TOS 1.0 and 1.2..

There is one thing that I would like Atari to do is to make available TOS 1.4 UK in 2 chip sets, from what I have read, they are almost impossible to get..

The reason could be that you can only get TOS 1.4 2 chip sets in ROMS and not EPROMS, any one can blow EPROMS but not ROMs...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4181. Re: Help: HD wont start up

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 15:21:16 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745567758.AA00139@dswhq.omahug.org>
Source record: 37092

In a message of <12 Aug 93 13:10:01>, Kielhorn (1:286/2) writes:

K> My diskmonitor does *not* find the disk (timeout).
K>
K> Any hints to reanimate the controller?

Sounds like the SCSI interface controller isn't coming up. You might try reseating the ROM chip on the hard drive. For that matter try reseating anything in a socket. Other than that, it's probably skragged.

Later,
Gizmo

4182. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 15:24:06 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745567758.AA00140@dswhq.omahug.org>
Source record: 37240

In a message of <12 Aug 93 10:18:41>, Leo Hendry (1:286/2) writes:

LH> for the stack and nothing for the heap. In fact 256 bytes is
LH> insufficient to handle an interrupt in a BIOS or GEMDOS call and the
LH> system will crash randomly if these are used, so I suspect later
LH> versions and other compilers
LH> will grab 1K or more.

So THAT is the problem! I found for a fact that my assembly programs would not run reliably with less than about 4k of stack space, above and beyond my own requirements, but I couldn't find out why. Thanks for clearing that up.

Later,
Gizmo

4183. Question: Internal PS repair / replace?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 16:24:17 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1993Aug14.162417.19438@a.cs.okstate.edu>
Source record: 37183

I have a few Mega ST computers with "blown" PS units.
They are presently powered by salvaged IBM PC power supplies, but this is becoming impractical!

I'm discarding all my external hard drives in favor of an internal hard drive and host adapter, for portability. A large external PS and umbilical cord just doesn't fit the picture!

I think the problem is that the stock Power Supply can't handle 4MB of mamory in addition to a GCR and... the future internal drive. Heck... the PSs died within a year of adding the 4MB!!! (started with 2MB).

Anyhow. Has anyone experienced an INTERNAL PS upgrade?! I'd like to add an SST or other 68030 along with a Moniterm or equivalent!!!! But I'd like an internal PS!!!

jc

4184. multinational STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 17:24:20 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Aug14172420@wpi.WPI.EDU>
Source record: 37188

That post about the Germain TOS extension card with IDE support got me thinking... Which ST components are compatible across national borders? I would imagine that the German ROMs are just the same as the US ROMs, just translated into German... Am I wrong? Alos, what about hardware? Could I get a German TEC to work in my US ST? Also, there's a place which advertised in ST Format that they sell British STE motherboards... Since my STf seems pretty dead (motherboard problem) could I get an STE motherboard and hook a power supply and my STf keyboard and have it work?

thanks for any help..

.s.
--
- lancer@wpi.wpi.edu - - "the Woman in the Wall": -
- He was just a social drinker but social every night -
- He enjoyed a pint or two or three or four -

4185. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 18:39:21 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug14.183921.19832@nrtpa038.bnr.ca>
Source record: 37185
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <24ijaaINNcjo@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> I see that there is a update for C-KERMIT its now 5A 189, there is even a
|> update for the Amiga...
|>
|>
|> So come on you Atari fanactics/Bigots were is the Atari version..??
|>
|>
|> Or is it more like there is no more support for Atari in the USA any more..??
|>
|>
|> I also read in the old version that they did not know how to read
|> the DTE speed, well its true for old TOS 1.0 or 1.2, but from memory
|> you can with a call to Rsconf, with baud = -1..
|>
|> May be some one should tell the person that did the last port of
|> C-Kermit, and also follow the lead in not supporting TOS 1.0 and 1.2..
|>
|>
|> There is one thing that I would like Atari to do is to make available
|> TOS 1.4 UK in 2 chip sets, from what I have read, they are almost
|> impossible to get..
|>
|> The reason could be that you can only get TOS 1.4 2 chip sets in ROMS
|> and not EPROMS, any one can blow EPROMS but not ROMs...
|>
|>
|>
|> Roger.............. sheppard_r@kosmos.wcc.govt.nz
|>

Does this answer your question
Archive cker5a.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
13900 63% 5188 7 Jan 93 21:43:50-3 91dc ckaaaa.hlp
278016 60% 112297 7 Jan 93 19:47:30-3 642a cksker.ttp
1399 49% 713 7 Jan 93 21:42:26-3 65a8 cksker.upd
81920 56% 36268 7 Jan 93 19:49:14-3 9165 cksncp.ttp
251390 62% 94218 7 Jan 93 21:59:12-3 d2ac ckuker.doc
-------- --- -------- --------- --------
626625 60% 248684 5 files

Available at better Atari ftp sites near you!
```

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

4186. korn-ny characters

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 18:39:45 UTC
From: giggey@ecf.toronto.edu
Message-ID: <CBrII9.68s@ecf.toronto.edu>
Source record: 37184

s anyone able to help me?

I am running mint .95. When it is in the TOSWIN(?) and I try to type characters (ie to run a programme or application) some of the characters seem to be just black squares.

I am interested in finding out what causes this and how to solve the situation.

Also, but unrelated is the fact that I would very much like to convert KAOS into english (it is a german OS). Is there some 'patch' file that I could use to change the prompts into english and to map the keyboard, once again, into english?

Any help appreciated, greatly.

Thanks in advance for help.

mike

4187. problem with qsort in gcc library

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 18:52:49 UTC
From: bnell@scr.siemens.com
Message-ID: <CBrJ42.ID9@scr.siemens.com>
Source record: 37186

I'm having a problem getting qsort to work at all. Here is a simple
test program that won't work for me.

```
#include <stdlib.h>

int cmp(int a, int b)
{
return (a == b) ? 0 : ((a < b) ? -1 : 1);
}

main()
{
int a[] = { 5, 7, 3, 0, 2, 8 };
int i;

qsort(a, 6, sizeof(int), cmp);
for(i = 0; i < 6; i++)
printf("%d\n", a[i]);
}
```

The array remains unchanged. So, does anyone know what the problem is??

Thanks,
Bill
--
bnell@scr.siemens.com | Anytime something screeches and flies across
Siemens Corporate Research | the room and attaches itself to some guy's neck
755 College Road East | and he can't get it off, I just have to laugh.
Princeton, NJ 08540 | Because, what is that thing?

4188. Bug in latest MiNTlibs/GCC?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 20:20:24 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.d5D8DxQalrg@semprini.tdkcs.waterloo.on.ca>
Source record: 37187

Using the latest MiNTlibs (pl30?) and GCC (2.4.4?), with -mshort,
sizeof(anything) returns 0. sizeof() works properly without -mshort.

Has anyone else run into this problem?

For those people who've had problems getting working executables with
this version of GCC, try taking -mshort out of your CFLAGS.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4189. Re: Upgrades, Mega STe's and compa

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 22:26:32 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <24joqo$985@charm.magnus.acs.ohio-state.edu>
Source record: 37190

> You don't need a Mega STe to use a decent keyboard :-)
> I have an instruction here to connect a Mega ST (without 'e'?) keyboard to
> good old 520 & 1040 St's ...
> Tell me if You want it
>
> Bye
> Stefan

I do. Please send.

->->->((JP))<-<-<-

Being a pain in the ass is a prerogative of the creative mind.
--- Unknown

4190. Re: Unix on the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-14 23:45:48 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <745360558.0@mettav.royle>
Source record: 37229

```
On 12 Aug 93 the following was opinioned by a young Paul Civati......
PC> think. ZEN10A.ZIP 54,397 Zen and the Art of InterNet.
PC>
PC> Yes, from your favorite, The Tavern BBS.
PC>
Ok, ta Paul. I shall grab them next poll (and print off Zen in work
;-)

Spencer spencer@mettav.royle.org
**********************

* Origin: It's rude to Point (_The_Tavern_, Finchley.)
(100:1011/0.2)
```

4191. Need real time clock routine for midi sequencer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 00:44:26 UTC
From: apolivka@x102a.ess.harris.com
Message-ID: <1993Aug15.004426.26685@mlb.semi.harris.com>
Source record: 37191

I want to write some software for my ST that somewhat resembles a midi sequencer. I've written other midi software, but never anything requiring a real time clock. Can anyone tell me how to do this or point me to some public domain source code containing such a routine?

Specifically, I just need to know how to generate a trigger of some sort every X milliseconds (where X is adjustable by the user prior to running the sequencer-like program). I know how to do the rest of the program. (I would use the trigger to wake up my routine that sends out a midi message.)

I will be writing in Personal Pascal (because I am most comfortable with that language package).

--

Al Polivka Internet: apolivka@x102a.ess.harris.com
Harris Corporation UUCP: uunet!x102a!apolivka
Electronic Systems Sector phone: 407-729-2983
Melbourne, FL 32902

4192. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 01:11:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24k2ghlNNfka@golem.wcc.govt.nz>
Source record: 37192
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug14.183921.19832@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <24ijaaINNcjo@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>|> I see that there is a update for C-KERMIT its now 5A 189, there is even a
>|> update for the Amiga...

Bits removed do to mailer restrictions..

>Does this answer your question
>Archive cker5a.zoo:
>Length CF Size Now Date Time
>-------- --- -------- --------- --------
> 13900 63% 5188 7 Jan 93 21:43:50-3 91dc ckaaaa.hlp
> 278016 60% 112297 7 Jan 93 19:47:30-3 642a cksker.ttp
> 1399 49% 713 7 Jan 93 21:42:26-3 65a8 cksker.upd
> 81920 56% 36268 7 Jan 93 19:49:14-3 9165 cksncp.ttp
> 251390 62% 94218 7 Jan 93 21:59:12-3 d2ac ckuker.doc
>-------- --- -------- --------- --------
> 626625 60% 248684 5 files
>
>Brian

Brian please get some NEW Glasses and read again what I posted...

The Files that you have just listed are from VERSION 5A 188, my request was
for VERSION 5A 189, if you had suscribed to comp.protocols.kermit
then you would indeed know all this....

So come on all you Atari addicts were is the Atari version...???

Roger..... sheppard_r@kosmos.wcc.govt.nz

4193. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 03:08:17 UTC
From: bill@main.morris.org
Message-ID: <24k9b1$ddq@c3po.jvnc.net>
Source record: 37193
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <24k2ghINNfka@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

>The Files that you have just listed are from VERSION 5A 188, my request was
>for VERSION 5A 189, if you had suscribed to comp.protocols.kermit
>then you would indeed know all this....
>
>
>So come on all you Atari addicts were is the Atari version...???
>

So I am in a nit-picking mood today :-)

Dont see whats the big brouhaha over a minor version
change?

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems

Until the blood on your sword is the blood of a king.
Hail and kill!

4194. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 04:13:31 UTC
From: ritz@ritz.mordor.com
Message-ID: <930815645@ritz.mordor.com>
Source record: 37205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Brian Grier Perpk (bjgrier@bnr.ca) wrote:
: In article <24ijaaINNcjo@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
: |> I see that there is a update for C-KERMIT its now 5A 189, there is even a
: |> update for the Amiga...
: |>
: |>
: |> So come on you Atari fanactics/Bigots were is the Atari version..??
: |>
: |>
: |> Or is it more like there is no more support for Atari in the USA any more..??
: |>
: |>
: |> I also read in the old version that they did not know how to read
: |> the DTE speed, well its true for old TOS 1.0 or 1.2, but from memory
: |> you can with a call to Rsconf, with baud = -1..
: |>
: |> May be some one should tell the person that did the last port of
: |> C-Kermit, and also follow the lead in not supporting TOS 1.0 and 1.2..
: |>
: |>
: |> There is one thing that I would like Atari to do is to make available
: |> TOS 1.4 UK in 2 chip sets, from what I have read, they are almost
: |> impossible to get..
: |>
: |> The reason could be that you can only get TOS 1.4 2 chip sets in ROMS
: |> and not EPROMS, any one can blow EPROMS but not ROMs...

: Does this answer your question
: Archive cker5a.zoo:
: Length CF Size Now Date Time
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: 278016 60% 112297 7 Jan 93 19:47:30-3 642a cksker.ttp
: 1399 49% 713 7 Jan 93 21:42:26-3 65a8 cksker.upd
: 81920 56% 36268 7 Jan 93 19:49:14-3 9165 cksncp.ttp
: 251390 62% 94218 7 Jan 93 21:59:12-3 d2ac ckuker.doc
: -------- --- -------- --------- --------
: 626625 60% 248684 5 files

This is definitely not Ckermit 5A(189). 189 only came out a few
weeks ago. Note the January 7, 1993 date. I would hazard a
guess that this is (185).

Cheers,

Chris

--
"Now about the numbers. People like you always complain about the
numbers. Why is the black score so low. The reason - they are more
intelligent!" Rikiya Asano (ra01+@andrew.cmu.edu)

4195. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 06:49:42 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745567758.AA00141@dswhq.omahug.org>
Source record: 37091

In a message of <12 Aug 93 19:27:19>, Alex Kiernan (1:286/2) writes:

AK> True 256 bytes is too small to cope with such things, but then
AK> since interrupts and traps use the supervisor stack, not the user
AK> stack this is not a problem.

Not necessarilly. I happen to know from hard experience that the OS uses the user stack during traps. I don't know why, but I DO know that if you run less than about 3.5 to 4 k of stack (plus your own needs) you WILL crash, sometimes randomly, or mabe not, but you WILL crash at some point.

Later,
Gizmo

4196. Question: Internal PS repair / replace?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 11:01:43 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c6d6546@cindy.ct.se>
Source record: 37195

In a message of 14 Aug 93 19:59:26, Cummins John Willi wrote:

CJ> I think the problem is that the stock Power Supply can't handle 4MB of
CJ> mamory in addition to a GCR and... the future internal drive. Heck... CJ>
the PSs died within a year of adding the 4MB!!! (started with 2MB).

Hepp .... I'm running my 4 meg STe (8 chip SIMM.s), AdSpeed 16Mhz/Cache, 1.44Mb
Internal diskdrive, 38400 serialport and a clockcartridge ... all powered from
the internal PS ...

Maybe I should consider a new one? :-) ... Or is this "quite" safe? (Sometimes
it sounds like the PS is going to blow .. but it hasn't yet ..)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4197. TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 15:16:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <15AUG199310162199@pavo.concordia.ca>
Source record: 37196

Hi,

A while back I asked if anyone knew how large a partition can TOS support. Just recently I got an interesting book (Hard Disk Secrets by John M. Goodman) that shed some light on how hard disks work. Right now I am using a 48 meg ST-157N and the largest partition that I have is 15 meg using a 16-bit FAT table. If I have it right then a 16-bit number limits the logical sector numbers to 65,536. Where the sector size is 512 bytes, the logical volumes of size of up to 32 MB can be supported. With a 32-bit FAT, 2^32*512/2^20 = 209715 MB partitions should be possible. Can 32-bit FAT tables be used with Ataris? Can anyone answer this question?

Woj. (wojci_g@pavo.concordia.ca)

4198. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 15:51:35 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug15.155135.10434@rhrk.uni-kl.de>
Source record: 37198

wojci_g@pavo.concordia.ca (WOJCIECH) writes:

>have it right then a 16-bit number limits the logical sector numbers to 65,536.

Due to a bug in TOS 1.00 and 1.02 the maximum sector number is 32767 when
using these TOS version.

>be possible. Can 32-bit FAT tables be used with Ataris? Can anyone answer this
>question?

No, 32 bit FATs are not supported.

The maximum partition size under TOS 1.00 or 1.02 is 256 MB and 512 MB for
TOS 1.04 and higher. AHDI 3.00 compatible harddisk drivers don't use another
FAT format for big partitions but work with logical sector sizes up to 8192
KB per sector. This format is described in the AHDI 3.00 Release Notes from
1989, so this format has been used for several years now.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4199. Re: (re)drawing icons

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 16:02:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A40930@M4.maus.de>
Source record: 37227

```
> win_desktop(desktop)
> /*
> * Set our private version of the desktop (or restore it)
> */
> OBJECT *desktop;
> {
> int desk[4];
>
> if (desktop == NULL) {
> wind_set(0, WF_NEWDESK, 0, 0, 0, 0);
> return;
> }
> memcpy(desk, win_desk(), sizeof(desk));
> wind_set(0, WF_NEWDESK,
> (int)(((long) desktop & 0xffff0000L) >> 16),
> (int)(((long) desktop & 0xffff )), 0, 0);
**> objc_draw(desktop, 0, 0, SETARG(desk));
> }
```

The last objc_draw() is not quite right. You need to take care of the rectangle list for the desktop, since in MultiTOS, there may be windows open at the time you do this objc_draw() call.

So the ** line should extend to

```
wind_get( 0, WF_FIRSTXYWH, <rectangle> );

while ( <rectangle_width> || <rectangle_height> ) {
objc_draw( desktop, 0, 0, <rectangle> );
wind_get( 0, WF_NEXTXYWH, <rectangle> );
}
```

bye, Peter

4200. Re: multinational STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 16:11:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A40931@M4.maus.de>
Source record: 37228

>about hardware? Could I get a German TEC to work in my US ST?

Nes. Yo. Perhaps. :-)

Drawbacks are: You'll get quite a fancy keyboard mapping, and: German ROMs
contain wrong information about PAL or NTSC machine, since German machines are
PAL an US STs are NTSC.

But you could get yourself an empty TEC and stick US ROMs in.

>Also,
>there's a place which advertised in ST Format that they sell British
>STE motherboards... Since my STf seems pretty dead (motherboard
>problem) could I get an STE motherboard and hook a power supply and my
>STf keyboard and have it work?

STE keyboard, floppy and power supply are identical to the STFM ones.

bye, Peter

4201. GCC and GDB use questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 17:04:53 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <24lqbl$c9q@geraldo.cc.utexas.edu>
Source record: 37199

Hi. Can experienced GCC and GDB users help with any of these questions?

1.) Is there a way to replace a gnulib routine with one of my own without manually rebuilding the gnu.olb file? I just want the loader to load the routine in the source file instead of the one in the library. Right now I get an error about multiply defined symbols.

2.) Is there a way to link many small object modules into a single object module (NOT an executable), which can then later be linked with other object modules? I don't want to have to link 100 object modules together everytime I make changes to a single file.

3.) No version of GDB that I have ever used, including the mint-only port of 3.6 (by Andreas Schwab) can properly access global variables. Local variables are accessed correctly, but global variables just print junk, as if a pointer to them referenced some random place in memory. Does anyone know anything about this phenomenon? I have a 4M 520 with TOS 1.0.

Thanks for any help.

-Tim Gallivan
timg@landau.ph.utexas.edu

4202. Re: GCC and GDB use questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 18:37:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <24lvp1$jr@cville-srv.wam.umd.edu>
Source record: 37200

In article <24lqbl$c9q@geraldo.cc.utexas.edu>,
Tim Gallivan <timg@ccwf.cc.utexas.edu> wrote:
>Hi. Can experienced GCC and GDB users help with any of these
>questions?
>

Well, I'm not that experienced! <is that a great double entendre'?>

>1.) Is there a way to replace a gnulib routine with one of my own
>without manually rebuilding the gnu.olb file? I just want the loader to
>load the routine in the source file instead of the one in the library.
>Right now I get an error about multiply defined symbols.
>

I'm not sure but I think gnu.olb is an archive which you should be
able to change using gcc-ar.ttp. I haven't tried this yet, though. Someone
else can probably help more there.

>2.) Is there a way to link many small object modules into a single
>object module (NOT an executable), which can then later be linked with
>other object modules? I don't want to have to link 100 object modules
>together everytime I make changes to a single file.

This is definitely something you should be able to do with gcc-ar.
Just create a library of .o files into a single archive. I recently
built up Objective-C and got the libraries working fine.. so you should
able to do this.

4203. Re: Seagate ST-157N Hard Driv

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-15 19:24:59 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1993Aug15.192459.1938@mnemosyne.cs.du.edu>
Source record: 37201

ronjon.sircar@canrem.com (Ronjon Sircar) writes:

>Hi, in answer to your question, the Seagate ST-157N is a 3.5 inch SCSI
>hard disk, you can replace it with any 3.5 inch SCSI hard drive of any
>make, all SCSI hard drive mad nowadays have an embedded controller and
>the same interface so it's very simple to hook the new drive onto the
>built in host adapter in the Mega STe.
>---
Most SCSI drives will probably work just fine. However, the "SR" series
(7120SR, 7213SR, etc.) Maxtor drives appearantly do not.

Dan

--
dcable@nyx.cs.du.edu

4204. MiNT and GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 03:38:53 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1427@usdtsg.DaytonOH.NCR.COM>
Source record: 37203

Just wondering if anyone could give me a short synapsis of which packages are necessary to compile MiNT 1.04, MiNT 1.08, or whichever the latest versions are? I have GCC and the MiNTLibs set up. I think Bison/Yacc is also necessary. Anything else I should look for at the moment?

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

4205. TOS Partitions 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 03:39:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <15AUG199322393106@pavo.concordia.ca>
Source record: 37202

I think that I found an answer to my previous question. When handling 'normal' partitions (less than 32 meg), TOS maintains the cluster size of 2 sectors. As soon as the logical limit of 32 megabytes is exceeded, TOS starts to use more sectors per cluster but always in integer multiples of 2, ie; 2,4,6,8.

So far I have never seen a 32-bit FAT table. 12-bit is usually reserved for floppies and 16-bit for hard drive partitions.

Hmm, did I present the above in a correct way? Please correct me if you find anything wrong.

Woj. (wojci_g@pavo.concordia.ca)

4206. Re: problem with qsort in gcc library

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 07:25:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14912@uqcspe.cs.uq.oz.au>
Source record: 37204

bnell@scr.siemens.com (Bill Nell) writes:

```
>int cmp(int a, int b)
>{
> return (a == b) ? 0 : ((a < b) ? -1 : 1);
>}

...
> qsort(a, 6, sizeof(int), cmp);
```

cmp needs take POINTERS to the objects to compare.
ie:

```
int cmp(int* a, int* b)
{
return (*a == *b) ? 0 : ((*a < *b) ? -1 : 1);
}
```

The reason why the array remained unsorted was that the ADDRESSES of the objects in the array are, of course, in increasing order!

MORAL of the story:

1st: Suspect a bug in your own code.
2nd: Suspect a bug in the libraries.
3rd: Suspect a bug in the compiler.

Tens of thousands of people use GCC and the GNU libraries, so bugs are pretty rare (although I found one in the TOS versions of the lib which weren't in the standard GNU versions).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4207. Re: MiNT and GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 08:21:56 UTC
From: haebler@uni-muenster.de
Message-ID: <24ng34$11aa@obelix.uni-muenster.de>
Source record: 37208

In article <1427@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|>
|> Just wondering if anyone could give me a short synapsis of which packages
|> are necessary to compile MiNT 1.04, MiNT 1.08, or whichever the latest
|> versions are? I have GCC and the MiNTLibs set up. I think Bison/Yacc is
|> also necessary. Anything else I should look for at the moment?
|>
Just get GCC and the MiNTlib34. That's all you need. As far as I know you can
also use the GNUlib. Yacc/Bison is not needed because there is a asmtrans.ttp
woth the MiNT sources.

Marcus

--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 48159 Muenster **
* Germany * IRC: D_Gently *
****

4208. Re: How to Legally do Raster Ops under AES

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 08:24:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CBuFDB.G5p@cs.bham.ac.uk>
Source record: 37206

In article <CBpo7y.5qM@cs.bham.ac.uk> David Oakley writes:
>It works fine with vro_copy, but when using vrt to my mono monitor it rather
>wierdly gets the logical op wrong, so it XORs ratheer than the usual dest
>copy. Why?. Can't I use vrt when blitting from 1 plane to 1 plane? Are
>the logic op numbers different? I can't think that either of these are
>the case, so what?

Yeah, the logic ops for vrt_cpyfm are the ones you use for vswr_mode!
ie use MD_REPLACE instead of D_ONLY (etc) That's bitten me at least
once :-(

4209. Re: problem with qsort in gcc library

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 08:29:59 UTC
From: haebler@uni-muenster.de
Message-ID: <24ngi7$11aa@obelix.uni-muenster.de>
Source record: 37209

In article <14912@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> Tens of thousands of people use GCC and the GNU libraries, so bugs
|> are pretty rare (although I found one in the TOS versions of the lib
|> which weren't in the standard GNU versions).
|>
Has someone of these tens thousands of people discovered that the gnu
qsort compares entries with themself? I sorted a list of file names and
I was shure to have no dulplicate names in the list, therefore I did
not set the possibility to return NULL. The effect was a crash. With
the possibility to return NULL it works fine. But I think it would be
faster if we would check for equal pointers in the lib source. Could someone
change this in the lib? I feel no pleasure in compiling the whole lib
to test it out.

Marcus

--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 48159 Muenster **
* Germany * IRC: D_Gently *
****

4210. Re: Upgrades, Mega STe's and c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 08:35:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49449@SL.maus.de>
Source record: 37226

Hi Jeff!

Well, this description is getting to be my personal FAQ ;-)

Of course this all happens to your own risk!
I'm not responsible for any failure happening ...

Here's how to connect a MegaST-keyboard to a 1040ST:
It's taken from the "ST-Computer" October '90 ('Quick-Tips')

Picture 1

Mega ST-Keyboard cable
(seen from outside)

```
It's no problem to connect * 1
the MegaST keyboard to the ____________ o
smaller computers 520St and ___| | * 3
1040ST. To do that, you only | 6 * | * 4
have to get a 6-pin western | 5 * | * 5
connector plug to be connec- | 4 * | * 6
ted to the keyboard. (available | 3 * | * 7
in Electronic shops) After that | 2 * | * 8
four cables must be connected | 1 * |
with the 'Pfostereihe' (the |___ | 1040ST
plug inside the 1040ST) where |____________| Keyboard-Plug
normally the dazzy original-keyboard
is plugged in. The exact connection Picture 3
is shown on picture 2 and 3
```

Eickmann Computer, Franktfurt

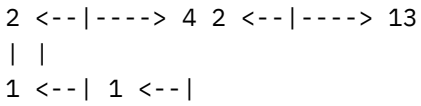
```
* * * * * * * * * * * * * * * o *
18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 1
```

Picture 2 520 ST Keyboard plug (not for You, Jeff)

Picture 3 (Meg to 1040ST) Picture 2 (Meg to 520ST)
MegST MegST
keyboard cable <--> 1040ST plug keyboard <--> 520ST plug

```
6 <--|----> 8 6 <--|----> 1
| |
5 <--| 5 <--|

4 <-------> 5 4 <-------> 14
3 <-------> 6 3 <-------> 15
```


2 <--|----> 4 2 <--|----> 13
| |
1 <--| 1 <--|

4211. Re: 1.4 Meg Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 08:49:02 UTC
From: wollersb@kirk.fmi.uni-passau.de
Message-ID: <24nhluINN88j@tom.rz.uni-passau.de>
Source record: 37207

In article <928@elli.une.edu.au>, ptucker@elli.une.edu.au (Peter Tucker) writes:
|> Has anybody had experience fitting a 1.4 meg drive into a 1040 stfm
|> We have two st in which the drives have gone bad and I seem to remember
|> someone posting that they had fitted a 1.4 meg drive though it only
|> formatted to 720k but worked ok.

I`m currently working with a 1.44 Meg drive; as i have not invested in
any additional Hardware yet, it only works up to 720K.

There where no special problems; I had to cut a bigger whole in the
casing and turn the plug around (red line of Shugart cable has to be on
pin 1); that turning might pose a problem, because the cable is not very
long. You also might have to experiment with the jumper-settings on the
new floppy drive, but a little try and error will do !

Greetings,
Thomas Wollersberger
.

4212. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 09:35:08 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug16.093508.20985@dcs.warwick.ac.uk>
Source record: 37210

```
In article <H.eg.k8hvxoN_69k@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>In <Aug.10.13.23.16.1993.25015@ece.rutgers.edu>, Tim Newsome writes:
>
>[> marco@sys6626.bison.mb.ca (John Perry) writes:
>[> >I have written a little (the compiled .ACC file is under 7K) accessory in
>[> >LaserC. In the program I don't do any malloc()'s, yet I have 20K less RAM
>[> >free when the accessory is loaded.
>[> >Can anyone explain this?
>[> I think you should tell the compiler to compile with x Kb of memory usage. I
>[> There must be some option to do that. BTW, what does the accessory do?
>
>This is actually normal, in most situations. Here is an example that
>explains why (more or less):
>
>/* SILLY.C */
>
>#include <stdio.h>
>
>void main()
>{
>
> long hugelong[25000];
>
> printf("This program just displays this message, yet because,\n"
> printf("yet it uses more than 50K of memory when it runs.\n");
>
>}
>
>The size of a program does not correspond to the memory that it uses,
>since you have to take into account variables, and library code that
>grabs chunks of memory by itself. See what I mean? The printf()
>command uses extra memory so that it can process the string you give
>it (which is done at runtime). A lot of functions grab memory for
>themselves, as well.

A couple of problems here - first of all hugelong will be allocated on the
stack which is a fixed size - the size of hugelong is irrelevant. Only static
and global variables have memory "allocated" for them at run-time.

Secondly you cannot do any buffered file io (which printf is) from an
accessory because none of the initialisation is done in the desktop accessory
startup code.
```

Thirdly any memory allocated by accessories (ie. malloc()) must come from a fixed heap because desktop accessories shouldn't call Malloc().

However, if we were talking about a normal program your comments about printf would be valid, although the buffer file io tables are probably more signifiacant memory users.

- Leo

4213. Re: Bug in latest MiNTlibs/GCC?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 09:45:23 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Aug16114526@issan.informatik.uni-dortmund.de>
Source record: 37211

```
>>>>> In article <H.eg.d5D8DxQalrg@semprini.tdkcs.waterloo.on.ca>,
cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
|> Using the latest MiNTlibs (pl30?) and GCC (2.4.4?), with -mshort,
|> sizeof(anything) returns 0. sizeof() works properly without -mshort.

You should use something like printf ("%ld", sizeof(anything)) (note
the ell!) for printing. sizeof(x) is of type size_t which is unsigned
long always.

--
------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

4214. Re: problem with qsort in gcc library

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 10:50:26 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <13946@hardy.rl.ac.uk>
Source record: 37212

```
In article ID9@scr.siemens.com, bnell@scr.siemens.com (Bill Nell) writes:
>I'm having a problem getting qsort to work at all. Here is a simple
>test program that won't work for me.
>
>#include <stdlib.h>
>
>int cmp(int a, int b)
>{
> return (a == b) ? 0 : ((a < b) ? -1 : 1);
>}

[stuff deleted]

qsort passes pointers, not integers to cmp. Try

int cmp(int *a, int *b)
{
return (*a == *b) ? 0 : ((*a < *b) ? -1 : 1);
}

Steven
```

4215. FALCON HD Problems..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 11:07:41 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24npptINNlog@golem.wcc.govt.nz>
Source record: 37214
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I read about a mouth ago from a Bob Brodie RTC on GEnie,
that they had stoped shipping Falcon computers, because of
Hard Drive problems, they even called in the manufactures of the Hard Drives...

Well I have since read the reason in the latest GEnie Lamp Magazine (360)

there were problem with the Hard Disk RF sheild was causing
Electrical Interference to the Hard Drive, (spin-ups spin-downs)
there is mentioned a Dealer modification or Fix, but there were
no details given...

May be some one could give others here the Fix for this, the users that brought
there machines by mail order from overseas...

Could this be another reason that Atari droped the 60 meg drive
for a 80 meg one..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

4216. Re: problem with qsort in gcc library

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 11:30:48 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <24nr58INN1unv@rs1.rrz.Uni-Koeln.DE>
Source record: 37213

In <CBrJ42.ID9@scr.siemens.com> bnell@scr.siemens.com (Bill Nell) writes:

>I'm having a problem getting qsort to work at all. Here is a simple
>test program that won't work for me.

>#include <stdlib.h>

>int cmp(int a, int b)
>{
> return (a == b) ? 0 : ((a < b) ? -1 : 1);
>}

qsort() passes pointers to the arguments to be compared to the comparing
function, called cmp() in this example. Therefore, you should use
something like

```
int cmp(const void *a, const void *b)
{
return (*((int *) a) == *((int *) b)) ? 0 : ((*((int *) a) < *((int *) b)) ? -1 : 1);
}
```

I think this is the proper way of using qsort -- cmp() should take void
pointers to allow qsort to be written for arrays of elements of any
type.
As a hint, gcc often issues warnings that direct you to the source of
problems if you use the gcc -Wall compiler flag. It has worked quite
well for me on several occasions.

Hope this info helps,

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4217. Palette handling on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 12:44:58 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <CBurEy.I1p@news.chalmers.se>
Source record: 37215

Is the palette handling the same on the TT as on the Falcon?
I'm using the VsetRGB and VgetRGB calls right now, but will this work on a TT?

By the way, mgif 4.3 is not too far from release.
Now with better greyscale support, more speed, targa/ppm read, slide show and
colour! I guess the name ought to be changed. ;-)
If you own a TT and would like to beta test mgif 4.3, please let me know.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4218. Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 14:04:24 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug16.140424.3538@newshost.lanl.gov>
Source record: 37216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's even more info about the new Gemulator 3.0 I got off of GEnie. IMHO, it looks like a real winner this time around. It's going to be demoed at the Glendale, California show (18-19 Sep). Definitely worth checking out.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

==========

GEMULATOR VERSION 3.0
The Atari ST Emulation Card For PC Compatibles

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007, U.S.A.

- NEW FEATURES AND ENHANCEMENTS

- SEE IT AT THE GLENDALE SHOW

- NEW DEMONSTRATION VIDEO

- LOW UPGRADE PRICE

- FREE NEWSLETTER

Branch Always Software announces Gemulator 3.0, the Atari ST emulator for PC compatibles. With standard features such as TOS 2.06, SuperVGA color graphics, 1.44 megabyte floppy disk support, and expandability up to 8 megabytes of RAM, Gemulator 3.0 turns a plain 386 or 486 PC into an awesome Atari ST clone. With PC prices at an all time low, there has never been a better time to "gemulate" your PC, especially when you consider the cost of upgrading an existing ST with TOS 2.06, high density floppy, extra memory, etc.

Gemulator 3.0 will be released on September 18th 1993, at the Glendale Atari Show in Glendale California. The price remains at $229 U.S. complete and will be available from various Atari dealers. Current Gemulator users can upgrade to version 3.0 for only $30 before September 3, and only $10 if the product was purchased after July 1.

Gemulator 3.0 consists of a plug-in card, TOS 2.06 ROMs, Atari ST emulation software, Atari 800 emulation software, a screen accelerator, benchmarking software, and some public domain and shareware Atari ST programs. Simply plug the card into any unused 8-bit or 16-bit card slot and run the emulation software. GO FROM DOS TO GEM IN SECONDS!

Any PC or laptop meeting the following requirements can run Gemulator 3.0:

- a 33 Mhz 386 processor (or faster)
- at least 4 megabytes of RAM
- DOS 5, DOS 6, Windows 3.1, or OS/2 2.1
- a VGA card and VGA monitor (SuperVGA is optional)
- one empty 8-bit or 16-bit ISA card slot
- a hard disk and at least a 720K 3.5" floppy disk
- an AdLib or Sound Blaster sound card is optional
- a mouse is optional but recommened for use with GEM based programs

The following features of the Atari ST / STE / Mega ST are emulated by Gemulator 3.0:

- 3 graphics modes (320x200, 640x200, and 640x400)
- a 4096 color palette
- one or two floppy disk drives
- support for up to 4 hard disk partitions
- one serial port and one parallel printer port
- 3 voices of sound
- mouse and keyboard (including numeric keypad)
- real time clock
- ROM based cartridges
- 512K to 8 megabytes of RAM

Gemulator 3.0 also adds these enhancements not found on your standard ST:

- 640x480 color graphics (with any VGA card)
- 800x600 color graphics (Video7, ATI, Tseng, or VESA SuperVGA card)
- maximum ST memory is 8 megabytes, double the limit of an ST
- 1.44 meg high density floppy disks are supported
- support for multiple TOS ROMs

Imagine running any of hundreds of Atari ST and Atari 800 programs on your PC, including (but not limited to) these:

ArcShell Multi Writer
Avante Vector Multidesk
Calamus MultiTOS (68000 compatible versions)
Calamus SL Neodesk
Codehead Utilities NVDI
Data Master Pagestream
DC Desktop Pha$ar
DC Utilties Prism Paint
Degas Publishing Partner
Degas Elite Quick Index
Deskcart Quick Manager
Diamond Back II Quick ST
Extended Control Panel Quick View
EZ Calc Silhouette
First Word ST Writer
First Word Plus ST Xformer II
Flash Sudden View

FontGDOS Supra hard disk utilities
G+Plus Tempus
GDOS Tempus II
GemBench Thunder
GEMvelope TOS 1.0
GFA Basic TOS 1.2
Gribnif Geneva TOS 1.4
HDX hard disk utilities TOS 1.6
Hotwire TOS 2.06
Interlink Turbo ST
Key Master UIS III
Laser C VT52 Emulator
LDW Power Warp 9
LHArc Word Flair
Madmac Word Flair II
Magic Sac Word Up
Maxifile Word Writer

About the only things that Gemulator 3.0 does NOT support are MIDI ports, copy protected disks (typically games), and very machine specific or timing dependent software such as Spectrum 512.

With 8 ROM sockets on each Gemulator card, there is plenty of room for you to plug in other versions of TOS and cartridge ROMs. If you have particular software that does not run with TOS 2.06, you can easily plug in TOS 1.0 or TOS 1.4 and use it instead. Or if you have cartridges like Deskcart, simply remove the ROMs from the cartridge and plug it into the Gemulator card. Gemulator 3.0 can automatically detect up to 4 cards, providing you with a total of 32 ROM sockets!

On fast 486 machines, Gemulator 3.0 runs 2 to 3 times faster than the ST. It scores a GemBench speed index of over 270% running on a 66 Mhz 486 based PC. That's without the use of accelerators such as Warp 9 or NVDI, which are supported on Gemulator and give similar speed improvements as on a real ST. If you don't have a copy of Warp 9 or NVDI, don't worry. Gemulator 3.0 comes with its own custom screen accelerator which runs even fast (it is similar to our Quick ST accelerator but optimized using 386 machine language).

In addition to the 3 standard Atari ST screen resolutions, Gemulator 3.0 also supports 4 VGA screen resolutions: 640x480 monochrome, 640x480 16 colors out of a 4096 color palette, 800x600 monochrome, and 800x600 16 colors out of a 4096 color palette. If you run your Atari ST software in the 800x600 mode you get almost double the screen resolution of a monochrome Atari ST monitor. Twice the pixels means twice as much text visible on the screen or twice as much area of a desktop publishing document.

Gemulator 3.0 now supports the serial port allowing you to run your favorite Atari ST terminal software with your modem. Take advantage of such features as auto redial, type ahead buffers, and editable capture buffers, features not found in most PC telecommunications software.

Gemulator 3.0 emulates the Atari ST's 3 voice sound by using your PC's Sound Blaster, Sound Blaster Pro, AdLib, or AdLib compatible sound card. Simply have a sound card installed and Gemulator 3.0 will use it.

Gemulator 3.0 reads your Atari ST floppy disks directly, and now gives your Atari ST software access to all of your PC's hard disk drives. Simply use your existing Supra or HDX hard disk driver to activate the hard disk support. And using the HINSTALL utility (which is part of the HDX utilities) you can even autoboot from the hard disk allowing you to put your AUTO folder programs and desk accessories on the hard disk.

And if you're a die hard Atari 800 user, you'll be glad to learn that Gemulator 3.0's improved compatibility now allows you to run the ST Xformer emulator on it. Run Atari BASIC, DOS 2.5, and any other program that is supported by ST Xformer. We include a free copy of ST Xformer 3.0, an upgrade from ST Xformer 2.55, which contains several bug fixes and speed improvements.

Interested in finding out even more about Gemulator 3.0? We now have a free 5 page newsletter which describes more of Gemulator 3.0's features in detail. To receive the newsletter, write to:

Gemulator 3.0, c/o Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007
United States of America

We are also updating our demo video to include Gemulator 3.0's latest features. The demo is available on VHS videotape for only $20 and may be ordered directly from Branch Always Software at the above address.

All current Gemulator users may upgrade to version 3.0 for only $30 before September 3, 1993. Users who purchased Gemulator after July 1, 1993 may upgrade for the even lower fee of only $10 with a copy of your receipt showing the date of purchase. After September 3, 1993 all upgrades are $60.

Gemulator 3.0 will be shown September 18th and 19th at the Glendale Atarifest at the Glendale Civic Auditorium. Drop by the Branch Always Software booth to say hi or to pick up your Gemulator. We'll even be taping part of our demo video at the show to get real life reactions from Atari users using Gemulator 3.0.

In North America, Gemulator 3.0 can be ordered from the following dealers:

Toad Computers
570-F Ritchie Highway
Severna Park, MD 21146
phone: 800-448-8623 fax: 410-544-1329

Rising Star Computers
P.O. Box 20038
Dayton, OH 45420
phone: 800-252-2787 fax: 513-254-7970

The Floppy Wizard
217 Memorial City Mall
Houston, TX 77024
phone: 800-798-0064 fax: 713-461-7751

Purple Mountain Computers
15600 N.E. 8th Street, Unit #A3-412
Bellevue, WA 98008, U.S.A.
phone: 206-399-8700

Xanth Computers
14100 NE 20th St. #105
Bellevue, WA 98007
phone: 206-643-9697

In the United Kingdom, Gemulator 3.0 is available from:

ST Club
2 Broadway
Nottingham NG1 1PS
phone: +44 0602 410241 fax: +44 0602 241515

In Europe Gemulator 3.0 is distributed by:

ACN
Postbus 5011
NL-2000 CA Haarlem
The Netherlands
phone: +31 023 351100 fax: +31 023 361444

ACN provides Gemulator packages for the U.K. as well as versions translated into French and German with appropriate TOS 2.06 ROMs.

Users of the GEnie online service can come ask questions about Gemulator 3.0 on August 18th at 10pm during a special RTC in the Atari ST roundtable.

If you wish to call Branch Always Software, we may be reached at 206-885-5893. This is a voice number before 2pm eastern time and a fax number at other times.

4219. REQ: SW for readindg ST roms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 15:09:24 UTC
From: tyjori@uta.fi
Message-ID: <24o7v4$pg0@vuokko.uta.fi>
Source record: 37217

I've been heard that there is software for reading ROMs to file.
The very idea is read ROMs from ST and make ROM update with prommer.
Yes, I know that's is copying but I certainly pay for upgrading, Do I ?

-jr

--

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

4220. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 16:22:21 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Aug16.162221.4995@sofkin.ca>
Source record: 37218

In article <CBp4ur.9vu@cs.ruu.nl> avgroeni@cs.ruu.nl, groenink@math.ruu.nl writes:
>In <1993Aug11.175242.1454@sofkin.ca> comeau@crc.sofkin.ca (Phil Comeau) writes:
>
>>If the text appeared in the window, you were lucky. VDI doesn't know about
>>windows. What you should do is open a "virtual workstation" for each
>>window,
>
>Mind you I've written several GEM programs but have never opened more
>than one virtual station per app. Just change the clipping rect every
>once and a while (scratching only the surface)

True enough. It isn't necessary to open one virtual workstation per window.

Phil Comeau, comeau@crc.sofkin.ca
Wintertree Software Inc.
Makers of Spelling Sentry, GramSlam, and Grammar Expert.

4221. Many thanks to one and all

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 18:14:57 UTC
From: s0xjg@exnet.co.uk
Message-ID: <CBv6p3.1AH@exnet.co.uk>
Source record: 37221

In article <1993Aug10.193302.16435@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <CBJHzo.BtB@exnet.co.uk>, sys1@exnet.co.uk (Xavier Gallagher) writes:
>|>
>|> I am bored with my Sun 3/50. I want colour graphics, sound and fun at
>|> (comparatively) low cost. So Falcon 030 here I come.
>|>
>|> The questions I have are (and any help in sorting them out would be appreciated)
>|>
>|> 1. Will my scsi hard drive and tape unit work with the Falcon 030?

I have many answers and anyone who has not been e-mailed a thankyou note can expect one in the next few days.

I am buying another scsi disc instead as i have been convinced that trashing a working system is a waste. Still, two working systems are probably better than one.

Bye again.

Xavier
--
* Xavier Gallagher ***************************** ***************************
********************* Humanistic Counsellor * ** s0xjg@exnet.co.uk ******
********************* Taking on clients now * ***************************
*** ***************************

4222. Re: is my Sun scsi harddisc compatable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 19:22:20 UTC
From: mjr@geob8.geo.uni-bonn.de
Message-ID: <GMT16Aug.93.30664@work1.rhrz.uni-bonn.de>
Source record: 37219

One important point was missing in the followups i read:

there are some possible pitfalls when You attach a scsi device from an old workstation to an atari: most of the host adapters for the st's ran in asynchronous mode (i dunno about the falcon) while at least my sparc 1+ uses synchronous mode to transfer the data (twice the speed). I tend to suspect the sun 3 as an old, formerly expensive, product to use synchronous transfer as well. An independent issue is parity check on/off. Most st hostadapters need parity check disabled. My sparc 1+ needs it enabled.

All this can usually be selected by jumpers, but you need the documentation of the drive to do it. In any case You really should check these points.

M.Ritzert

4223. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 19:37:34 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Aug16.193734.7935@oucsace.cs.ohiou.edu>
Source record: 37222
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Though this looks like a great product, its flaws (which are freely and openly advertised by Darek, to his credit) are:

1. No joystick support (scratch any idea of playing most atari games on your PC).

2. Can't read some copy protected disks (ditto).

3. No MIDI (though I don't think anyone would buy it for MIDI anyways).

4. Doesn't support Spectre GCR, "at the request of Dave Small". I take this to mean that it easily could support Spectre, but Dave said "don't do it or I'll sue you". I think Dave Small is missing the boat here -- a mac emulator for the PC at this price would sell big in the PC world.

Anyways, if Darek could fix the joystick support, I'd buy one of these things.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

4224. Re: FALCON HD Problems..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 20:10:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <24opk6INNocj@golem.wcc.govt.nz>
Source record: 37223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] May be some one could give others here the Fix for this, the users that b
] there machines by mail order from overseas...
]
] Could this be another reason that Atari droped the 60 meg drive
] for a 80 meg one..??

Apparently they could get the 85 Meg drives for the same cost, and so
decided to do something useful and stick them in instead of the 60's..

E: So, Who won?
R: Remember Eddie, it's not who wins or loses, but how you play the game!
E: So I won!?!
R: Damn.....
WELLS_S@Kosmos.Wcc.Govt.NZ [AKA - Mercenary]

4225. Re: GCC and GDB use questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 20:23:09 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <24oqbd$mis@elroy.jpl.nasa.gov>
Source record: 37220

In article <24lvp1$jr@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>In article <24lqbl$c9q@geraldo.cc.utexas.edu>,
>Tim Gallivan <timg@ccwf.cc.utexas.edu> wrote:
>>1.) Is there a way to replace a gnulib routine with one of my own
>>without manually rebuilding the gnu.olb file? I just want the loader to
>>load the routine in the source file instead of the one in the library.
>>Right now I get an error about multiply defined symbols.

>I'm not sure but I think gnu.olb is an archive which you should be
>able to change using gcc-ar.ttp. I haven't tried this yet, though. Someone
>else can probably help more there.

Yes, gnu.olb is an object library, you can replace individual object files
within it using gcc-ar. However, if the routine causing your problem is in an
object file that also contains a number of other routines, you can't get
around it so easily. Unfortunately, the linker works on an object file basis,
not on a symbol-name/object basis. You might have, for example, your own
printf routine in your file printf.c, and when you link in your program, your
printf.o, and then the gnu.olb, you encounter a conflict because the library
has printf, fprintf, and sprintf all in a single object file, and some other
part of the program needs fprintf or sprintf. (Sorry for the lengthy sentence.
Also, I doubt that this specific example is true in the current library...)
Once the linker has to pull in an object file to get sprintf, it suddenly finds
a second definition of printf, and it complains, as it should.

One of the things I'd like to change in the GNU .o file format is to add a
.size attribute to every symbol. That would allow the linker to always pull in
only the required symbols from an object library, thus avoiding this multiple
definition problem...
>
>>2.) Is there a way to link many small object modules into a single
>>object module (NOT an executable), which can then later be linked with
>>other object modules? I don't want to have to link 100 object modules
>>together everytime I make changes to a single file.
>
>This is definitely something you should be able to do with gcc-ar.
>Just create a library of .o files into a single archive. I recently
>built up Objective-C and got the libraries working fine.. so you should
>able to do this.

You've described how to create an object library, which is fine for most cases.
But if you're really interested in incremental linking, which is what it sounds
like to me, then you need to use gcc-ld, and you want to use the "-r" flag.
This will link all of the given object files into a single file, but preserves
all the relocation info so that the resulting file can be used for linking

again at a later time. It also suppresses the check for undefined symbols. This linked file will allow further linking to occur much more quickly than with a library file.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

4226. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 21:22:46 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <24otr6INNm1e@anaconda.cis.ohio-state.edu>
Source record: 37224
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug16.193734.7935@oucsace.cs.ohiou.edu> gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>Though this looks like a great product, its flaws (which are freely
>and openly advertised by Darek, to his credit) are:
>

>4. Doesn't support Spectre GCR, "at the request of Dave Small". I
>take this to mean that it easily could support Spectre, but Dave said
>"don't do it or I'll sue you". I think Dave Small is missing the boat
>here -- a mac emulator for the PC at this price would sell big in the
>PC world.

I took that to mean that to. I talked to Dave Small at WAACE this year, and that was the distict impression I got. I think there's some bad blood between the two for some reason. Then again, Derek seemed to be all but promising Spectre support and I asked Dave Small about it and he hadn't heard ANYTHING about it at the time. Spectre will not run on Gemulator without patching the code...and Dave said he WOULD sue over that, and that he probably would NOT do it himself.

Doesn't Dave make all his money from selling the Spectre Hardware and not the software? If so, how would he make money off Gemulator sales?

And it wouuldn't be the only Mac emulator in the PC world. Executor (a program for NeXTSTEP which emulates a Mac) now has a NeXTSTEP Intel and a DOS version. But it is a little more expensive..last time I checked it was $800 but that's close to the price of Gemulator and Spectre (together) and think the price has dropped since then.

All in all, Dave might be making a big mistake....but I don't think he's in it for only the $$$. I seem to remember that Apple wanted to buy part of the Spectre code off him (it ran better than the Apple orginal) and he wouldn't sell to them.

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

4227. Reading & Writing stdin and stdout

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-16 22:06:57 UTC
From: cmedley@wam.umd.edu
Message-ID: <24p0e1$bqb@cville-srv.wam.umd.edu>
Source record: 37225
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm working on a program that will spawn another process, and I want to maintain a "capture" of all of the activity from that process in a buffer. The problem is, I'm not sure how I should go about doing this... I guess I need to Fforce() stdout and stderr to output to a new file first, but how can i also get everything the user is typing via stdin?

4228. IBM Hard card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-17 07:42:50 UTC
From: gltrw@mail.bris.ac.uk
Message-ID: <CBw83E.FJ2@bristol.ac.uk>
Source record: 37230

I would like to know if anyone can help me regarding an IBM Hard disk. I have a 40MB hard disk and would like to know if it is possable to connect it to my 1040STE, since I would like to be able to use it with my atari.

Thank you in advance

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
| |
This is the end | From | This space is left
of the message | | intentionally
there is no more | T.R.Woodward@Bristol.ac.uk | blank.
... so stop | |
reading. | |
| |
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

4229. Lattice .lib format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-17 12:30:49 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug17.123049.29882@praxis.co.uk>
Source record: 37237

In the Lattice 5.5 docs it says that the .PRJ files are compatible
with Pure C. Are the library (.LIB) files also compatible and if not
are they compatible with anything else?

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

4230. Re: Upgrades, Mega STe's and c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-17 13:14:27 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <24qljj$d0j@charm.magnus.acs.ohio-state.edu>
Source record: 37231

Thanks. Question: does this Mega keyboard "hack" work only with the old Mega keyboards, the Mega STe keyboards, or both?

Now all I have to do is FIND a Mega keyboard. I already have an external keyboard -- I removed the STf's keyboard and put it in a box -- and it works well enough that I wouldn't want to spend a lot of money. But it certainly would be more CONVENIENT! :)

->->->((JP))<-<-<-

As I read the rejection notice, I heard something behind me... It sounded like a Universe... giggling.
--- Unknown

4231. Bug in TC's fclose() ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-17 14:25:29 UTC
From: marc@targon.UUCP
Message-ID: <3533@targon.UUCP>
Source record: 37233

After having been hit several times by bus- and address errors
at exit() calls in programs compiled by Turbo C 2.0, I decided
to have a closer look at what is going on in that exit() call.
It shows that all opened files are being closed, and FILE structures
are freed for those files with the 3rd bit of the Flags
member set. The crashes occur when the file structure of _StdErr
(Handle -1) is freed. The 3rd bit of 'Flags' seems to be set for both
regular files and _StdIn, _StdOut and StdErr, while bit 4 is only set
for regular files. The problem had gone when I replaced the check
on the third bit with a test on the fourth bit.
Has anyone else ever had this problem, and is it in some way harmful
not to free those special file handles?

Marc

4232. Unwanted HD bad sector report.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-17 16:03:33 UTC
From: odonnllb@vax1.tcd.ie
Message-ID: <1993Aug17.160333.1@vax1.tcd.ie>
Source record: 37232

Is there an easy way of getting rid of the bad sector list on an SM025?
This is not for reclocking the mileometer, or just making me feel good,
though it would do that, but because the bad sector list refers to the
ST225 drive that used to be in it, and not the RO3055 it now holds.
I am nervous about HDX or myself getting confused if (when) the RO3055
needs reformatting: how will we be able to tell a real bad sector from
a piece of history?
Any help will be appreciated. E-mail preferred as the local IBM/Mac
asylum doesn't hold articles in this newsgroup very long.
Brian O'Donnell,
Library,
Trinity College Dublin

4233. External modems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-17 18:11:08 UTC
From: durantdr@rufus.demon.co.uk
Message-ID: <745611068snz@rufus.demon.co.uk>
Source record: 37102

Hi !

A mate of mine is looking to buy an external modem for his ST.

He's got 4Meg of ram.

Can anyone recomend what the best balance between origanal price outlay
and phone costs.....

Cheers,


```
-------------------------------------------------------------------------
|Dave Durant | durantdr@rufus.demon.co.uk | Detached and sub-divided |
-------------------------------------------------------------------------
|The Internet in you living room ! | NCR ? Hell I only work for them!|
-------------------------------------------------------------------------
```

4234. Atari MegaSTe for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-17 22:15:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug17.221516.14295@newshost.lanl.gov>
Source record: 37234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,misc.forsale.computers.other

```
**********************************
*** Atari MegaSTe 4/50 for sale ***
**********************************

16MHz 68000 cpu
4Mb RAM
50Mb internal hard disk drive
one 3.5 inch internal floppy drive
one 3.5 inch external floppy drive
separate programmable keyboard
VME expansion port
SC1224 color monitor
SM124 mono monitor
mouse and all cables, manuals, etc.
200+ disks of PD/shareware software w/storage boxes
Plus some commercial software (email for info)

Got to make room for some new hardware and in order to maintain marital
bliss, at least one of my Atari computer systems _has_ to go.

Overall, this system has proven to be very reliable and it provides a
considerable performance increase over a standard 8MHz STe. In many ways,
I find it preferable to the Falcon030... it's nearly as fast, easier to
expand, much more compatible with existing software and has an excellent
keyboard (all IMHO, of course).

I will consider all serious and reasonable offers. Payment can be
arranged a number of ways to include cashiers check, money order, cash
COD, or even M/C or Visa if you prefer.

If interested, forward your questions and/or reasonable offers to me
via email at hutch@ilmen.lanl.gov and I will get back to you. Or you may
phone me at (505)665-3665 (days) or (505)662-7236 (evenings), MST.

Thanks,

_____________________________ John "HUTCH" Hutchinson ____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
```

4235. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-17 23:26:18 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug17.232618.192146@zeus.calpoly.edu>
Source record: 37235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Billy D'Augustine <bill@main.morris.org> wrote:
>In article <24k2ghINNfka@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>>So come on all you Atari addicts were is the Atari version...???
>>
>
> Dont see whats the big brouhaha over a minor version
>change?

Well, I think that if sheppard_r@. . . wants to try to say that the
ST is no good because it doesnt have C-Kermit 189, he is a fool (and
should go to the advocacy group anyhow - this is a serious newsgroup)

However, 189 is MUCH improved over 188. True, thre version change
number is small, but 189 allows a faster connection when both sides are
using 189. The fast mode is FASTER THAN Z-MODEM. (Yes, faster than
Z-Modem). As you probably know, 188 is as slow as all older kermit
versions. (i.e. very damn slow. About have x-modems speed it seems
without actually timing it).

But, I am sure I could download the source for 189 and compile it for
an ST.

- mike

4236. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-17 23:29:07 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug17.232907.193311@zeus.calpoly.edu>
Source record: 37236

In article <15AUG199310162199@pavo.concordia.ca>,
WOJCIECH <wojci_g@pavo.concordia.ca> wrote:
>A while back I asked if anyone knew how large a partition can TOS support. Just
>recently I got an interesting book (Hard Disk Secrets by John M. Goodman) that
>shed some light on how hard disks work. Right now I am using a 48 meg ST-157N
>and the largest partition that I have is 15 meg using a 16-bit FAT table. If I
>have it right then a 16-bit number limits the logical sector numbers to 65,536.
>Where the sector size is 512 bytes, the logical volumes of size of up to 32 MB
>can be supported. With a 32-bit FAT, 2^32*512/2^20 = 209715 MB partitions should
>be possible. Can 32-bit FAT tables be used with Ataris? Can anyone answer this
>question?
>

Tos older than 1.4 supports 16 MB partitions. Tos 1.4 and newer
support 32 MB partitions. (I am not sure if 2.06 and newer allow
larger). You can format the drive up to 256MB partitions with ICDs
software, but it will not be readable from TOS. (I think Neodesk might
read it. I will check).

- mike

4237. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 03:08:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14954@uqcspe.cs.uq.oz.au>
Source record: 37238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:

>1. No joystick support (scratch any idea of playing most atari games
>on your PC).
>2. Can't read some copy protected disks (ditto).

>Anyways, if Darek could fix the joystick support, I'd buy one of
>these things.

Why? There would be almost ZERO applications that you could use
the joystick with anyway, so I don't see why Darek would try to
support it (except to made it look better in advertisements).

Also, the idea with GEMulator is that you use the PC's hardware:
harddrive, sound, video, mouse. But PC joysticks are not Atari-style
ones, so that would all require additional hardware.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4238. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 03:16:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14955@uqcspe.cs.uq.oz.au>
Source record: 37239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:

>I think Dave Small is missing the boat
>here -- a mac emulator for the PC at this price would sell big in the
>PC world.

GEMulator isn't a boat to be missed or caught, it's a sinking raft for
rats leaving the floating ship.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4239. Compiling MiNT...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 04:54:47 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1433@usdtsg.DaytonOH.NCR.COM>
Source record: 37093

I'm having a slight problem compiling MiNT 1.08s. Everything compiles fine up to GENMAGIC.C. I set "DEFS = " (i.e. NO settings to it since I'm on a MegaSTe and -DDEBUG_INFO kepts giving me a "redefined in mint.h" warning). My script at this point follows. Any help would be appreciated. I'm using TC Shell 6.00.02 and the make.ttp from BMAKE363.ZOO. I have around 2 megs RAM free. Thanks...

```
--------------------start of script--------------------------

# make
gcc -v -G -Wall -O2 -fomit-frame-pointer -mshort -DGENMAGIC -o genmagic.ttp
genmagic.c
gcc-atariST version 2.4.4 Patchlevel 1
g:/bin/gcc-cpp.ttp -lang-c -v -undef -D__GNUC__=2 -Datarist -Dgem -Dmc68000
-D__atarist__ -D__gem__ -D__mc68000__ -D__atarist -D__gem -D__mc68000
-D__OPTIMIZE__ -Wall -D__MSHORT__ -DGENMAGIC genmagic.c i:/tmp/cc80.i
GNU CPP-atariST version 2.4.4 Patchlevel 1
g:/bin/gcc-cc1.ttp i:/tmp/cc80.i -quiet -dumpbase genmagic.c -mshort -O2 -Wall
-version -fomit-frame-pointer -o i:/tmp/cc80.s
GNU C version 2.4.4-atariST Patchlevel 1 (68k, MIT syntax) compiled by GNU C
version 2.4.4.
g:/bin/gcc-as.ttp -v -mc68000 -o i:/tmp/cc801.o i:/tmp/cc80.s
GNU assembler version 1.38 atariST Patchlevel 2
g:/bin/gcc-ld.ttp -v -G -o genmagic.ttp g:\lib\crt0.o i:/tmp/cc801.o -lgnu16
'gcc-ld' linker Patchlevel 36 for GNU, Atari ST version (Jul 1 1993 20:18:43)
i:/tmp/cc801.o: Undefined symbol ___main referenced from text

make: *** [genmagic.ttp] Error 1

--------------------end of script--------------------------
```

4240. GCC 2.4.2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 05:25:20 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CBxwE8.J2p@sdf.lonestar.org>
Source record: 37099
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm interested in learning Objective C, and I just got the new 2.4.2 version of GCC, but it seems to only have the basic compiler in the archive and not the c++ or objective C compiler. Objective C is also supposed to come with an interpretter - one of the many reasons why I want this beast!! I did not see an interpretter in the archive,

I got the mgcc242b.zoo archive from the MiNT section. Where do i get the things that I need? Should I get the larger (> 1MB which is gonna be hard to get with BART!!) archive in the GCC section for TOS? Will this archive have the things I want? Its exactly the same I think (same version number!!!). Will I be able to mix-n-match the base-relative parts of the compiler from the MiNT directory with the non-base-relative peices from the TOS archive??

Does the Objective C interpretter even exist for GCC? Can it be used for standard C? Also, where can I get the Objective C specific libraries?

Has anyone created any sort of Objective GEM Library?? Something like MacAPP or the NeXT Interface Builder would be nice. Hehe .. maybe we can talk Ian Lepore into porting GEMFAST to be an object library :-)

Please E-Mail responses. I don't know when I'll get back on the net again. Thanks a bunch!!

4241. Re: Lattice .lib format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 07:00:35 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug18.070035.5878@dcs.warwick.ac.uk>
Source record: 37094

In article <1993Aug17.123049.29882@praxis.co.uk> bjb@praxis.co.uk (Ben Bell) writes:
>In the Lattice 5.5 docs it says that the .PRJ files are compatible
>with Pure C. Are the library (.LIB) files also compatible and if not
>are they compatible with anything else?

I believe these are a special Lattice format as are the .OBJs, which might be the same as the Amiga version of Lattice C, but little else.

With my version of Lattice C there was a Lattice -> GST converter and a GST Linker. A GST -> Lattice converter would be more useful and might be included in the latest version. Even if Pure C doesn't use GST format, it probably supports it in some way because it used to be standard.

I believe Devpac V3 will produce Lattice .OBJs.

- Leo

4242. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 07:37:44 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug18.073744.6614@dcs.warwick.ac.uk>
Source record: 37095

In article <745567758.AA00140@dswhq.omahug.org> Chris.Richards@f712.n286.z1.fidonet.org (Chris Richards) writes:
>In a message of <12 Aug 93 10:18:41>, Leo Hendry (1:286/2) writes:
>
> LH> for the stack and nothing for the heap. In fact 256 bytes is
> LH> insufficient to handle an interrupt in a BIOS or GEMDOS call and the
> LH> system will crash randomly if these are used, so I suspect later
> LH> versions and other compilers
> LH> will grab 1K or more.
>
>So THAT is the problem! I found for a fact that my assembly programs would not
>run reliably with less than about 4k of stack space, above and beyond my own
>requirements, but I couldn't find out why. Thanks for clearing that up.

I did mention it here a while back.

I had a desktop accessory that randomly crashed with a stack overflow, however I knew that I wasn't using too much stack so I didn't believe it, and sure enough closer investigation showed that in fact the "bottom of stack" variable (used at the beginning of every function in the program to check that the stack hasn't underflowed) was being corrupted, trigger a false error.

However, I couldn't work out why. By expremention I found that if I removed all my GEMDOS calls everything worked fine. I replaced these with BIOS calls and it started crashing again, but far less often.

I eventually gave up, but I was still worrying about the problem and it was only later when looking at a BIOS disassembly that I realised that when you call the BIOS in user-mode the first thing it does it set the supervisor stack pointer to the user stack pointer. This makes getting the arguments from the stack slightly easier, but means that the BIOS function and any interrupts which occur during it will use the program's stack.

Needless to say this is incredibly stupid, as one of the reasons for having a separate supervisor stack is so that the programmer doesn't have to guess how much stack the OS needs. I speculated at the time that the VDI and AES which don't take arguments on the stack don't suffer from this behaviour, and that in later versions of TOS GEMDOS, BIOS and XBIOS might not either - causing serious compatability problems for new programs on old machines.

So what was actually happening is that the stack was overflowing within the OS call over the bottom-of-stack pointer. This was then triggering an stack-overflow error the next time my program called another function.

Since my accessory crashed much more when GEMDOS was used rather than BIOS, it seemed that frequency of crashes was proportional to the time spend with a

screwed SSP. This lead me to suspect that an interrupt was actually causing the stack overflow.

It was some time back now, so I'm sorry if I got any details wrong.

- Leo

4243. Re: Bug in TC's fclose() ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 08:37:31 UTC
From: godot@uni-paderborn.de
Message-ID: <24spob$jlf@news.uni-paderborn.de>
Source record: 37096

```
In article 3533@targon.UUCP, marc@targon.UUCP (Marc Dierikx) writes:
>After having been hit several times by bus- and address errors
>at exit() calls in programs compiled by Turbo C 2.0, I decided
...
>Marc

Try increasing the stack size, 4 KB is not enough even for small programs.

Bye,

Frank
```

4244. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 09:26:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A3002@MS.maus.de>
Source record: 37105

In article <1993Aug17.232907.193311@zeus.calpoly.edu>, Mark Cookson (mcookson@flute.calpoly.edu) wrote:
> Tos older than 1.4 supports 16 MB partitions. Tos 1.4 and newer
>support 32 MB partitions. (I am not sure if 2.06 and newer allow
>larger). You can format the drive up to 256MB partitions with ICDs
>software, but it will not be readable from TOS. (I think Neodesk might
>read it. I will check).

Wrong. Totally wrong.

The GEMDOS in TOS 1.00 and TOS 1.02 supports up to 32768 logical sectors. With 512 bytes per sector, you get 16MB. Newer GEMDOS versions seem to allow ~ 65536 logical sectors, so you get 32 MB.

AHDI and HDX support other logical sector sizes (starting with AHDI/HDX version 3.x). This gives you 256MB even on old TOS versions and 512MB with newer TOS versions.

You shouldn't use ICD's software for partitioning, because their format isn't AHDI compatible when using more than 4 partitions. This is not a TOS question, but a harddisk driver question.

Neodesk is a shell and has nothing to do which such low level disk organization questions.

4245. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 11:07:22 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug18.110722.3026@rhrk.uni-kl.de>
Source record: 37097

mcookson@flute.calpoly.edu (Mark Cookson) writes:

> Tos older than 1.4 supports 16 MB partitions. Tos 1.4 and newer
>support 32 MB partitions. (I am not sure if 2.06 and newer allow

Wrong. With AHDI 3.00 or newer TOS < 1.04 supports 256 MB partitions, with
TOS > 1.04 512 MB are possible. Take a look at the current versions of HDX
or AHDI, please.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4246. Re: Compiling MiNT...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 15:55:52 UTC
From: haebler@uni-muenster.de
Message-ID: <24tje8$293f@obelix.uni-muenster.de>
Source record: 37098

In article <1433@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|>
|> I'm having a slight problem compiling MiNT 1.08s. Everything compiles fine
|> up to GENMAGIC.C. I set "DEFS = " (i.e. NO settings to it since I'm
|> on a MegaSTe and -DDEBUG_INFO kepts giving me a "redefined in mint.h"
|> warning). My script at this point follows. Any help would be appreciated.
|> I'm using TC Shell 6.00.02 and the make.ttp from BMAKE363.ZOO. I have
|> around 2 megs RAM free. Thanks...
|>
|> --------------------start of script--------------------------
|>
|> # make
|> gcc -v -G -Wall -O2 -fomit-frame-pointer -mshort -DGENMAGIC -o genmagic.ttp
|> genmagic.c
|> gcc-atariST version 2.4.4 Patchlevel 1
|> g:/bin/gcc-cpp.ttp -lang-c -v -undef -D__GNUC__=2 -Datarist -Dgem -Dmc68000
|> -D__atarist__ -D__gem__ -D__mc68000__ -D__atarist -D__gem -D__mc68000
|> -D__OPTIMIZE__ -Wall -D__MSHORT__ -DGENMAGIC genmagic.c i:/tmp/cc80.i
|> GNU CPP-atariST version 2.4.4 Patchlevel 1
|> g:/bin/gcc-cc1.ttp i:/tmp/cc80.i -quiet -dumpbase genmagic.c -mshort -O2 -Wall
|> -version -fomit-frame-pointer -o i:/tmp/cc80.s
|> GNU C version 2.4.4-atariST Patchlevel 1 (68k, MIT syntax) compiled by GNU C
|> version 2.4.4.
|> g:/bin/gcc-as.ttp -v -mc68000 -o i:/tmp/cc801.o i:/tmp/cc80.s
|> GNU assembler version 1.38 atariST Patchlevel 2
|> g:/bin/gcc-ld.ttp -v -G -o genmagic.ttp g:\lib\crt0.o i:/tmp/cc801.o -lgnu16
|> 'gcc-ld' linker Patchlevel 36 for GNU, Atari ST version (Jul 1 1993 20:18:43)
|> i:/tmp/cc801.o: Undefined symbol ___main referenced from text
|>
|> make: *** [genmagic.ttp] Error 1
|>
|> --------------------end of script--------------------------

This is a bug in the gcc 2.4.4 not in MiNT. Get another version. I am
using 2.3.3 and everything works fine.

Regards,

Marcus
--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 48159 Muenster **

```
* Germany * IRC: D_Gently *
************************************************************************
```

4247. Re: Upgrades, Mega STe's and c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 18:48:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49665@SL.maus.de>
Source record: 37106

J>Question: does this Mega keyboard "hack" work only with the old Mega
J>keyboards, the Mega STe keyboards, or both?
Don't know.
But: I heard a rumour, that said there would be another Keyboard-processor in
the MegaSTE-board?
A remarkable difference between Mega ST and Mega STE is this one:
If You don't have a keyboard plugged into the plug of the Mega ST the computer
won't boot (if You don't have a small fixer installed - instruction to do this
can be received from me too!).

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4248. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 19:34:23 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745702463snz@falcon.demon.co.uk>
Source record: 37104

In article <745567758.AA00141@dswhq.omahug.org> Chris.Richards@f712.n286.z1.fidonet.org writes:

>In a message of <12 Aug 93 19:27:19>, Alex Kiernan (1:286/2) writes:
>
> AK> True 256 bytes is too small to cope with such things, but then
> AK> since interrupts and traps use the supervisor stack, not the user
> AK> stack this is not a problem.
>
>Not necessarilly. I happen to know from hard experience that the OS uses the
>user stack during traps. I don't know why, but I DO know that if you run less
>than about 3.5 to 4 k of stack (plus your own needs) you WILL crash, sometimes
>randomly, or mabe not, but you WILL crash at some point.
>
>Later,
>Gizmo
>
>

The AES saves its context on the user stack, hence the machine rapidly gets hosed if you call the AES from supervisor mode. 4K has to be a good amount to use tho'.

--
Alex Kiernan
alex@falcon.demon.co.uk

4249. Re: Lattice .lib format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 19:39:24 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745702764snz@falcon.demon.co.uk>
Source record: 37103

In article <1993Aug18.070035.5878@dcs.warwick.ac.uk> leo@dcs.warwick.ac.uk writes:

>In article <1993Aug17.123049.29882@praxis.co.uk> bjb@praxis.co.uk (Ben Bell)
> writes:
>>In the Lattice 5.5 docs it says that the .PRJ files are compatible
>>with Pure C. Are the library (.LIB) files also compatible and if not
>>are they compatible with anything else?
>
>I believe these are a special Lattice format as are the .OBJs, which might be
>the same as the Amiga version of Lattice C, but little else.
>
>With my version of Lattice C there was a Lattice -> GST converter and a GST
>Linker. A GST -> Lattice converter would be more useful and might be included
>in the latest version. Even if Pure C doesn't use GST format, it probably
>supports it in some way because it used to be standard.

GST->anything is all but impossible, you can literally do anything using the
GST object file format, which whilst its infinitely general is dog slow to
parse and a bitch to work with. The next LC release does include a DRI to
LC convertor tho. The formats (GST, LC & DRI) are now documented in a book
we (HiSoft that is) have been working on for a while; its not back from the
printer's yet but it should be around any day soon.

>I believe Devpac V3 will produce Lattice .OBJs.
>
>- Leo
>

Indeed, as does HiSoft BASIC 2.

--
Alex Kiernan
alex@falcon.demon.co.uk

4250. Re: Is all SCSI the same??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 21:47:39 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <24u81r$efc@elroy.jpl.nasa.gov>
Source record: 37100

In article <1993Aug9.205324.17062@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <1993Aug9.111057.4708@arizona.edu>, paul@charlie.ame.arizona.edu (Paul Harris) writes:
>|> Simple (or not) question: do all SCSI hard drives work the same? In particular,
>|> I've acquired an old (~1987) 71 MB Sun hard drive, which I've been trying to get
>|> to work with my TT. The problem is that externally it has 2 DB-50 SCSI connectors
>|> (they say SCSI), which is nearly impossible to connect to anything else. But
>|> internally, it has a "standard"(?) 2x25 (I don't know what it's called) which
>|> is the same as is on my internal drive. So I hooked up this connector to a
>|> Centronics-50, which I connected with a standard cable to my TT. I know the
>|> cable works, as I took my internal drive and connected it with it and it worked
>|> fine. But I get no response from the Sun drive. It seems to warm up fine, and
>|> I had my other drive disconnected. But any formatting or other HD program (eg,
>|> 'RATEHD') either says it's not there or locks up when scanning.
>|>
>|> So, is the internal SCSI connector the same? Another possibility is that the
>|> old drive requires a terminator, while my newer one may not need it (or has it
>|> built in?). Any suggestions?

>|> -thanks.

>
>The cable you need is a SCSI cable for an original MAC. One of those connectors
>on the drive you connect to the MAC cable, the other should have a terminating
>resistor. If you have the manual on the drive make sure parity is disabled.

Not quite, Macs used DB-25 cables, not the "DB-50" that Suns used. Workstation suppliers like Andataco, R-Squared, and the like will have these cables in stock. Other electronics stores might have them as well.

The internal 50-pin ribbon connector is pretty much the same on all devices. If your cable and connectors aren't keyed, you might have plugged it in upside down, which would be a major drag. (Can you say "25 short circuits" ? ....) Your cable and the connector should both have a triangular arrow to denote pin 1, make sure these are lined up when you plug in.

I've never had any trouble with communicating with SCSI devices due to problems with termination. (I've had 0 terminators, 1, 2, 3, 4 all on the same bus, with no observable effect.) Since the Sun drive came in a case with 2 external connectors though, it was obviously meant for daisy-chaining and will most likely not have any on-board termination.

The only other point is what Brian already said - make sure parity is disabled on the drive.
--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

4251. Re: is my Sun scsi harddisc compatable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 21:53:41 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <24u8d5$enq@elroy.jpl.nasa.gov>
Source record: 37101

In article <GMT16Aug.93.30664@work1.rhrz.uni-bonn.de> mjr@geob8.geo.uni-bonn.de (Michael Ritzert) writes:
>One important point was missing in the followups i read:
>
>there are some possible pitfalls when You attach a scsi device from an old
>workstation to an atari: most of the host adapters for the st's ran in
>asynchronous mode (i dunno about the falcon) while at least my sparc 1+ uses
>synchronous mode to transfer the data (twice the speed). I tend to suspect the
>sun 3 as an old, formerly expensive, product to use synchronous transfer as well.
>An independent issue is parity check on/off. Most st hostadapters need parity
>check disabled. My sparc 1+ needs it enabled.

Nope, Sun-3/50s did not support synchronous SCSI. Sun only started supporting
that in their newer controllers, after the Sun-4 was introduced.
>
>All this can usually be selected by jumpers, but you need the documentation of
>the drive to do it. In any case You really should check these points.

Yes, parity is the #1 cause of problems in configuring SCSI systems, it seems.

Just a footnote on one of the other points - ST-Minix has had SCSI support
since day 1. It's the Amiga port that was(? still is?) lacking a SCSI driver.
I'd guess the Mac-Minix lacks it as well, since Mac-Minix doesn't talk
directly to hardware anyway.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

4252. STraight Fax from where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 22:21:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49697@SL.maus.de>
Source record: 37126

Hi folks!

Where can I get this program:

The next version of STraight FAX will have Class 1 support.

Most appreciated is the address of the author, because I can't use ftp ...
Thanks already now!

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4253. Re: Unwanted HD bad sector report.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 23:31:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A41463@M4.maus.de>
Source record: 37128

>Is there an easy way of getting rid of the bad sector list on an SM025?
>This is not for reclocking the mileometer, or just making me feel good,
>though it would do that, but because the bad sector list refers to the
>ST225 drive that used to be in it, and not the RO3055 it now holds.

Don't panic - on old style Atari drives, the bad sector list is maintained on
the drive itself, the controller board being completely stupid.
TOS has to walk around them by software, just like on a mine field.

Modern SCSI drives hide their bad sectors from the system, locating them when
formatting and skipping them automatically when in use.

bye, Peter

4254. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-18 23:33:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A41464@M4.maus.de>
Source record: 37127

> Tos older than 1.4 supports 16 MB partitions. Tos 1.4 and newer
>support 32 MB partitions. (I am not sure if 2.06 and newer allow

One can go up to 256 MB with any TOS version by using HDX and AHDI versions
3.00 and up.

On Falcon030, I recently formatted and used a 1023 MB partition with no obvious
problems.

bye, Peter

4255. Quantum LPS240S

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 04:58:00 UTC
From: wojci_g@pavo.concordia.ca
Message-ID: <18AUG199323580428@pavo.concordia.ca>
Source record: 37107

To all Quantunm LPS240S Users/Owners,

I just formatted my new Quantum hard disk and divided it into 9 partitions.

C:\ 10 MB
D:\ 32 MB
E:\ 32 MB
F:\ 32 MB
G:\ 32 MB
H:\ 32 MB
I:\ 32 MB
J:\ 32 MB
K:\ 11 MB

When I checked my hard drive's performance I got 18 ms average seek time. If I am right, this value should be more like 8 ms, right? Can someone tell me what is the best value for the interleave, what parameters you have your drive formatted with and finally what are the best utilities to use with Quantum drives?

Woj. (wojci_g@pavo.concordia.ca)

4256. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 08:51:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24vevbINNat3@golem.wcc.govt.nz>
Source record: 37109

In article <A3002@MS.maus.de>, Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>In article <1993Aug17.232907.193311@zeus.calpoly.edu>, Mark Cookson
>(mcookson@flute.calpoly.edu) wrote:

Bit removed because of maler restrictions..

>You shouldn't use ICD's software for partitioning, because their format isn't
>AHDI compatible when using more than 4 partitions. This is not a TOS question,
>but a harddisk driver question.

Julian, you suffer from the same problem that I let myself into some times,
its called 'Foot and Mouth Decease', you open your mouth and end up
putting your foot into it...!!

The latest ICD software 6.2.0 now has a AHDI Format/Compatibilty option..??

Also comes with German/English Doc's, I have a fealing that this software
is written in Germany..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

4257. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 08:53:15 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745749845@rw8.urc.tue.nl>
Source record: 37110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Here's even more info about the new Gemulator 3.0 I got off of GEnie. IMHO,
>it looks like a real winner this time around. It's going to be demoed at the
>Glendale, California show (18-19 Sep). Definitely worth checking out.

Well I am sorry but I have to make some comments on the overly
commercial material presented here.

>Gemulator 3.0 will be released on September 18th 1993, at the Glendale
>Atari Show in Glendale California. The price remains at $229 U.S. complete

A Falconspeed costs not much more so that would make something to
compare a PC with Gemulator with.

>Gemulator 3.0 also adds these enhancements not found on your standard ST:

> - 640x480 color graphics (with any VGA card)
> - 800x600 color graphics (Video7, ATI, Tseng, or VESA SuperVGA card)

Hey with a card any ST can do better than its standard Graphics.

> - maximum ST memory is 8 megabytes, double the limit of an ST

ST's can now be expanded to 12 meg.

> - 1.44 meg high density floppy disks are supported

Yes TOS 2.06 does that. Also for ST's (will need 16 Mhz clock for
controller)

> - support for multiple TOS ROMs

There are also TOS switcher cards for ST's.

To sum it up:
Gemulator is an impressive product if you have a high end PC, but it
does not offer things an ST cannot be made to do.

Erlend.

4258. Re: Compiling MiNT...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 08:58:24 UTC
From: ts@uni-paderborn.de
Message-ID: <24vfbg$h6@news.uni-paderborn.de>
Source record: 37108

Marcus Haebler wrote:
> This is a bug in the gcc 2.4.4 not in MiNT. Get another version. I am
> using 2.3.3 and everything works fine.

In fact ist not a *bug* but a feature. You need new libraries, MiNTLib pl34 should be fine. Gcc-2.4.x just needs a __main in the lib. ;-)

Cheers, Thomas
ts@uni-paderborn.de

4259. Re: Compiling MiNT...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 09:06:23 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Aug19110623@issan.informatik.uni-dortmund.de>
Source record: 37112

```
>>>>> In article <24tje8$293f@obelix.uni-muenster.de>, haebler@uni-muenster.de (Marcus
Haebler) writes:
|> In article <1433@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko)
writes:
|> |>
|> |> I'm having a slight problem compiling MiNT 1.08s. Everything compiles fine
|> |> up to GENMAGIC.C. I set "DEFS = " (i.e. NO settings to it since I'm
|> |> on a MegaSTe and -DDEBUG_INFO kepts giving me a "redefined in mint.h"
|> |> warning). My script at this point follows. Any help would be appreciated.
|> |> I'm using TC Shell 6.00.02 and the make.ttp from BMAKE363.ZOO. I have
|> |> around 2 megs RAM free. Thanks...
|> |>
|> |> --------------------start of script--------------------------
[...]
|> |> i:/tmp/cc801.o: Undefined symbol ___main referenced from text
|> |>
|> |> make: *** [genmagic.ttp] Error 1
|> |>
|> |> --------------------end of script--------------------------

|> This is a bug in the gcc 2.4.4 not in MiNT. Get another version. I am
|> using 2.3.3 and everything works fine.

This is not a bug in gcc 2.4.4, but the effect of an outdated library.
Get the latest MiNTlib, and everything will work.

Regards, Andreas
--
-------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

4260. Re: Quantum LPS240S

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 09:06:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <24vfreINNat3@golem.wcc.govt.nz>
Source record: 37111

In article <18AUG199323580428@pavo.concordia.ca>, wojci_g@pavo.concordia.ca (WOJCIECH) writes:
>To all Quantunm LPS240S Users/Owners,
>
>I just formatted my new Quantum hard disk and divided it into 9 partitions.
>
>C:\ 10 MB
>D:\ 32 MB
>E:\ 32 MB
>F:\ 32 MB
>G:\ 32 MB
>H:\ 32 MB
>I:\ 32 MB
>J:\ 32 MB
>K:\ 11 MB
>
>When I checked my hard drive's performance I got 18 ms average seek time. If I
>am right, this value should be more like 8 ms, right? Can someone tell me what
>is the best value for the interleave, what parameters you have your drive
>formatted with and finally what are the best utilities to use with Quantum
>drives?
>
>Woj. (wojci_g@pavo.concordia.ca)

Please tell my why you did not use BGM Partitions, say 80megs etc,
Your sreen must be filled up with Drive Icons..??

Ataries HDX and ICD stuff lets you have Big Drives, no need for all these
drive partitions....

I have just installed 2 Qantum LPS 240S drives and just used 4 Partitions,

The first one being 5 megs and the other 3 just 80 megs..

ICD do sugqest a small 'C' partition as that is the one that gets stuffed
the most, if fact that is now a default when Formating with the new
ICD Formater, you have to hold the 'Alt' key to over ride this...

There is no need for Interleave with the Atari as the computer is fast enough,
not like most of these slow PC clones..

I get 18 ms seek with RateHead, but Please note, this is a average and not a
Track to Track seek test, and my data rate is some 1200k...

I have also read some were that RateHead can't give a real Seek rate because of
the Caching used in the Hard Drive...

Roger..... sheppard_r@kosmos.wcc.govt.nz

4261. Re: multinational STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 09:56:27 UTC
From: bjb@praxis.co.uk
Message-ID: <1993Aug19.095627.24295@praxis.co.uk>
Source record: 37121

>>Also,
>>there's a place which advertised in ST Format that they sell British
>>STE motherboards... Since my STf seems pretty dead (motherboard
>>problem) could I get an STE motherboard and hook a power supply and my
>>STf keyboard and have it work?

>STE keyboard, floppy and power supply are identical to the STFM ones.

How much? Where? Which issue?

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==========

4262. Mintlibs (Was Compiling MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 13:19:08 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.745766129@rw8.urc.tue.nl>
Source record: 37113

On the subject of mint libraries.
What is in Mint libraries? Only function needed for programs to use Mint or are the funtcions useful without Mint too? And will programs compiled with the mintlibs still work under plain TOS?
Does a version of the mintlibs exist for Heat and Serve C? If not, will it be difficult to compile them from source? Are there many function calls that differ after the 7th character? Since H&S C 2.0 isn't out yet with up to 20 character significant function and variable names in the object files.
Does the mintlib replace other libs or is it an addition to the already existing libs?

Erlend.

4263. Re: External modems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 15:05:21 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Aug19.150521.13482@newshost.lanl.gov>
Source record: 37114

In article 745611068snz@rufus.demon.co.uk, durantdr@rufus.demon.co.uk (Dave Durant) writes:
>
>Can anyone recomend what the best balance between origanal price outlay
>and phone costs.....

Well, I don't know about online services in the UK but here in the US most commercial services have a surcharge for baud rates over 2400. You can buy 9600 baud modems quite inexpensively now with varying degrees of compression technologies to speed throughput. In order for these to work, of course, both modems on the line have to support the same rate and compression scheme.

Depending on what your telecommunication needs are, I still think the best deal for the average user is an inexpensive (app. $US50) 2400 baud unit. If you want/need more features (fax, 9600+, compression) you'll pay for it. But if you do a lot of long distance online calling, the higher throughput may save you money in the long run.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4264. Re: Mintlibs (Was Compiling MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 16:03:12 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Aug19.160312.713@zaphod.earth.ox.ac.uk>
Source record: 37122

In article <wmtwen.745766129@rw8.urc.tue.nl> wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>On the subject of mint libraries.
>What is in Mint libraries? Only function needed for programs to use
>Mint or are the funtcions useful without Mint too? And will programs
>compiled with the mintlibs still work under plain TOS?

The MiNT libraries are complete library sets which can be used in parallel
with the standard TOS libraries or can replace them completely. Much of the
code in the MiNT libs is identical of very close to that in the TOS library.
It has additions to all you to use the extra functionality MiNT gives you
but only has a subset of the UNIXMODE code as this hack is not needed when
you use MiNT with the Minix filesystem.

Extras include things such as fork() and vfork(), Unix compatible exec*()
functions, functions for setting and getting process/user IDs, reading
password files and other config files, etc.

When the programs are run under TOS the libraries do their utmost to emulate
the MiNT functionality, though much is not emulatable.

>Does a version of the mintlibs exist for Heat and Serve C? If not, will
>it be difficult to compile them from source? Are there many function
>calls that differ after the 7th character? Since H&S C 2.0 isn't out
>yet with up to 20 character significant function and variable names in
>the object files.

I think someone has worked upon both H&S C and Pure C versions of the
library.

>Does the mintlib replace other libs or is it an addition to the already
>existing libs?

As I said above, it can do either. The versions of GCC built for Mint
(though which can run under plain TOS) have an extra switch to allow the
selection of library.

>Erlend.

I myself no longer have any of the TOS libraries on my machine. I've found
that programs build using the MiNT libraries run as well under TOS as do
those built with the TOS libraries.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).

Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4265. What's the best way to get 200hz timer tick count?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 16:30:18 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <8wcJ9B1w165w@sys6626.bison.mb.ca>
Source record: 37115

Can anyone tell me what is the best way to get the 200hz timer count (in C)?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4266. Re: Quantum LPS240S

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 19:29:25 UTC
From: tiemann@stud.ee.ethz.ch
Message-ID: <tiemann.745788565@elektra>
Source record: 37116

wojci_g@pavo.concordia.ca (WOJCIECH) writes:

>To all Quantunm LPS240S Users/Owners,

>I just formatted my new Quantum hard disk and divided it into 9 partitions.

[...]

>When I checked my hard drive's performance I got 18 ms average seek time. If I
>am right, this value should be more like 8 ms, right? Can someone tell me what
>is the best value for the interleave, what parameters you have your drive
>formatted with and finally what are the best utilities to use with Quantum
>drives?

Your value is right. I also measure exactly 18ms, this is the random seek
rate. From one track to the next would be faster.

By the way I have 1941 K/s directly connected to the TT.
Why make so small partitions, I have only 4.

Bjoern

>Woj. (wojci_g@pavo.concordia.ca)

4267. Re: Mintlibs (Was Compiling MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 19:33:09 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <745788788@amazon.cs.duke.edu>
Source record: 37117

From the Holy Book of <wmtwen.745766129@rw8.urc.tue.nl>
as spake by wmtwen@rw8.urc.tue.nl (Erlend Nagel) :

>On the subject of mint libraries.
>What is in Mint libraries? Only function needed for programs to use
>Mint or are the funtcions useful without Mint too?

The MiNTlibs are a replacement for your compiler's standard C library.
It contains all the standard library functions, lots of BSD- and SysV-
compatible routines, functions for dealing with MiNT, and other useful
routines like regular expression matching and command-line option
handling.

> And will programs
>compiled with the mintlibs still work under plain TOS?

Yep.

>Does a version of the mintlibs exist for Heat and Serve C?

I just recently uploaded the latest version to a.a; look for file
Mint/Lib/mnthlb34.zoo. This time I've only included the
1.40-compatible version of the library, since it seems silly to release
the 2.0-compatible version when 2.0 hasn't been released.

> Are there many function
>calls that differ after the 7th character?

Only two that I know of, and they're masked by #define's in the system
headers.

> Since H&S C 2.0 isn't out
>yet with up to 20 character significant function and variable names in
>the object files.

Has anyone heard from Ian recently?

>Does the mintlib replace other libs or is it an addition to the already
>existing libs?

It completely replaces the standard libaray; the HSC version also
replaces the math library.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a

| Darn Good Reason(tm).

4268. Re: GNU stuff for atari st

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 19:34:22 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CC0uDA.Lv5@mailer.cc.fsu.edu>
Source record: 37118

Glenn Newell (glenn@lightning.nsc.com) wrote:
> Could someone point me to an FAQ or other info on how to get the various gnu tools
> up on an atari st.

> Seems like you would need to start with a binary copy of gcc.

> I have ftp to the internet on sun and kermit from sun to atari.

You don't need gcc unless you want it (i.e. there are plenty of precompiled
binaries available). Simply ftp to atari.archive.umich.edu, cd to Gnustuff,
cd to Tos or Mint (depending on which OS you wish to use), and grab away.
The stuff is well indexed.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4269. Re: Question: Internal PS repair / replace?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 19:36:35 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CC0uGz.Lz5@mailer.cc.fsu.edu>
Source record: 37119

CUMMINS JOHN WILLI (cummins@a.cs.okstate.edu) wrote:
> I have a few Mega ST computers with "blown" PS units.
> They are presently powered by salvaged IBM PC power supplies, but this is
> becoming impractical!

> I'm discarding all my external hard drives in favor of an internal hard drive
> and host adapter, for portability. A large external PS and umbilical cord
> just doesn't fit the picture!

> I think the problem is that the stock Power Supply can't handle 4MB of mamory
> in addition to a GCR and... the future internal drive. Heck... the PSs died
> within a year of adding the 4MB!!! (started with 2MB).

> Anyhow. Has anyone experienced an INTERNAL PS upgrade?! I'd like to add an
> SST or other 68030 along with a Moniterm or equivalent!!!! But I'd like an
> internal PS!!!

I have heard that Best Computer Supply power supplies are much stouter than
the typical Atari units. Also, I believe Toad sells power supplies. I
don't have a number for Best, but Toad is 1-800-448-TOAD. Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4270. Re: IBM Hard card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 19:42:43 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CC0ur8.MCv@mailer.cc.fsu.edu>
Source record: 37120

T R Woodward (gltrw@mail.bris.ac.uk) wrote:

> I would like to know if anyone can help me regarding an IBM Hard disk. I
> have a 40MB hard disk and would like to know if it is possable to connect
> it to my 1040STE, since I would like to be able to use it with my atari.

> Thank you in advance

The short answer is no. You might be able to use the drive on the hard
card by removing it and cobbling together an Adaptec controller and an ST
host adaptor. However, it would not be worth the effort (nor would you save
any money, as you would have to purchase a SCSI controller).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4271. Re: Is all SCSI the same??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 20:04:53 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745790693snz@falcon.demon.co.uk>
Source record: 37131

In article <24u81r$efc@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov writes:
>...
>I've never had any trouble with communicating with SCSI devices due to problems
>with termination. (I've had 0 terminators, 1, 2, 3, 4 all on the same bus,
>with no observable effect.) Since the Sun drive came in a case with 2 external
>connectors though, it was obviously meant for daisy-chaining and will most
>likely not have any on-board termination.
>...

Some drives seem to be worse than others; I just changed an HD on a Mac IIfx
and a TT030 in the office for Quantum LPS240Ss, neither HD would do anything
useful until I fixed the termination problems (up 'til 3 weeks ago I'd never
had any problems either). Up 'til that point both machines had lots of SCSI
devices hung off the back with totally screwed up termination.

--
Alex Kiernan
alex@falcon.demon.co.uk

4272. Re: Quantum LPS240S

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 20:07:46 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745790866snz@falcon.demon.co.uk>
Source record: 37132

In article <18AUG199323580428@pavo.concordia.ca> wojci_g@pavo.concordia.ca writes:

>When I checked my hard drive's performance I got 18 ms average seek time. If I
>am right, this value should be more like 8 ms, right? Can someone tell me what
>is the best value for the interleave, what parameters you have your drive
>formatted with and finally what are the best utilities to use with Quantum
>drives?

At a guess that's with ICD's RATEHD; don't take what it tells you too
seriously. It may be that thats the average seek time and that the data
rate is 'only' around 1.7M/s, but in my experience the LPS240 feels faster
than 'faster' drives (e.g. the Seagate 3283N which RATEHD gives 13ms and
1.9M/s).

--
Alex Kiernan
alex@falcon.demon.co.uk

4273. TT SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 20:10:10 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745791010snz@falcon.demon.co.uk>
Source record: 37133

Can someone tell me what the limits on TT SCSI transfers are (transfer size)?

I've been hacking around some code which does direct SCSI transfers and whilst the docs claim the TT SCSI DMA counter is 32 bits wide (OK 4 bytes), as soon as I get over 64K all hell breaks lose and my CD-ROM drive sits their flashing its lights at me patheticly.

Suggestions?

--
Alex Kiernan
alex@falcon.demon.co.uk

4274. Re: What's the best way to get 200hz timer tick count?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 22:28:37 UTC
From: wilsont@rahul.net
Message-ID: <CC12Fp.3wF@rahul.net>
Source record: 37123

In <8wcJ9B1w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:

>Can anyone tell me what is the best way to get the 200hz timer count (in
>C)?

>Thanks.

```
gettime(long * filltime)
{
long stack;
long * totime;

totime=(long*)0x4baL;
stack=Super(0);
filltime=*totime;
Super(stack);
}
```

This works for me.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

4275. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 22:53:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A25254@HH.maus.de>
Source record: 37129

K>>If the text appeared in the window, you were lucky. VDI doesn't know
K>>about windows. What you should do is open a "virtual workstation" for
K>>each window, and use the virtual workstation associated with each
K>>window for drawing.
K>While this is probably feasible, I don't see a need to open a
K>virtual workstation for every window. This may be appropriate if
K>different graphics are to be displayed in different windows,
K>requiring different drawing styles. But for displaying different
K>texts, it may be sufficient to use a single virtual screen
K>workstation and a record containing info on the xywh coordinates of
K>the workspace of each window, and the internal positions of the
K>stuff displayed in the window.

If you probably will build in different font selections for every window
later on, it is an investment in the future, to handle one virtual
workstation for every window today.

This means also, to handle the actual font size, font id and text effects
separately (in an array of course). This really shouldn't be a big
problem, and if you have a look at the Universal Font Selector (UFS), you
will hopefully implement a GDOS support very soon.

Greetings, Hayo Schmidt

Hayo Schmidt * Grotiusweg 1 * D-2000 Hamburg 55 (Germany)
EMail: Hayo_Schmidt@hh.maus.de

4276. RAM Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 23:20:54 UTC
From: Stu.Huffman@p0.f370.n231.z1.FIDONET.ORG
Message-ID: <2309.2C74F939@mechanic.fidonet.org>
Source record: 37047

My JRI with SIMMS to four meg has been solid as a rock from Day 1. I did, however, take John Russell's advice and snipped out all the old RAM chips from the one-meg memory system (I mean with a wire snipper). They eat up juice if you leave them all (think there's one left at a connection point, but the instruction sheets tells that). Also: I recall that we had a bit of a hangup when we first turned on the machine ... but a call to John turned up the unmentioned need to keep the grounding wires as sho
rt as possible (we had run out about six or eight inches, and John said it had to be down to TWO).

Best regards from Indiana...

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!231!370.0!Stu.Huffman
Note: The opinions stated in this post are only my own!

4277. REQUEST: ST Technical Books

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 23:23:26 UTC
From: Stu.Huffman@p0.f370.n231.z1.FIDONET.ORG
Message-ID: <2310.2C74F93A@mechanic.fidonet.org>
Source record: 37046

Check with Paul Purdom at the Indiana University Department of Computer Sciences. like to be ppurdom or just purdom @indiana.edu assuming you have Internet access. He's an Atari guy and has all the books to teach 68000 Assembly ...

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!231!370.0!Stu.Huffman
Note: The opinions stated in this post are only my own!

4278. Setting window colours from application?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-19 23:24:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <14996@uqcspe.cs.uq.oz.au>
Source record: 37124

With the newer TOS versions, the window components can be set to have
different colours.

Can this be done by the application owning the window? (eg. with a
wind_set call or such).

(I'd like GEM NH to set the colours of the window components, since it
has it's own palette).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4279. Re: How much RAM should this little accessory use?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 06:10:28 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745829435.AA00173@dswhq.omahug.org>
Source record: 37061

In a message of <18 Aug 93 07:37:44>, Leo Hendry (1:286/2) writes:

LH> It was some time back now, so I'm sorry if I got any details
LH> wrong.

Well, everything you say certainly jibes with my experience on TOS 2. 06 on my MegaE. I found that my code would mysteriously crash when I ran it, but at seemingly random points. As an experiment, I tried running the program in a loop from my debugger, using a data register to keep track of how many iterations the program would run, and the loop count varied widely.

I AM curious as to why Atari chose to use the user stack for exception processing, but I am REALLY curious why they never told anyone so that we would know. I'm not particularly woried that it uses my stack, I'd just like to know how much of my stack the OS needs so that I can figure out my stack allocation needs. I'm quite certain that this 'trial and error' approach to stack allocation is responsible for a number of software problems out there in the big ol' bad world.

Later,
Gizmo

4280. GNU-C makefile

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 06:19:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1439@usdtsg.DaytonOH.NCR.COM>
Source record: 37125

...sorry for the bandwidth, folks...

Bjoern, the makefile in mint108s.zoo is set up for GCC I believe...

Robert Anisko
ranisko@ipc41t.daytonoh.ncr.com
R.ANISKO@genie.geis.com

...I tried emailing you, but the mail kept bouncing back to me
(it didn't recognize your site)

4281. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 06:25:04 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <745829435.AA00174@dswhq.omahug.org>
Source record: 37060

In a message of <18 Aug 93 03:08:48>, Warwick Allison (1:286/2) writes:

WA> Also, the idea with GEMulator is that you use the PC's hardware:
WA> harddrive, sound, video, mouse. But PC joysticks are not Atari-
WA> style ones, so that would all require additional hardware.

I don't see why it would be difficult to support Atari style joysticks with the PC ones. The PC sticks are linear pots as I recall, so just pick a threshold value. Anything above that value gets sent as a '1' for the Atari joystick, and anything below it gets sent as a '0'.

I do agree that there would be little use for it though. You can get lots better games on the PC.

Later,
Gizmo

4282. Mail failed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 08:00:08 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CC1sw9.LGL@sdf.lonestar.org>
Source record: 37081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

To: wells_s@kosmos.wcc.govt.nz
Subject: Re: Sending....
Newsgroups: comp.sys.atari.st
In-Reply-To: <24u48lINN864@golem.wcc.govt.nz>
Organization: sdf public access Unix, Dallas TX 214/436-3281
Cc:

I think I can help :

>P.REEVES2@geis.genie.com

I think that should be P.REEVES@genie.geis.com

You just had it reversed. I've never tried it though.

CYA
Evan Langlois
evanlang@sdf.lonestar.org

4283. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 10:31:47 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug20.103147.11060@rhrk.uni-kl.de>
Source record: 37130

Peter_Missel@m4.maus.de (Peter Missel) writes:

>On Falcon030, I recently formatted and used a 1023 MB partition with no obvious
>problems.

Strange. What is the locigal sector size? What program did you use for
partitioning? Is this really a TOS partition?

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4284. Re: C-KERMIT 5A 189

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 11:56:39 UTC
From: piet@cs.ruu.nl
Message-ID: <CC23uG.JK9@cs.ruu.nl>
Source record: 37134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> sheppard_r@kosmos.wcc.govt.nz (BD) writes:

>|> I see that there is a update for C-KERMIT its now 5A 189, there is even a
>|> update for the Amiga...

BD> So come on all you Atari addicts were is the Atari version...???

/watsun.cc.columbia.edu:/kermit/bin/cks*.ttp
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

4285. Re: Upgrades, Mega STe's and c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 12:16:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49770@SL.maus.de>
Source record: 37054

Hi! Remember me?

Due to a feedback coursed by my hint (hi John!) that I have a fix to make
ye olde Mega ST run without a keyboard plugged in I'll post the
instruction to do this little thing:

Below there's another hardware-fix for user's without a printer ...

Again taken from ST-Computer 10/90 page 162:

========
If you remove the keyboard from the Mega ST and switch on the computer,
the computer won't boot up and send you a series of 'Alert-Beeps'.
If YOU want to let your Mega ST run without a keyboard (FAX-Server a.s.o.)
simply connect a restistor to the keyboard-plug in the Meg and at once
there's silence and he'll do his job!
(Freely translated from Eickmann-Computer by me)

```
6 * 10kï¿½ resistor
5 * _____
4 *----|_____|--
3 * |
2 *-------------+
1 *-------------|
```

Mega ST keyboard-plug
(inside-view)

==========

And here's another one:

Do you hate it - after pressing <Alternate>+<Help> the same time - when
you don't have a printer connected to the parallel port of your ST and
must wait a long time to work again because of the long break taking the
computer to realize that there's no printer connected?
Well, do this and forget about it:

connect the following pins of the printer port of your computer (better:
create a Sub-D 25pin-male-plug an connect the pins on the soldering side):

pin 13 connected to 14 and 15 (all across the plug)
pin 1 connected to 10
pin 23 connected to 11 and 12

That's it, ALMOST of course:

If you try these fixes and crash anything (your computer, your solder
your wife, your husband or others) don't blame me :-)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4286. Re: Setting window colours from ap

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 12:20:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A49769@SL.maus.de>
Source record: 37053

Hi Warwick!

W>With the newer TOS versions, the window components can be set to have
W>different colours.
Hmmm, XControl with the ATARI-CPX's would be worth a try.
But I've heard rumours telling that some of the windowcolor-setting CPX's
have bugs
(XControls most actual version is 1.31)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4287. Re: TT SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 13:08:23 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Aug20.130823.5982@dcs.warwick.ac.uk>
Source record: 37135

In article <745791010snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>Can someone tell me what the limits on TT SCSI transfers are (transfer
>size)?
>
>I've been hacking around some code which does direct SCSI transfers and
>whilst the docs claim the TT SCSI DMA counter is 32 bits wide (OK 4 bytes),
>as soon as I get over 64K all hell breaks lose and my CD-ROM drive sits
>their flashing its lights at me patheticly.
>
>Suggestions?

I don't know how SCSI works exactly, but it wouldn't suprise me if your CD-ROM drive was designed with PCs in mind. Since PC DMA doesn't work over segment boundaries the designers probably decided larger transfers were not worth supporting.

We've already had floptical disk drives that can't read/write sector 0 of normal 3.5" disks since the PC doesn't need to be able to. This stops them from accessing standard Mac HD, Arc or Amiga disks and they only work with ST disks because they are the same as PC ones.

- Leo

4288. Re: External modems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 13:14:50 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CC27Gq.L5M@barclays.co.uk>
Source record: 37048

In the UK, your best bet is to get a V32 or 32bis modem and get onto Mercury.

Personally I use Mercury and a V32bis modem (which you should be able to pick up for around 180GBP).. Mercury is much cheaper than Telecom for any long distance work.

Iain

4289. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 14:42:40 UTC
From: cmedley@wam.umd.edu
Message-ID: <252nt0$d27@cville-srv.wam.umd.edu>
Source record: 37136

In article <A25254@HH.maus.de>, Hayo Schmidt <Hayo_Schmidt@hh.maus.de> wrote:
>If you probably will build in different font selections for every window
>later on, it is an investment in the future, to handle one virtual
>workstation for every window today.
>
>This means also, to handle the actual font size, font id and text effects
>separately (in an array of course). This really shouldn't be a big
>problem, and if you have a look at the Universal Font Selector (UFS), you
>will hopefully implement a GDOS support very soon.
>
>

This leads me to a question I was wondering about... I just recently did
a program that places text in a window to be scrolled, resized, etc...
and when the window has an info bar (on TOS 1.2) and i use wind_calc() or
wind_get() to figure out the work area for it, the work area OVERLAPS the
infobar at the top!

This seems to be a pretty major problem... I decided to look at what Eric Smith
I decided to get the toswin 1.4 source and look at what Eric Smith did
to avoid this problem and it looked like he used vqt_font_info on the
system font to determine the height of the info bar and stored that value
in a field for his window... and the same method works fine for me, but
this would seem to be a pretty major bug. Is this just my code or is it
TOS 1.2 or what?

4290. Re: Question: Internal PS repair / replace?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 14:49:30 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug20.144930.15778@nrtpa038.bnr.ca>
Source record: 37137

In article <CC0uGz.Lz5@mailer.cc.fsu.edu>, boyd@sonya.math.fsu.edu (Mickey Boyd) writes:
|> CUMMINS JOHN WILLI (cummins@a.cs.okstate.edu) wrote:
|> > I have a few Mega ST computers with "blown" PS units.
|> > They are presently powered by salvaged IBM PC power supplies, but this is
|> > becoming impractical!
|>
|> > I'm discarding all my external hard drives in favor of an internal hard drive
|> > and host adapter, for portability. A large external PS and umbilical cord
|> > just doesn't fit the picture!
|>
|> > I think the problem is that the stock Power Supply can't handle 4MB of mamory
|> > in addition to a GCR and... the future internal drive. Heck... the PSs died
|> > within a year of adding the 4MB!!! (started with 2MB).
|>
|> > Anyhow. Has anyone experienced an INTERNAL PS upgrade?! I'd like to add an
|> > SST or other 68030 along with a Moniterm or equivalent!!!! But I'd like an
|> > internal PS!!!
|>
|> I have heard that Best Computer Supply power supplies are much stouter than
|> the typical Atari units. Also, I believe Toad sells power supplies. I
|> don't have a number for Best, but Toad is 1-800-448-TOAD. Good luck.
|>

I replaced the power supply in my ST last, I got it from Best, and I can not
find their phone number now :(. But all it required was a phillips head
screwdriver, a pair of needle-nose pliers, and 1 hour. It is pretty easy.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

4291. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 15:00:24 UTC
From: gbennett@friendly.es.com
Message-ID: <252ou8$41e@cnn.sim.es.com>
Source record: 37041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <wmtwen.745749845@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
> hutch@bellman.lanl.gov (John Hutchinson) writes:
>
> >Here's even more info about the new Gemulator 3.0 I got off of GEnie. IMHO,
> >it looks like a real winner this time around. It's going to be demoed at the
> >Glendale, California show (18-19 Sep). Definitely worth checking out.
>
> Well I am sorry but I have to make some comments on the overly
> commercial material presented here.
>
>
> [argument of upgrade for ATARI ST deleted]
>
> To sum it up:
> Gemulator is an impressive product if you have a high end PC, but it
> does not offer things an ST cannot be made to do.
>
> Erlend.

Granted the ST can be upgraded to the same capabilities that the
Gemulator comes with, but you forgot to mention the costs. If you
buy a graphics card for your ST, you will probably need a new monitor.
To boost the memory (on a stock ST) you need to buy special hardware
and memory chips. To use a high density drive you'll need to purchase
a new drive. Don't forget that you'll need a hard drive controller and
drive if you want a hard drive.

In all these cases, a 'stock' PC has all the necessary hardware at a lot
cheaper price. Don't get the wrong idea, I'm not saying that the GEMulator
is or should be a replacement for an original ST. However, in my case, the
GEMulator has allowed me to complement my 1040ST and continue to use some
of the more hard drive intensive software without much more expense.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

4292. Re: External modems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 15:22:29 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <4589@richsun.cpg.trs.reuter.com>
Source record: 37138

In article <1993Aug19.150521.13482@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 745611068snz@rufus.demon.co.uk, durantdr@rufus.demon.co.uk (Dave Durant)
writes:
>>
>>Can anyone recomend what the best balance between origanal price outlay
>>and phone costs.....
>
>Well, I don't know about online services in the UK but here in the US most
>commercial services have a surcharge for baud rates over 2400. You can buy
>9600 baud modems quite inexpensively now with varying degrees of compression
>technologies to speed throughput. In order for these to work, of course,
>both modems on the line have to support the same rate and compression scheme.
>
>
>Depending on what your telecommunication needs are, I still think the best
>deal for the average user is an inexpensive (app. $US50) 2400 baud unit. If
>you want/need more features (fax, 9600+, compression) you'll pay for it. But
>if you do a lot of long distance online calling, the higher throughput may
>save you money in the long run.
>
>_____________________________ John "HUTCH" Hutchinson ____________________________

Well, I don't pay for online services, since I have many good local
BBS', and of course, these news groups and the umich archive. Sometimes I
will call long distance for something, but not very often.

I just heard that, the modem that I have, the Supra Fax Modem v.32bis, that's
like 14K baud +, is selling for $179 (sysop price - $150). Last fall these
were selling for ~ $279 to $300.

With my old 2400 baud Supra I never got over 200 cps when downloading
or uploading. With my new Supra at 9600 baud I consistenly get 1100
cps. At 14K baud - something like 1700 cps. These times are for
compressed binary files. How does 2000 to 3000 cps for ascii text files
sound? For example, if a large file took me 45 minutes to download
with the 2400 baud modem, it would take only ~ 5 minutes to download
now. Side point: As far as I'm concerned, any BBS that's not over 2400
baud is old hat.

Something else... If you need the modem fixed for some reason, Supra's
turnaround time is about two days for repair. So for me, from here,
that's two days more for next day air shipment time. Not too bad, I
would say.

CUL,
Chuck

4293. Help with Speedo Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 19:00:47 UTC
From: scott@telle.dmi.stevens-tech.edu
Message-ID: <SCOTT.93Aug20150047@telle.dmi.stevens-tech.edu>
Source record: 37139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

I just got a nice new laser printer [Okidata OL830+] and am having some problems getting proper printouts from Atarai Works V1.2. The printer is postscript and HP LaserJet II compatable. When I print a documnet sometimes [rarely] the printout is perfect, but most of the time in the middle of a line of text [say Times at 36 point] there is a buch of regular ascii [default printer] characters mixing with the bit image text that Speedo Gdos was sending to the printer. It seems that the byte stream of pixel data is sometimes being corrupted. I am using a shieled printer cable.

I know the printer works fine since it prints out long TeX documents fine using both the dvi_lj2.ttp and dvi_ps.ttp drivers that I have. both of these programs send as much data to the printer as Speedo-GDOS does but theyt work fine. I also printed out large postscript pictures with no problem.

I should mention that I tried the SPeedo laserjet driver with both Atari Works and with Wordflair II, with the same poor results. Any help would be much appreciated! It is a shame to have such a great printer and have Speedo crap out like its doing.

Cheers,
Scott Kolodzieski

P.S.> please respond to : "scott@dmi.stevens-tech.edu"

4294. Re: Mintlibs (Was Compiling MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 19:06:07 UTC
From: randyh@sad.hp.com
Message-ID: <CC2nq8.D2p@srgenprp.sr.hp.com>
Source record: 37140

Back to the subject of Compiling MiNT. Has it been done with Heat and Serve C?
Also what are the main advantages of MiNT 1.8 over .95 for a TOS 1.4 ST owner?

Thanks, Randy
--
/*****************************/*****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/*****************************/

4295. Re: Mintlibs (Was Compiling MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 19:59:20 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <745876759@amazon.cs.duke.edu>
Source record: 37042

From the Holy Book of <CC2nq8.D2p@srgenprp.sr.hp.com>
as spake by randyh@sad.hp.com (Randy Hosler) :
>Back to the subject of Compiling MiNT. Has it been done with Heat and Serve C?

I'm planning on trying this weekend. I'll let you know how it goes.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4296. Re: Quantum LPS240S

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 20:16:47 UTC
From: alex@falcon.demon.co.uk
Message-ID: <745877807snz@falcon.demon.co.uk>
Source record: 37049

In article <tiemann.745788565@elektra> tiemann@stud.ee.ethz.ch writes:
>By the way I have 1941 K/s directly connected to the TT.
>Why make so small partitions, I have only 4.
>

As do I; I briefly tried larger partitions, then copied all of my source code over from my old Quantum and discovered that 150M of data now occupied 220M of HD space :-(Real big partitions are bad news unless you plan on having real big files

--
Alex Kiernan
alex@falcon.demon.co.uk

4297. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 21:59:13 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <253hfh$pop@elroy.jpl.nasa.gov>
Source record: 37043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <252ou8$41e@cnn.sim.es.com> gbennett@friendly.es.com (Greg Bennett) writes:
>In article <wmtwen.745749845@rw8.urc.tue.nl>, wmtwen@rw8.urc.tue.nl (Erlend Nagel) writes:
>> Well I am sorry but I have to make some comments on the overly
>> commercial material presented here.

>> To sum it up:
>> Gemulator is an impressive product if you have a high end PC, but it
>> does not offer things an ST cannot be made to do.

>Granted the ST can be upgraded to the same capabilities that the
>Gemulator comes with, but you forgot to mention the costs. If you
>buy a graphics card for your ST, you will probably need a new monitor.
>To boost the memory (on a stock ST) you need to buy special hardware
>and memory chips. To use a high density drive you'll need to purchase
>a new drive. Don't forget that you'll need a hard drive controller and
>drive if you want a hard drive.
>
>In all these cases, a 'stock' PC has all the necessary hardware at a lot
>cheaper price. Don't get the wrong idea, I'm not saying that the GEMulator
>is or should be a replacement for an original ST. However, in my case, the
>GEMulator has allowed me to complement my 1040ST and continue to use some
>of the more hard drive intensive software without much more expense.

Ok, if you want to talk cost, let's make something clear first - who is the targeted customer for this GEMulator product? Obviously, someone who has a lot of money already invested in ST software. Such a person is also likely to have a substantial amount of money already invested in ST hardware. Is it likely that this person is now going to shell out bucks to invest in a complete PC system, and then also purchase a GEMulator, just to be able to run a fraction of the ST software on it?

For most ST users, the cost to be able to use GEMulator has a floor of $500 to $1000, to obtain a usable 386-based PC system. Who knows what kind of video and disk controller cards you'll get in such a machine, what kind of memory size, etc... On the other hand, the raw components are the same, and cost the same. Why buy a PC with 8MB of RAM, when you could simply put 8MB into your ST? (In particular, why buy a PC with 8MB of RAM when most applications still only use 640K; the extended RAM can only be used as virtual disk, file cache, and swap, most of the time. Not that an 8 MB disk cache is bad, mind you, but it *is* a little silly when you really want to be using a large program on a large data set...) If you want a high density floppy drive, it costs the same to buy the mechanism, whether you install it in a PC or an ST. If you buy a PC disk controller, it typically will only handle 1 or 2 each of floppy and

hard drives, whereas a SCSI host adapter for an ST will allow you to connect 8 SCSI devices. Sure, you can buy a SCSI controller for a PC, but it's much more expensive, less compatible, and much slower than an ST, unless it's a Localbus card, but the cost and compatibility problems are magnified then. The argument that a stock PC has equivalent hardware at a cheaper price is just flat wrong - it may have the same hardware, at the *same* price, and still in some cases, the ST will be cheaper to upgrade.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

4298. Speedo Prob

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-20 22:40:21 UTC
From: kfason@csn.org
Message-ID: <CC2xnB.7EC@csn.org>
Source record: 37045
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hey yall I am curios if anyone else has this problem. I have a 4meg mega/STe w 68882 FPU and using Speedo gives me probs.. The two probs being that I cannot
configure my printer drivers or build width tables. when I goto those menus it does the bee like normal then the arrow comes back and the machine locks minus mouse movement... I do not know what versions I have, but the disks have Rev A stamped on them...

When I get new fonts or build new width tables I detach my HDD and attach it to another Mega E here at the house... But I have removed the FPU, PAL and replaced the jumper andi t works fine so I know its the FPU...

Cookie jar shows it as $00010000. And SysInfo shows it as a SFP004 or compatible...
Could it be I have the wrong PAL? I got it from a Atari dealer so I doubt it...

wonder what the chances are of atari updating those ACCs... :)

thanx!

-Kevin Fason

```
-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

4299. Help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 00:00:06 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2c751606@cindy.ct.se>
Source record: 37044

Anyone out there who knows a lot about changing videomodes on the Falcon, using the hardware registers directly?

I have a problem ... I'm trying to get to 320*480*65536, and I've gotten all the sync rights etc, but the screen looks kinda "garbled" .. I'll try to explain how ..

The first 40 (ca) pixels on each line are OK, then there's a 40 pixel wide field where with white and black vertical stripes, then there's a 40 pixel wide OK field again, and then the black/white field comes back ..
(This repeats on all lines, making up a screen of good and bad vertical stripes)

I can set the colour of the pixels in the "Ok" areas, but not in the black/white fields ...

This is how I do it: (Assembler)

```
move.w #$140,$ff8210
move.w #$186,$ff82c2
move.w #$4,$ff82c0
move.b #$0,$ff8260
move.w #$100,$ff8266 ; Set True Colour

move.w #$c6,$ff8282 ; HHT
move.w #$8d,$ff8284 ; HBB
move.w #$15,$ff8286 ; HBE
move.w #$2ac,$ff8288 ; HDB
move.w #$91,$ff828a ; HDE
move.w #$96,$ff828c ; HSS
move.w #$0,$ff828e ; HFS
move.w #$0,$ff8290 ; HEE

move.w #$419,$ff82a2 ; VFT
move.w #$3ff,$ff82a4 ; VBB
move.w #$3f,$ff82a6 ; VBE
move.w #$3f,$ff82a8 ; VDB
move.w #$3ff,$ff828a ; VDE
move.w #$415,$ff828c ; VSS
```

To get these values I used the Desktop, switched to 320*480 true colour, then I ran the VIDEO.PRG that comes with the FS5 archive ... I'm not sure which hardware registers he means with "Vmode" and "Shift", but I think it's $ff82c0 and $ff8260 ... (debugged the program and it looked like those two)

..pleeze ... I'm trying to convince a few of my Amiga friends to start programming on the Falcon instead, and so far it seems like I may succeed, but

I REALLY need to know how to do this .... :-/ ...

I do NOT need info on how to get to this video mode using system calls!

(Though I would like some Email contacts that are doing demos/games/fx's on the Falcon ... It seems that one can make VERY spectacular effects tweaking the Falcon hardware! .. <remembering the good old days of hardware scrolling on the ST .. "sync scrolling" etc .. ;-)>)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4300. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 00:33:03 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <1993Aug21.003303.11779@jonh.wimsey.bc.ca>
Source record: 37050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>Ok, if you want to talk cost, let's make something clear first - who is the
>targeted customer for this GEMulator product? Obviously, someone who has a lot
>of money already invested in ST software. Such a person is also likely to have
>a substantial amount of money already invested in ST hardware. Is it likely
>that this person is now going to shell out bucks to invest in a complete PC
>system, and then also purchase a GEMulator, just to be able to run a fraction
>of the ST software on it?

I see 2 arguments against this. The first, and simplest, is that
Darrek has been marketting this now for over a year, and is still going,
so I would assume he's making some money from it, thus proving there is
a market.
The market, I would guess, are those who, as Howard says, have a
substantial investment in ST software. Considerably more than the cost
of a Gemulator. These people would also have to have decided that their
future needs would no longer be served by Atari, and they've decided the
PC platform is the one offering the best future for their needs. If the
replacement cost of their current software is more than the cost of a
gemulator, then it makes sense to ease the transition, as the resale
value of Atari software is in my experience so rediculously low as to be
negligable.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+

4301. I have Multitos... and a few questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 01:55:28 UTC
From: pelletier@Nyongwa.CAM.ORG
Message-ID: <CC36oH.5D0@Nyongwa.CAM.ORG>
Source record: 37055

Hello folks,

I have used Multitos on my TT for a couple of days now; I have
had a few problems with incompatible apps, but most of the problems
have been solvable (mostly by using chprot.app).

My biggest diapointment has been with the near-absence of documentation
that came with the package. Come on, Atari! Give your technically
enclined users a break! If printing the docs is too expensive, well
post it on GEnie or something. I'm not a programmer, but I like to know
what makes my system tick. Eric, how about uploading some tips about
Multitos? (Config files, etc.)

I managed to get Warp9 running, by changing its memory protection mode
(using chprot.app) and by placing it *after* mint.prg in the auto folder.
I don't know how stable that's going to be, I've had the system running
that way for only an hour so far. Screen speed has improved to more
tolerable levels, though.

The MiNT utilities I got on the net are working fine. This leads me to ask
about priorities in Multitos. When I run "top", all the tasks appear to
have the same priority. I know how to change an application's priority,
but does anyone know whether it's worth doing? For instance, I'd like
to quicken text display in Stalker under Multitos; could it be done
by "renicing" Stalker and/or system processes?

One last question: is there any way to get the latest MiNT binary,
short of compiling it myself? The Multitos manual promises that
upgrades will be made available in the future, but it sure would
be nice to be able to just go and get it.

Happy MiNTing!

Yves
--

Yves Pelletier
pelletier@nyongwa.cam.org

4302. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 01:58:55 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCC36u8.D9s@netcom.com>
Source record: 37051

In article <252nt0$d27@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip' Medley) writes:
>This leads me to a question I was wondering about... I just recently did
>a program that places text in a window to be scrolled, resized, etc...
>and when the window has an info bar (on TOS 1.2) and i use wind_calc() or
>wind_get() to figure out the work area for it, the work area OVERLAPS the
>infobar at the top!

I think you must either be calling wind_calc() or wind_get() incorrectly,
or else the compiler/library you're using is buggy. I've never seen
any such problems with either function, and I used them exclusively in
TOSWIN/MINIWIN.

>I decided to get the toswin 1.4 source and look at what Eric Smith did
>to avoid this problem and it looked like he used vqt_font_info on the
>system font to determine the height of the info bar and stored that value

Nope, that isn't what I did. I got the system font height only so that
TOSWIN could default to that font & size if no configuration file is
found. All the window size calculations (see the file textwin.c) use
wind_calc and wind_get.

The easiest way for the work area to overlap the info bar is for you to
forget a window part in the mask you pass to wind_calc -- you might
want to check for that.

--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

4303. Re: STraight Fax from where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 03:09:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CC3A43.GDI@mailer.cc.fsu.edu>
Source record: 37052

Stefan Damerau (Stefan_Damerau@sl.maus.de) wrote:
> Where can I get this program:
>
> The next version of STraight FAX will have Class 1 support.
>
> Most appreciated is the address of the author, because I can't use ftp ...
> Thanks already now!

It is a commercial product, being sold by Toad Computers. Phone numbers
are:

(800)448-TOAD
(410)544-6943

I believe it is currently $69.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4304. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 05:25:21 UTC
From: cmedley@wam.umd.edu
Message-ID: <254bk1$mur@cville-srv.wam.umd.edu>
Source record: 37056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug21.003303.11779@jonh.wimsey.bc.ca>,
John Henders <jhenders@jonh.wimsey.bc.ca> wrote:
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
>>Ok, if you want to talk cost, let's make something clear first - who is the
>>targeted customer for this GEMulator product? Obviously, someone who has a lot
>>of money already invested in ST software. Such a person is also likely to have
>>a substantial amount of money already invested in ST hardware. Is it likely
>>that this person is now going to shell out bucks to invest in a complete PC
>>system, and then also purchase a GEMulator, just to be able to run a fraction
>>of the ST software on it?
>
> I see 2 arguments against this. The first, and simplest, is that
>Darrek has been marketting this now for over a year, and is still going,
>so I would assume he's making some money from it, thus proving there is
>a market.

Well, he surely has made *some* money on it, but I wonder how many units
have actually been sold? I believe Darek earns his bread 'n butter working
for MS. He's not doing the GEMulator for a living... it appears to be
icing on the cake for him.

Also, the product itself is marketed by Purple Mountain Computers, right? I
believe they are also a computer dealer above and beyond the sale of the
GEMulator, so likewise, they wouldn't absorb a massive loss of income if
no GEMulators got sold at all.

So I think the product may persist partially because the company(ies?) backing
it can afford to lay this product at the feet of the masses and see who
snarfs it up. :)

<and to be clear about it, i think this is best way for ANY company to function
in a market as small as Atari's.. much less in the market of ex-Atarians who
go PC...>

[stuff deleted about the ridiculous low resale prices of used STs]

That really does bug me at times... my Mega ST 2 w/16mhz accelerator is
probably worth very little so I'll probably wind up keeping it whenever
I get my PC/Falcon/or both.

But really, this happens on every platform...the CPU dwindles in cost as
newer ones come out, but peripherals tend to decline in market value at
a slower rate. (with the exception of MAYBE hard drives!)

4305. Dialup access?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 06:17:20 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Aug21.061720.19587@alw.nih.gov>
Source record: 37057
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd like to have dialup access to the files on my ST when I'm away from the house, e.g. browse text files from work or transfer GIF files, etc.

I've considered BBS software, but it seems like overkill; I'll do it if have to, but is there a simpler way? Can I dial in and run some kind of CLI perhaps, with XMODEM capabilities?

Anyway, recommendations for general approaches using TOS are invited; please E-mail, and I'll post a summary (there's enough traffic here!).

Oh, and recommendations for decent PD or shareware BBS systems are welcome, especially if I can freely access all disk volumes; ease of configuration is a highly desirable feature as well.

And one more thing-- I can't read German :-)

Rick Venable | "Eschew
FDA/CBER Biophysics Lab | Obfuscation"
Bethesda, MD 20892 USA |
rvenable@helix.nih.gov | -- the Phantom Nerd

4306. Re: TT SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 06:41:19 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug21.064119.25666@rhrk.uni-kl.de>
Source record: 37058

alex@falcon.demon.co.uk (Alex Kiernan) writes:

>Can someone tell me what the limits on TT SCSI transfers are (transfer
>size)?

I had no problems using SCSI command class 1 with extended reads and writes,
i.e. several MBytes can be transferred INTO TT RAM in a single operation.
Every hard disk driver does so.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4307. Re: Compiling MiNT...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 12:25:38 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.tAVNSmxatDw@nasim.sta.sub.org>
Source record: 37063

haebler@uni-muenster.de (Marcus Haebler) writes:

>In article <1433@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko)
writes:
>|>
>|> I'm having a slight problem compiling MiNT 1.08s. Everything compiles fine
>|> up to GENMAGIC.C. I set "DEFS = " (i.e. NO settings to it since I'm
>|> on a MegaSTe and -DDEBUG_INFO kepts giving me a "redefined in mint.h"
>|> warning). My script at this point follows. Any help would be appreciated.
>|> I'm using TC Shell 6.00.02 and the make.ttp from BMAKE363.ZOO. I have
>|> around 2 megs RAM free. Thanks...
>|> [...]
>|> i:/tmp/cc801.o: Undefined symbol ___main referenced from text
>|>
>|> make: *** [genmagic.ttp] Error 1

I think you don't use the actual MiNT Libraries PL 34.

>This is a bug in the gcc 2.4.4 not in MiNT. Get another version. I am
>using 2.3.3 and everything works fine.

No. I'm using gcc 2.4.4 with MiNT Libs PL 34 and everything works fine.

BTW: You don't need to compile genmagic.ttp oder asmtrans.ttp. Just
comment it out in the makefile. The binaries are included in the
source-distribution.

Gruss,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4308. Re: TOS Partitions 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 13:08:08 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.S&L_mOdtgyQ@nasim.sta.sub.org>
Source record: 37064

wojci_g@pavo.concordia.ca (WOJCIECH) writes:

>I think that I found an answer to my previous question. When handling 'normal'
>partitions (less than 32 meg), TOS maintains the cluster size of 2 sectors.
>As soon as the logical limit of 32 megabytes is exceeded, TOS starts to use
>more sectors per cluster but always in integer multiples of 2, ie; 2,4,6,8.

TOS uses always 2 sectors per cluster. If you want to use partitions of
more than 32 MB, TOS uses larger logical sectors (1, 2, 4 or 8 KB).

If you use HDX for partitioning you'll get 1K/sector with a 16 MB
partition and 2K/sector with a 32 MB partition, because HDX still
partitions TOS 1.00 compatible and the limit of logical sectors is less
than 32768 (Profibuch says 32766).

Other partitioning software (e.g. SCSI-Tool, ICDFMT, etc.) do a very
good job in not wasting disk space with too large logical sectors.

Bye,
Knarf

--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4309. New GCC versions for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 19:43:31 UTC
From: sourada@iastate.edu
Message-ID: <sourada.745962211@vincent1.iastate.edu>
Source record: 37059

Is it safe with the newer versions of GCC to use an older version of the ST sources and apply the newer general diffs? I assume this because the stuff that had to be changed for the Atari probably is not affected by current FSF changes to GCC...

If it's not safe to do that, where can I get the latest ST diffs? I've seen binaries for 2.4.4 (which isn't _quite_ the latest, but...) but I haven't seen diffs newer than about 2.3.3 or so...

Later,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

4310. Re: What's the best way to get 200

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 20:13:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A41932@M4.maus.de>
Source record: 37073

>Can anyone tell me what is the best way to get the 200hz timer count (in
>C)?

Just read it, using a pointer - and switch to Supervisor mode before doing so

4311. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 20:16:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A41933@M4.maus.de>
Source record: 37072

>>On Falcon030, I recently formatted and used a 1023 MB partition with no
>obvious
>>problems.
>
>Strange. What is the locigal sector size? What program did you use for
>partitioning? Is this really a TOS partition?

Yes - I used HDX 5.04 for formatting and partitioning, and AHDI 6.06 for use.
It was a plain, usable TOS partition.

4312. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 20:19:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A41934@M4.maus.de>
Source record: 37071

>This leads me to a question I was wondering about... I just recently did
>a program that places text in a window to be scrolled, resized, etc...
>and when the window has an info bar (on TOS 1.2) and i use wind_calc() or
>wind_get() to figure out the work area for it, the work area OVERLAPS the
>infobar at the top!

Strange... I've been using wind_calc() for years now, even on TOS 1.00 disk
based, and never got any strange results from it.

4313. Re: Quantum LPS240S

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-21 23:57:43 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <256cpn$cno@agate.berkeley.edu>
Source record: 37062

In article <18AUG199323580428@pavo.concordia.ca>,
WOJCIECH <wojci_g@pavo.concordia.ca> wrote:
>To all Quantunm LPS240S Users/Owners,
> [...]
>When I checked my hard drive's performance I got 18 ms average seek time. If I
>am right, this value should be more like 8 ms, right?

I have been told that Quantum, uh, ``selected'' a nonstandard method for
determining seek time on their most recent drives. Just a coincidence, I'm
sure, but I'm also told their method of measuring seek rate gives their
drives better sounding numbers than the old, _usual_ method everybody else
uses. (Corrections, anyone?)

The inevitable march of progress.

Defend American interests abroad! Support genocide in East Timor!
John Hauser---jhauser@cs.berkeley.edu

4314. Atari UUCP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-22 00:34:48 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <2c76bf77@p2123.f130.n500.z2.fidonet>
Source record: 37067

Hi Martin,

Here's a transcript of an e-mail I sent today. I'm posting it here, hoping you or some other kind soul could help me with it. Today I received Hermes 1.1x and I think it's a shame i can't use it because of a tiny but (for me) essential shortcoming in UUCICO. Well, here it is:

Msg #113 / 1-116 Time: 21 Aug 93 16:41:04
From: Paul Tuijnman on 2:500/130.2123
To : lp@shlink.hanse.de on 2:281/202.33
Subj: Problem with UUCICO
---------[FIDONETMAIL]--
.MSGID: 2:500/130.2123 2c76424c
.PID: LED 1.22
To whom it may concern,

Currently I am using the Internet/Usenet facilities by means of a Fido>UUCP gate, but for five or six weeks now I'm also trying to get Atari UUCP to work.
First I found an ancient version of Mercury and a little later I tried my luck with Hermes (1.04). Right now I'm waiting for Hermes 1.10 to arrive and today UUCICO 3.73 came in. Still I didn't succeed in logging on to my host *once* and I'm getting a little discouraged.

My host runs UNIX on a 25 mhz NeXt and is a BBS and a Fidonet host as well. This also accounts for the problem I'm having (and apparentely quite a few other users along with me): my host's system needs to be called 'mailer' (in order not to end up in the BBS section as a user) and 'U' (in order to initiate a UUCP mail session) BEFORE the actual |ogin:| and |ssword:| fields in (X)HOSTS. No matter what I have tried it appears that UUCICO can't handle more than the THREE initial fields (login, password and spooldir), whereas my host's systems does need FIVE..

I contacted my host about this and he informs me other systems than Atari seem to cope with this without any problem. I also sent him the listings of the Mercury UUCICO and in his view it shouldn't be too hard to adapt it.

I tried polling with the latest UUCICO update with all sorts of HOSTS files and tried to apply '\n' and '\' where I could (to squeeze the contents of five fields into three), but I'm plain stuck with the fact that it does not correctly handle more than three fields. So, either I have to find a straight-on Unix site or I'll have to abandon the project altogether (which isn't really what I have in mind).

I'd therefore kindly ask you for some help. Is it possible to add this feature to UUCICO? If not, is there some other way of getting around this?

Any help and/or advice will be appreciated; thanks in advance and
good luck!

Paul

Paul_Tuijnman@nextjk.wlink.nl	
FidoNet 2:500/130.2123	WARNING!
tel/fax +31 50 416932	warranty void if removed
Groningen - Netherlands	

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)

4315. Re: Compiling MiNT...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-22 10:23:14 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Aug22.102314.19596@ibr.cs.tu-bs.de>
Source record: 37066

In article <H.eg.tAVNSmxatDw@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels)
writes:
|> haebler@uni-muenster.de (Marcus Haebler) writes:
|>
|> >In article <1433@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko)
writes:
|> >|>
|> >|> I'm having a slight problem compiling MiNT 1.08s. Everything compiles fine
|> >|> up to GENMAGIC.C. I set "DEFS = " (i.e. NO settings to it since I'm
|> >|> on a MegaSTe and -DDEBUG_INFO kepts giving me a "redefined in mint.h"
|> >|> warning). My script at this point follows. Any help would be appreciated.
|> >|> I'm using TC Shell 6.00.02 and the make.ttp from BMAKE363.ZOO. I have
|> >|> around 2 megs RAM free. Thanks...
|> >|> [...]
|> >|> i:/tmp/cc801.o: Undefined symbol ___main referenced from text
|> >|>
|> >|> make: *** [genmagic.ttp] Error 1
|>
|> I think you don't use the actual MiNT Libraries PL 34.
|>
|> >This is a bug in the gcc 2.4.4 not in MiNT. Get another version. I am
^^^ It's not a bug, it's a correction!

|> >using 2.3.3 and everything works fine.
|>
|> No. I'm using gcc 2.4.4 with MiNT Libs PL 34 and everything works fine.
|>
Are you sure you are *using* the MiNT Libs 34, or are you only sure
you have them?

I had to add the -mint option to the CFLAGS and change the
liraray define in the Makefile to a MiNT Lib instead of GNU Lib.
But still GENMAGIC wants to use GNU.OLB, not MINT.OLB!?
I had to link the MINT.OLB to GNU.OLB (and MINT16.OLB to GNU16.OLB)
to compile genmagic and amstrans.

|> BTW: You don't need to compile genmagic.ttp oder asmtrans.ttp. Just
|> comment it out in the makefile. The binaries are included in the
|> source-distribution.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

4316. Re: UUCICO 3.7x

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-22 11:03:06 UTC
From: hesche@zetkin.cs.tu-berlin.de
Message-ID: <257g94$25c@news.cs.tu-berlin.de>
Source record: 37065

In article <2c6bea4a@p2123.f130.n500.z2.fidonet> Paul_Tuijnman@p2123.f130.n500.z2.fidonet writes:

> succesfully logging in onto my host. My hopes of getting UUCP to work on ye
> olde Atari raised again when I was told an update came available; a version
> 3.72 which could have outgrown it's small but annoying
> shortcoming. Maybe.
> Does anyone know where this version can be obtained?

ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de),
pub/atari/hermes:
88905 uucic343.zoo UUCICO v3.43 (no warranty), completely
49896 uucic372.lzh UUCICO V3.72 (no warranty), only binary

--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

4317. Re: TT SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-22 11:24:24 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746018664snz@falcon.demon.co.uk>
Source record: 37068

In article <1993Aug21.064119.25666@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de writes:

>alex@falcon.demon.co.uk (Alex Kiernan) writes:
>
>>Can someone tell me what the limits on TT SCSI transfers are (transfer
>>size)?
>
>I had no problems using SCSI command class 1 with extended reads and writes,
>i.e. several MBytes can be transferred INTO TT RAM in a single operation.
>Every hard disk driver does so.

Thanks for the reply, I stood back & thought for a moment, and realised that
I'd done exactly this myself from the Toshiba CD ROM in audio mode. It seems
that in data mode this drive is just plain ill-mannered & refuses to transfer
>31*2048 bytes at a time; it'd be nice if it could at least give an error :-(

--
Alex Kiernan
alex@falcon.demon.co.uk

4318. Telecommunications Help...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-22 21:45:56 UTC
From: bhtran@OCF.Berkeley.EDU
Message-ID: <258pek$ml9@agate.berkeley.edu>
Source record: 37069

Hi, I recently acquired a Supra FAX Modem(v.32 bis). I am having two
problems with using the modem with my Atari 1040STf:

(1) When I connect with another high speed modem (at 14.4K baud), I cannot set
my term to the proper baud rate because of my telecommunication programs
(Interlink and Uniterm; which do allow connections at 9600 and 19.2K, but
not 14.4K). Is there a terminal program for the ST that allows 14.4K (both
PD and commercial)?
(2) Also, my telecommunications program will not reduce the speed of the modem
on connection (it will always connect at the highest speed pssible).
For example: I set my term to 9600 baud and command the modem to dial
another high speed modem. The modem still connects at 14.4K regardless
of the speed I set it to. The same thing happens when I try to connect
at 1200 baud to a 2400 baud modem (just as another test). Are there
any settings to be made (software or hardware wise)? Are there any manual
"ATxx" modem commands that will fix this as well? Or will a different
terminal program fix both of the problems?

Please respond in e-mail to bhtran@ocf.berkeley.edu
Any and all suggestions/help will be greatly appreciated.

Bryan
"Still waiting to communicate in the fast lane at 14.4K or 9600 baud!!!"
--

Bryan H. Tran
bhtran@ocf.berkeley.edu
c60b-2jt@web-2a.berkeley.edu

4319. Re: I have Multitos... and a few questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-22 23:59:19 UTC
From: pelletier@Nyongwa.CAM.ORG
Message-ID: <CC6qMv.BDq@Nyongwa.CAM.ORG>
Source record: 37070

I'm sorry! I know it's bad form to reply to my own post, but it seems
that I need to clarify something I said.

Let me first quote myself:

In article <CC36oH.5D0@Nyongwa.CAM.ORG> pelletier@Nyongwa.CAM.ORG (Yves Pelletier) writes:

>
>One last question: is there any way to get the latest MiNT binary,
>short of compiling it myself? The Multitos manual promises that
>upgrades will be made available in the future, but it sure would
>be nice to be able to just go and get it.
>

It appears that my question about MiNT binary upgrades availability
may have been too naively worded, because I got e-mail from a MiNT
beta-tester warning me not to "abuse" Eric's wishes with regards to
MiNT binary distribution. Well, I never have, and never will. Eric has
every right to dictate how is software is distributed.

Having said this, may I also point out that nowhere does it say that I
have to give up my personal right to bitch, whine, grovel and plead
about the aforementionned distribution policy. :)

In my humble and respectful opinion, Eric's decision to restrict binary
distribution is overcautious. Knowing, from his net.persona, that
Eric is a reasonable man, I understand that he must have his reasons
for this policy. But right now, it strikes me as rather arbitrary and
unfair measure. But, that's just me. Enough bitching and whining.

Now for the pleading and grovelling: Pllllleaaase! Eric! Whose kernels
are better than Orville Reddenbacher's! Whose breath is always MiNTy
fresh! If you're not going to change your mind about this, at least
consider allowing a reasonably recent binary to be uploaded *once in
a while*, so that your devoted Multitos and MiNT users may bask in the
glory of your ever-improving kernel. Amen.

I hope this clarifies my position. All I'm asking for is a convenient and
reasonably frequent upgrade path for MiNT users. I can't count on Atari
for that.

Regards

Yves

--

Yves Pelletier

pelletier@nyongwa.cam.org

4320. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 08:09:26 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CC7DBq.LGC@cs.ruu.nl>
Source record: 37074

In <A25254@HH.maus.de> Hayo_Schmidt@hh.maus.de (Hayo Schmidt) writes:

>If you probably will build in different font selections for every window
>later on, it is an investment in the future, to handle one virtual
>workstation for every window today.
>
>This means also, to handle the actual font size, font id and text effects
>separately (in an array of course). This really shouldn't be a big
^^^^^^^^^^^^^^^^^^^^
OF COURSE, you should not use an array for this purpose.
You should have at least a record of some kind for each
window and obviously you'll put the information in here.
Also, the window records must be allocated dynamically,
because the user should be able to open as many windows as
s/he likes.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4321. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 09:05:27 UTC
From: darekm@microsoft.com
Message-ID: <1993Aug23.090527.11460@microsoft.com>
Source record: 36998
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug16.193734.7935@oucsace.cs.ohiou.edu> gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>Though this looks like a great product, its flaws (which are freely
>and openly advertised by Darek, to his credit) are:
>
>1. No joystick support (scratch any idea of playing most atari games
>on your PC).

See below.

>2. Can't read some copy protected disks (ditto).

Can't help you there. It's partly the same reasons the
Mega STE, TT, and Falcon can't run some ST games.

>3. No MIDI (though I don't think anyone would buy it for MIDI anyways).

A few people would, but not enough people have requested MIDI
to warrant weeks or months of work for a handful of sales.

>4. Doesn't support Spectre GCR, "at the request of Dave Small". I
>take this to mean that it easily could support Spectre, but Dave said
>"don't do it or I'll sue you". I think Dave Small is missing the boat
>here -- a mac emulator for the PC at this price would sell big in the
>PC world.

Actually, he said "I'll sue you" in 3 pages of text. He's really
gone off the deep end, but hey, for a guy who's been in bed
with Atari Corp for years, can you expect him to support a
product that competes with the ST?

>Anyways, if Darek could fix the joystick support, I'd buy one of
>these things.
>
>--
>Greg Bernath gbernath@oucsace.cs.ohiou.edu

Ok Greg, is that a promise? Joystick support is very easy
to add in and 3.0 doesn't ship for another month. Plenty
of time to add that feature. The question is, will you
be paying by check or credit card or would you like me
to just bill you? You know that I have your home address. <grin>

- Darek
--
/--------------------------------------\

```
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/
```

4322. GCC 2.4.x buggy?? (was Re: Compiling MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 09:13:26 UTC
From: lynbech@daimi.aau.dk
Message-ID: <25a1nm$h9j@belfort.daimi.aau.dk>
Source record: 37075

Thus spake knarf@nasim.sta.sub.org (Frank Bartels):

>haebler@uni-muenster.de (Marcus Haebler) writes:

>>In article <1433@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko)
writes:
>>|>
[...lots of stuff...]
>>|> make: *** [genmagic.ttp] Error 1

>I think you don't use the actual MiNT Libraries PL 34.

>>This is a bug in the gcc 2.4.4 not in MiNT. Get another version. I am
>>using 2.3.3 and everything works fine.

>No. I'm using gcc 2.4.4 with MiNT Libs PL 34 and everything works fine.

>BTW: You don't need to compile genmagic.ttp oder asmtrans.ttp. Just
>comment it out in the makefile. The binaries are included in the
>source-distribution.

It may have something to do with gcc 2.4.4. At least it appears to me to be
buggy.

The new init package (V1.1) has a note in the syslog directory stating that gcc
2.4.x is `terminally buggy', and I have indeed got nothing but illegal
instructions out of compiling syslogd with both mgcc 2.4.2 and a german version
of gcc 2.4.5. Also, trying to compile the latest version of GNU sed (2.16 or
something) yielded illegal instructions.

The bugs appears to be quite specific, though. I have recently compiled a bunch
of other stuff, and that *seems* to be running quite fine (well, most of the
stuff I use). So I guess that one shouldn't be surprised that most programs
compiles and runs fine, and some others just dont.

I have just grabbed mgcc 2.3.3, and will try it out tonight, to see if that
fixes things.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

4323. Samples in GFA-Basic w/o DMA-hardware?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 09:37:20 UTC
From: gero@uni-paderborn.de
Message-ID: <25a34g$ea2@news.uni-paderborn.de>
Source record: 37076

Hallo together ...

I'm looking for the non-plus-ultra-routine for digitized sounds. I'd like to use samples as music and / or effects in a game written in GFA-BASIC V3.5. The sounds come from a PC with SoundBlaster Pro card, they come in raw format, mono, 8 bit. The game should be able to run on any ST (it's not important that the routine is OK for MultiTOS), due to this the sampling-rate won't be higher than about 8 kHz to let the machine just a bit of performance. ;-)

My idea was an assembler-routine stored in an INLINE. It should get the adress and the length of the sample as a C-style parameter or something like that. But now the impossible thing of this -- it should run in the background. The routine has to link into an interrupt (don't ask me how to do that), play the sound and then un-link itself. It should be so clever to react secure on a re-call when the former sound isn't finished yet. Perhaps stop playing and play the new one or ignore the 2nd call and finish the first call. -- If the routine detects DMA-hardware, it may use it, but that's not necessary.

Does a routine like this exist? Who can write or has written something like that? I know it must be possible -- I've got a demo that plays a sample at 9.5 kHz in the background, and in the foreground an animation is running. How come I know what is bg and what is fg? Because you can interrupt that programme with a debugger and the sound plays on.

Please send your reply to me by mail because I don't have enough time to read all the news very often.

Thank you ...

==
---------------------- "If there are two or more ways to do something,
| Gero Zahn, a/k/a | and one of those ways can result in a catastrophe,
|gero@uni-paderborn.de| then someone will do it."
---------------------- Murphy's Law
==

4324. Re: IBM Hard card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 09:42:06 UTC
From: gero@uni-paderborn.de
Message-ID: <25a3de$ea2@news.uni-paderborn.de>
Source record: 37077

In article MCv@mailer.cc.fsu.edu, boyd@sonya.math.fsu.edu (Mickey Boyd) writes:
>T R Woodward (gltrw@mail.bris.ac.uk) wrote:
>
>> I would like to know if anyone can help me regarding an IBM Hard disk. I
>> have a 40MB hard disk and would like to know if it is possable to connect
>> it to my 1040STE, since I would like to be able to use it with my atari.
>
>> Thank you in advance
>
>The short answer is no. You might be able to use the drive on the hard
>card by removing it and cobbling together an Adaptec controller and an ST
>host adaptor. However, it would not be worth the effort (nor would you save
>any money, as you would have to purchase a SCSI controller).

What kind of HD is it? I mean -- MFM, RLL, IDE (AT-bus), SCSI? SCSI is no problem, IDE a bit more, but I think on one of the last ATARI-fairs in Germany somebody built an IDE-hostadapter, the fact that the F030 uses an IDE-HD says enough.

I don't know any solution for MFM or RLL. It sounds possible that your 40 MB HD is an RLL, so you won't have any chance to use it further on in your ST.

==
---------------------- "Naja dann --- schaetze, dann haben Sie
| Gero Zahn, a/k/a | reichlich Scheisse am Hacken ..."
|gero@uni-paderborn.de|
---------------------- Jake "Joliet Jake" Blues
==

4325. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 09:45:34 UTC
From: gero@uni-paderborn.de
Message-ID: <25a3ju$ea2@news.uni-paderborn.de>
Source record: 37078

In article A41464@M4.maus.de, Peter_Missel@m4.maus.de (Peter Missel) writes:
>On Falcon030, I recently formatted and used a 1023 MB partition with no obvious
>problems.

How did you do that? And -- do you actually have 1 GB data on that HD?
Maybe obvious problems will come when filling the partition.

==
---------------------- "Naja dann --- schaetze, dann haben Sie
| Gero Zahn, a/k/a | reichlich Scheisse am Hacken ..."
|gero@uni-paderborn.de|
---------------------- Jake "Joliet Jake" Blues
==

4326. Re: TT SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 09:49:10 UTC
From: gero@uni-paderborn.de
Message-ID: <25a3qm$ea2@news.uni-paderborn.de>
Source record: 37079

In article 5982@dcs.warwick.ac.uk, leo@dcs.warwick.ac.uk (Leo Hendry) writes:
>In article <745791010snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>>I've been hacking around some code which does direct SCSI transfers and
>>whilst the docs claim the TT SCSI DMA counter is 32 bits wide (OK 4 bytes),
>>as soon as I get over 64K all hell breaks lose and my CD-ROM drive sits
>>their flashing its lights at me patheticly.
>I don't know how SCSI works exactly, but it wouldn't suprise me if your
>CD-ROM drive was designed with PCs in mind. Since PC DMA doesn't work over
>segment boundaries the designers probably decided larger transfers were not
>worth supporting.

I heard exatcly this rumour about this 64K limit in a few CD-ROM-drives.

==
---------------------- "Naja dann --- schaetze, dann haben Sie
| Gero Zahn, a/k/a | reichlich Scheisse am Hacken ..."
|gero@uni-paderborn.de|
---------------------- Jake "Joliet Jake" Blues
==

4327. Re: Compiling MiNT...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 13:56:56 UTC
From: benni@phil15.uni-sb.de
Message-ID: <25aib9INNe6b@coli-gate.coli.uni-sb.de>
Source record: 37080

In article <1993Aug22.102314.19596@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:

>I had to link the MINT.OLB to GNU.OLB (and MINT16.OLB to GNU16.OLB)
>to compile genmagic and amstrans.

That's exactly what I did, too.
I linked all the mintlibs to their corresponding gnulibs, i.e.,

iio.olb -> miio.olb
crt0.o -> mcrt0.o and so on.

Works perfectly... :-)

--
Benjamin Lorenz, Brunnenweg 33, 66133 Saarbruecken
E-mail: belo@stud.uni-sb.de, Phone: +49 681 815702

4328. HOW?? MIDI rates from Serial Port ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 14:29:26 UTC
From: Carl E Lippitt <lippo@dasd.honeywell.com>
Message-ID: <1993Aug23.142926.8868@burro.dasd.honeywell.com>
Source record: 37082

I use Dr T's Omega sequencer software (highly recommended) and noted in their documentation that they support an additional MIDI data stream via the serial interface. Sure enough, if I tell it I have the proper do-dad hooked up the the serial port (they sell a small gizmo that changes the output to the standard current loop output of MIDI land, called the PHANTOM) MIDI looking data leaks out of the serial port.

I hook another terminal up to the port and watch the data on the terminal.

My problem: How to program the serial port to run at MIDI speed??

After reviewing the hardware specs, glancing thru the BIOS listing, and fumbling around one evening without advancing the art of hacking, I'm concluding that the fastest asynchronous serial protocol that the ST hardware can support is 19.2K baud. This is only half of the needed speed. So how does Dr T do the Phantom thing?

I suspect that there is a serial to serial converter in their little do-dad. Can any Phantom owners out there confirm or deny this?

Can some kind ST hack tell me if there is a way to push serial data out at the MIDI baud rate?

(If I had an extra $100 laying around I'd just buy the Phantom thing, but foiled obsessions soon turn into principles....)

oo--oo -- -o-o o -- -o-o o -- -o-o o oo--oo
lippo@dasd.honeywell.com Std Disclaimer-Not enough$ 9201 San Mateo, NE
Carl Lippitt MS C-8 (505)828-5997 Albuquerque NM, 87113

4329. Emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 16:13:13 UTC
From: ian-p@aci1.aci.ns.ca
Message-ID: <ian-p.3@aci1.aci.ns.ca>
Source record: 37083

I would appreciate any comments from anyone with experience running IBM emulators on ST's. Thanks in advance.

4330. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 18:34:23 UTC
From: cmedley@wam.umd.edu
Message-ID: <25b2jf$9cc@cville-srv.wam.umd.edu>
Source record: 37084

In article <A41934@M4.maus.de>, Peter Missel <Peter_Missel@m4.maus.de> wrote:
>>This leads me to a question I was wondering about... I just recently did
>>a program that places text in a window to be scrolled, resized, etc...
>>and when the window has an info bar (on TOS 1.2) and i use wind_calc() or
>>wind_get() to figure out the work area for it, the work area OVERLAPS the
>>infobar at the top!
>
>Strange... I've been using wind_calc() for years now, even on TOS 1.00 disk
>based, and never got any strange results from it.

Actually, i found my error... I was treating text as if it were aligned
by the upper left corner as opposed to the lower left corner. :) I
assumed (whcih makes an ass out of me :)) that it was placing the text
much as rasters are placed, oriented by the x1,y1 coordinate...

4331. Followup: Is all SCSI the same??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 18:58:23 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Aug23.115823.4715@arizona.edu>
Source record: 37085

> In article <1993Aug9.111057.4708@arizona.edu>, paul@charlie.ame.arizona.edu (Paul Harris) writes:
> Simple (or not) question: do all SCSI hard drives work the same? In particular,
> I've acquired an old (~1987) 71 MB Sun hard drive, which I've been trying to get
> to work with my TT. The problem is that externally it has 2 DB-50 SCSI connectors
> (they say SCSI), which is nearly impossible to connect to anything else. But
> internally, it has a "standard"(?) 2x25 (I don't know what it's called) which
> is the same as is on my internal drive. So I hooked up this connector to a
> Centronics-50, which I connected with a standard cable to my TT. I know the
> cable works, as I took my internal drive and connected it with it and it worked
> fine. But I get no response from the Sun drive. It seems to warm up fine, and
> I had my other drive disconnected. But any formatting or other HD program (eg,
> 'RATEHD') either says it's not there or locks up when scanning.
>
> So, is the internal SCSI connector the same? Another possibility is that the
> old drive requires a terminator, while my newer one may not need it (or has it
> built in?). Any suggestions?
>
> -thanks.
>

Well, someone in my office suggested that the Sun drive needed a terminator, which my internal drive may have had built in. So I changed the device ID on my internal drive to #1 (couldn't figure out how to do it on the Sun) and hooked them up in parallel. And to my surprise it worked! I ran ICD's IDCHECK (I think that's it) and it told me what it was. Then I ran Atari's HDX formatting program and tried to format the beast. The lights came on and it started ticking away, and continued to tick away for about an hour and a half (I have no idea how long a drive like that should take to format). But I figured something was wrong, so I turned everything off and on again, only to find that I no longer got any response from the drive. I didn't change any of the connections, just booted it back up. What have I done? Is what I did really stupid (i.e., will this drive ever work again)? Any help?

-thanks

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

4332. Re: Mintlibs (Was Compiling MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 21:13:00 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug23.211300.169885@zeus.calpoly.edu>
Source record: 37086

I compiled Mint 1.08 with GCC 2.4.4 and MintLib 34.

I did it without much thought. I just downloaded the Minlib and GCC binaries.

I had three problems:

(1) Running out of memory. I have 2.5MB. I had to disable everything and use sh instead of a better shell. (This was not really a problem). Also GCC is a memory hog. It might be a lot less memory intensive with a native ST compiler.

(2) I did not have bison. Supposedly the asmconv.ttp (I dont think that it the right name. But asm....ttp anyhow) must be compiled for specific processors. For somereason, I got errors trying to compile that program (if anyone knows why, let me know. It have me some error with ___main. It is a simple program. I figure it must be a MintLib problem). Anyhow, I used the exe. included in the download and that worked OK.

(3) I could not get the program to make the .i file to compile either. There was a .i file included, so i just used that, and it seemed to work. the program that is supposed to create the .i file would not compile.

In any case, with a slight modification of the makefile I got around those problems. I am using a 1040ST (8MHz). It took a few hours to compile (most of it unattended).

- mike

(And I dont know the differences yet. I assume it is more stable. Also it allows shared code.)

4333. Falcon audio input problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 22:15:53 UTC
From: oracle@iastate.edu
Message-ID: <oracle.746144153@pv0a27.vincent.iastate.edu>
Source record: 37087

I am having a small problem with my Falcon that perhaps someone could help me with, I'm not experienced at all when it comes to audio systems, so I don't really know what is causing my problem.

The problem seems to be with my left channel. I have been hooking my CD player to my Falcon by using a cable that converts from the CD's L and R RCA jacks to the Falcons 1/8" Stereo mini jack. I am also using a -40db attenuator on each channel as suggested by Atari. For some reason, when I try and sample from my stereo, the left channel is totally absent, however when I hook up two microphones using a L<>R splitter both channels work perfectly.

This is where it starts to get wierd. If I use a mono splitter on the left channel, and add a microphone, then the left channel comes through OK with the exception of the signal being a bit lower. If I turn the microphone off, the left channel again ceases to function.

This problem has only showed up recently, both channels used to work flawlessly. I would appreciate any suggestions that you other Falcon owners might have.

Thanks in advance.

oracle@iastate.edu

--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"

4334. Re: Compiling MiNT...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-23 22:34:46 UTC
From: alf@skid.north.de
Message-ID: <a4770369@skid.north.de>
Source record: 37090

In <1993Aug22.102314.19596@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:

>I had to add the -mint option to the CFLAGS and change the
>liraray define in the Makefile to a MiNT Lib instead of GNU Lib.
>But still GENMAGIC wants to use GNU.OLB, not MINT.OLB!?
>I had to link the MINT.OLB to GNU.OLB (and MINT16.OLB to GNU16.OLB)
>to compile genmagic and amstrans.

Ohoh, I think you didn't read the manpages. If you only have the MiNTlib
installed you can rename MINT.OLB to GNU.OLB and MINT16.OLB to GNU16.OLB.
Then GCC will use the MiNTlib without the flag -mint. You shouldn't
rename the files if you have the MiNTlib and the GNUlib installed.

Alf
--
Alf Hoheisel, Potsdamer Str. 14, D-26388 Wilhelmshaven, Phone: +49 4421 52635
<university>: alf@zfn.uni-bremen.de | <home>: alf@skid.north.de
Key fingerprint = B5 76 1C DE 11 97 B9 58 23 6A C6 76 C3 E4 80 B0

4335. HP4ML/Centronics -> ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 01:17:15 UTC
From: whitbeck@equinox.unr.edu
Message-ID: <1993Aug24.011715.1001@unlv.edu>
Source record: 37088

I want to connect an HP4ML printer to my atari STf.

It is my vague understanding that the HP4ML has both a
Centronics and an Apple-talk port and that it does Postscript
(Adobe).

Any comments on the veracity of the above?????

Has anyone connected this printer -or any printer with a
Centronics connector- to an ST? Care to share your experience?

The clerk in the store assured me the printer was postscript
but had no literature on it... that the cable was standard and
adaptor cables were commonly available but had no cables knew
not the pin-outs on the printer...

I really need postscript if I can get it!

Has anyone adapted an apple laserwriter 300 to the ST?
(Appletalk -> serial???).

If you can help me sort this out I'd appreciate E-mail!

Thanks in advance,
Mike Whitbeck
whitbeck@unr.edu

also many thanks to all who helped me sort out how to write text
to a scrollable window under GEM/VDI! It was right before my
eyes the whole time!

4336. Falcon Programming Anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 02:04:52 UTC
From: oracle@iastate.edu
Message-ID: <oracle.746157892@vincent1.iastate.edu>
Source record: 37089

Hello all,

I am wondering if there are any Falcon owners out there who might be interested in a joint programming project. I have been using an ST for a long time now and have been programming 'text' type programs for a little while. Recently I have become interested in learning to program graphics and sound and seeing some of the Demos running on the Falcon has REALLY got me interested. The problem is that I don't really know where to start... The following is a list of areas that I would like to explore.

TSR's, Interupts, Basic Graphics Functions, The Cookie Jar, CPX's, etc.

Like I said, I don't really know where to start but I am thinking that a Screen Saver for the Falcon controlled by a CPX would be a great place to start. If there is anyone out there who would be interested in undertaking this task with me or anyone who would just like to share some of their vast knowledge with me it would be greatly appreciated. It could be fun!

PS, I have Lattice C 5.5 and that is what I would prefer to work in...

Thanks

--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"

4337. Re: Telecommunications Help...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 05:01:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CC8zB3.FKF@mailer.cc.fsu.edu>
Source record: 36991

Bryan H. Tran (bhtran@OCF.Berkeley.EDU) wrote:
> Hi, I recently acquired a Supra FAX Modem(v.32 bis). I am having two
> problems with using the modem with my Atari 1040STf:

> (1) When I connect with another high speed modem (at 14.4K baud), I cannot set
> my term to the proper baud rate because of my telecommunication programs
> (Interlink and Uniterm; which do allow connections at 9600 and 19.2K, but
> not 14.4K). Is there a terminal program for the ST that allows 14.4K (both
> PD and commercial)?
> (2) Also, my telecommunications program will not reduce the speed of the modem
> on connection (it will always connect at the highest speed pssible).
> For example: I set my term to 9600 baud and command the modem to dial
> another high speed modem. The modem still connects at 14.4K regardless
> of the speed I set it to. The same thing happens when I try to connect
> at 1200 baud to a 2400 baud modem (just as another test). Are there
> any settings to be made (software or hardware wise)? Are there any manual
> "ATxx" modem commands that will fix this as well? Or will a different
> terminal program fix both of the problems?

> Please respond in e-mail to bhtran@ocf.berkeley.edu
> Any and all suggestions/help will be greatly appreciated.

> Bryan
> "Still waiting to communicate in the fast lane at 14.4K or 9600 baud!!!"
> --
> -----
> Bryan H. Tran
> bhtran@ocf.berkeley.edu
> c60b-2jt@web-2a.berkeley.edu

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4338. Upgrading to 68030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 11:34:40 UTC
From: epklell@kaepk.ericsson.se
Message-ID: <1993Aug24.113440.8351@ericsson.se>
Source record: 36992

Hi,
I am thinking of upgrading my 1040STE with a 68030+68881. As I am thinking of building this my self, I have some question that I hope someone can answer. Perhaps somebody who's already done it can give me some tip. Now for my questions:

1. Does TOS 2.06 work with the 68030?

2. Where does TT-ram start?

3. What's the pinlayout of the internal expansion port on the Mega ST?

Lennart Lindell email: epklell@kaepk.ericsson.se

4339. Re: HP4ML/Centronics -> ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 13:10:59 UTC
From: wehope@ews7.dseg.ti.com
Message-ID: <1993Aug24.131059.28732@mksol.dseg.ti.com>
Source record: 36993

In article 1001@unlv.edu, whitbeck@equinox.unr.edu (Michael Whitbeck) writes:

> <Bunch of stuff about hooking up parallel printers deleted>
>
>Has anyone adapted an apple laserwriter 300 to the ST?
>(Appletalk -> serial???).
>
>

I have a TI microLaser hooked up to my ST/Mega through the Parallel port. No problemo.
I haven't been able to buy a postscript up-grade and do have an Epson emulator card.
Works great.

	Bill Hope		All Opinions are personal and have not	
	ESA - Software Automation		been approved by Upper Management.	
	Texas Instruments, Inc.			
	email: wehope@ews7.dseg.ti.com		Any Facts are Facts as I know them;	
	voice: 214.995.5618		Others may have more accurate Facts.	

4340. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 13:38:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A28676@KR.maus.de>
Source record: 37012

C>I assumed (whcih makes an ass out of me :)) that it was placing the
C>text much as rasters are placed, oriented by the x1,y1 coordinate...

Not all all! It's a very logical assumption to make. One tip though, text alignement is controlled with VDI 39 and has several options. Vertical allignement is supposed to default to top line but I always change it as follows:

```
*
* set text alignement to bottom
*
move.w #39,control ;opcode for set alignement
move.w #0,control+2 ;number of PTSIN points
move.w #0,control+4 ;number of PTSOUT points
move.w #2,control+6 ;length of INTIN arrays
move.w #2,control+8 ;length of INTOUT arrays
move.w virhandle,control+12 ;device handle
move.w #0,intin ;horizontal: left justified
move.w #3,intin+2 ;vertical: bottom line justified
bsr vdi
```

Don

* Don_Maple@kr.maus.de *

4341. Have I heard _DEATH_ knocking: Hard drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 14:08:30 UTC
From: Carl E Lippitt <lippo@dasd.honeywell.com>
Message-ID: <1993Aug24.140830.22737@burro.dasd.honeywell.com>
Source record: 36994

Recently my SupraDrive 30mB hard disk refused to boot, and I could not access it or reinstall it from the desktop. Initially I thought that the controller was fritzed, until I realized that the system clock's time was still being set from the Supra SCSI controller. So I opened the case again, and after a few power cycles I heard a familiar sound that I had been missing--the drive platter spinning up to speed!

Question: Is there any proactive work I can do to salvage this drive, to keep it from sticking? or should I consider this a warning sign of death and set about obtaining another drive mechanism to minimize (or elimanate) down time ???

Comments?? Related experiances?? Help??? Advice??

oo--oo -- -o-o o -- -o-o o -- -o-o o oo--oo
lippo@dasd.honeywell.com Std Disclaimer-Not enough$ 9201 San Mateo, NE
Carl Lippitt MS C-8 (505)828-5997 Albuquerque NM, 87113

4342. Re: GEM + VDI scroll window?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 14:31:52 UTC
From: wmtwen@rw8.urc.tue.nl
Message-ID: <wmtwen.746202641@rw8.urc.tue.nl>
Source record: 36995

Hayo_Schmidt@hh.maus.de (Hayo Schmidt) writes:

>This means also, to handle the actual font size, font id and text effects
>separately (in an array of course). This really shouldn't be a big
>problem, and if you have a look at the Universal Font Selector (UFS), you
>will hopefully implement a GDOS support very soon.

What is the universal font selector?
Is it some function in source form for use in C programs to allow
uniform font selection in every application that uses it?

That would be a great function.

Erlend.

4343. Resource file format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 14:47:20 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CC9qEx.DpB@cs.bham.ac.uk>
Source record: 36996

Does anyone know the format for the new RSC files , ie version 4?
These are the ones with the colour icons.

I have documentation for version 1 files only.

Many thanks!

--Chris

4344. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 17:07:34 UTC
From: gbennett@friendly.es.com
Message-ID: <25dhsm$guk@cnn.sim.es.com>
Source record: 36997
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Ok, if you want to talk cost, let's make something clear first - who is the
>targeted customer for this GEMulator product? Obviously, someone who has a lot
>of money already invested in ST software. Such a person is also likely to have
^^^ Likely,
but not necessarily, I have probably $1000 invested in music software, but
not very much in the hardware.

>a substantial amount of money already invested in ST hardware. Is it likely
>that this person is now going to shell out bucks to invest in a complete PC
>system, and then also purchase a GEMulator, just to be able to run a fraction
>of the ST software on it?

The GEMulator's targeted customer is not intended for those with a large
investment in the ST, I don't know anyone that would buy a PC just to emulate
the ATARI. I believe that it is mainly targeted at the many Atari enthusiasts
that have some investment in Atari software, but for one of a million different
reasons, also own a PC (perhaps they like support). If you already own a PC (as
in my case) the GEMulator is much cheaper than upgrading the hardware on my the
Atari, and despite your argument to the contrary, it IS cheaper to buy add-ons
for the PC than the ATARI (and you can probably find a local dealer to purchase from)

>For most ST users, the cost to be able to use GEMulator has a floor of $500 to
>$1000, to obtain a usable 386-based PC system. Who knows what kind of video
>and disk controller cards you'll get in such a machine, what kind of memory

Even a generic VGA video card (which can be bought for $25-30 still has
better resolutions than an ST

>size, etc... On the other hand, the raw components are the same, and cost the
^^^ Granted the RAW compnents cost the
same, but there is a big difference in the final costs, like where are you
going to put the drive. Chances are you will need an external case and an
extra power supply

>same. Why buy a PC with 8MB of RAM, when you could simply put 8MB into your ST?
^^^ Right! try it
on a 1040ST and tell me how cheaply (or easily) it is done. (And you'll still
probably be limited to 4MB)

>(In particular, why buy a PC with 8MB of RAM when most applications still only
>use 640K; the extended RAM can only be used as virtual disk, file cache, and
^^^ NOT true, in the past maybe, but today almost all major software
(ie software requiring more than 640k) uses either expanded, extended, or
DPMI memory

>swap, most of the time. Not that an 8 MB disk cache is bad, mind you, but it
>*is* a little silly when you really want to be using a large program on a
>large data set...) If you want a high density floppy drive, it costs the same
>to buy the mechanism, whether you install it in a PC or an ST. If you buy a
>PC disk controller, it typically will only handle 1 or 2 each of floppy and
>hard drives, whereas a SCSI host adapter for an ST will allow you to connect
>8 SCSI devices. Sure, you can buy a SCSI controller for a PC, but it's much
>more expensive, less compatible, and much slower than an ST, unless it's a
^^^ REALLY? I think you don't
shop for hardware very well
>Localbus card, but the cost and compatibility problems are magnified then.
^^^ VESA is a standard and the current cost of most local bus cards
is equivalent to an ISA card.

>The argument that a stock PC has equivalent hardware at a cheaper price is
>just flat wrong - it may have the same hardware, at the *same* price, and
>still in some cases, the ST will be cheaper to upgrade.

The hardware may be the same price, but the price to utilize the hardware is
NOT! and customer support is definitely worth something.
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
> "Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

4345. MultiTOS with Flash II & Uniterm...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 18:05:38 UTC
From: klassa@aurs01.UUCP
Message-ID: <65623@aurs01.UUCP>
Source record: 37008

Hi-

I'm posting this for a friend... You can respond to him, to me (in which case I'll forward your response), or to both of us. Your choice. :-) His address is 'wrenn@chewy.larc.nasa.gov'.

He's got a TT at work, and has recently acquired MultiTOS. He's got Uniterm and Flash II (both), and neither seems to do what he wants under MultiTOS. Both programs lose characters when in terminal mode, and both hog the entire display in lieu of running in a window.

Does anybody know how one or both of these problems can be straightened out, for either or both of these packages? Is there a MultiTOS configuration program and/or accessory, that might allocate more priority to the serial port? Is there anything out there that'll force a program to run in a window?

Any help would be appreciated...

John

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // United States of America \ /\ & \/ \
email: klassa@aur.alcatel.com \/ \/ \

4346. Re: TT SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 19:09:22 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746219362snz@falcon.demon.co.uk>
Source record: 37022

Well I tried my bizarre SCSI thing again today from CD and it worked just fine, read 3M of CD-DA data no problem; dunno what I changed but it just started working ;-) Sorry for the confusion folks!

--
Alex Kiernan
alex@falcon.demon.co.uk

4347. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 19:33:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A3377@MS.maus.de>
Source record: 37001

In article <24vevbINNat3@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
wrote:
>Julian, you suffer from the same problem that I let myself into some times,
>its called 'Foot and Mouth Decease', you open your mouth and end up
>putting your foot into it...!!
>
>The latest ICD software 6.2.0 now has a AHDI Format/Compatibilty option..??

Oh, has it. Great. One thing less to worry about. I hope it's the default :-)

>Also comes with German/English Doc's, I have a fealing that this software
>is written in Germany..??

I don't think so...

4348. virtual memory on 68030 accelerated sts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 22:30:32 UTC
From: mjr@trias.geo.uni-bonn.de
Message-ID: <GMT24Aug.93.24862@work1.rhrz.uni-bonn.de>
Source record: 36999

Theoretically the above should be possible. But is there any freely available program which runs on a machine with hypercache030/tos1.04/mint1.04?

(i saw advertising for a commercial product needing at least tos2.05, no info about mint compatibility)

Thanks

Michael Ritzert

4349. Objective C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-24 23:55:11 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CCAFrz.EoL@sdf.lonestar.org>
Source record: 37006

I need to find a compiled version of the GNU Objective C compiler. I do not have the resources to compile this compiler (not enough disk space). I would also like the libraries and such that go with it. If anyone can help, please E-Mail me. Even if its just the name of a file and an ftp site!

Also, the GNU compiler 2.4.2 hasn't been working well for me. It keeps giving an error 1. Is 2.4.4 fixed? Or do I need to go back to an older compiler?

Also, I have heard that Objective C was supposed to come with an Interpretter. Does the GNU version have an Interpretter? Is there ANY PD interpretter available?

I'd like to create an Objective C library for GEM, and use that for all my GEM work, maybe model some of the objects from GEMFAST calls and some from NeXT objects.

CYA
Evan Langlois
evanlang@sdf.lonestar.org

4350. Before Dawn

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 00:02:28 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CCAG44.F0A@sdf.lonestar.org>
Source record: 37007
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What is the current version of Before Dawn, and are any English docs available? Can Before Dawn use real MODULES, or just new image files? If so, what modules are available, and how are they installed? Also, can the Warp5 star-module use animation? It would be nice to use the ringing clock or other animated image file with the star module. Is this possible? If so, where is the screen for setting the animation parameters?

Has anyone gotten TOSWIN and Before Dawn both loaded as desk accs? If so, how?

Any assistance would be greatly appreciated!
Please Email me as :
evanlang@sdf.lonestar.org

Thanks,
Evan Langlois

4351. Atari STE , Harddiskprobleme (DMA)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 01:12:48 UTC
From: onra@zelator.in-berlin.de
Message-ID: <23MGB96P@zelator.in-berlin.de>
Source record: 36955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

##

... Hallo !

Ich habe Probleme mit meinem 1040 STE (Bj 89) , da dieser eine angeschlossene
Festplatte (Megafile 30) zwar lesen kann , aber nicht beschreiben bzw.
formatieren , d.h. beim Schreiben werden die Daten der jeweiligen
Partition zerstoert und Formatieren tut er nicht .

Ich nehme an das dies mit dem DMA - Baustein oder einem
Interface - Treiberbaustein zu tun hat .

Hat da jemand schon mal aehnliche Probleme gehabt oder kann mir
irgendwie weiterhelfen ?

Fuer jeden Hinweis dankbar ...
ONRA
****

##
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D-10997 Berlin Btx : 0306116563 - 1
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##

--
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Net : onra@zelator.in-berlin.de
##

4352. 720k drive on 520ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 03:37:35 UTC
From: mheim@cogsci.uwo.ca
Message-ID: <1993Aug25.033735.4769@julian.uwo.ca>
Source record: 37000

I've got an old Atari 520STfm and a mono monitor. It's been upgraded to 1 Meg. It has one of the old single-sided 360k disk drives. The drive is the biggest thing holding me back from making any use of the system. I have ftp access on UNIX, and can write to 3.5in disks on IBM PC's, but can't write so that the Atari can read them. I'd like to get a new drive (720k), because I've heard that if the IBM formats a disk of this type, the ST will read it.

What should I look for in a drive that will work with the ST? Do people still sell 720k drives, and will they plug right into the ST? Can I make the new drive Drive A, and the old one Drive B? I remember reading how to do this in an old Atari mag, but have since lost it.

Any help would be appreciated.

--
Michael Hiemstra, (Sysad-in-training) / mheim@cogsci.uwo.ca
Centre for Cognitive Science, S.S. Rm 7332 \ Opinions are _not_ those
University of Western Ontario / of the UWO, but are mine
London, Ontario Canada N6A 5C2 \ alone.

4353. digital to analog hardware for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 06:03:49 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <25evc5$1rn@usenet.INS.CWRU.Edu>
Source record: 37002

hello,

does anyone know of any digital to analog hardware for the ST?
i'm interested in driving three mirrors that would reflect a laser
beam. so, the hardware would have to have three or four channels.
i have a 1040STf, which would probably mean using the cartridge port.
(i hope the cartridge port is writable--i remember reading something about
not being able to do it easily..)

any info would be appreciated...

--Bart

4354. HP 4L experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 07:58:26 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CCB25F.362@ztivax.zfe.siemens.de>
Source record: 37003

Hi folks,

I'm currently using PageStream and a HP DeskJet Plus. I'm considering to switch to a laser printer, the new HP 4L. Since PageStream isn't supported anymore, I have this question: is the LaserJet printer driver capable of running the HP 4L?

Thanx
Mike

4355. Re: virtual memory on 68030 accelerated sts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 09:57:01 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Aug25.095701.21519@rhrk.uni-kl.de>
Source record: 37004

mjr@trias.geo.uni-bonn.de (Michael Ritzert) writes:

>Theoretically the above should be possible. But is there any freely available
>program which runs on a machine with hypercache030/tos1.04/mint1.04?

>(i saw advertising for a commercial product needing at least tos2.05, no info
>about mint compatibility)

Try the demo version of OUTSIDE on ftp.uni-kl.de in pub/atari/other_demos.
You need at least MiNT 1.05 for virtual memory.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4356. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 10:33:08 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <25ff54$shb@unicorn.ccc.nottingham.ac.uk>
Source record: 37005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>
>>3. No MIDI (though I don't think anyone would buy it for MIDI anyways).
>
>A few people would, but not enough people have requested MIDI
>to warrant weeks or months of work for a handful of sales.

Come on then and get requesting you MIDI users. *I'd* like to be able to run
Cubase 3.0 under GEM on a PC instead of crash-a-minute windows. Especially
with the increased memory, speed, etc..

..Dave VH..
.....................................................................
___ __ . CCZDVH . My Guitar wonders why
/ \_/ / __ . @uk.ac.nott.vme . Its not easy to fly
| []| | LLLLLLLLLLLLL|__| . ~~~~~~~~~~~~~~~~ . Exept if your name
\_\___/\_\ . I can't play this! . Ends in Holdsworth or Vai
....\.................................................................
--
David Valentine-Hagart ...**... cczdvh@uk.ac.nottingham.vme
```

4357. Piracy BBS's in The Netherlands ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 18:40:33 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <25gbn1$51r@wsinis01.info.win.tue.nl>
Source record: 37009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Have some of the low bastards that send megaloads of cracked titles
along the globe by means of pigeons, snailmail, hollow teeth
or paternally adressed international central offices,
already infested the Netherlands ?

If so, I'll be more than happy to receive phonenumbers of the finest
among them! (At, of course, my mail-address.)

THIS IS NO FLAMEBAIT, and I can very well do without the old bunch
of pros and (mainly) cons w.r.t piracy. Just mail me some numbers,
or skip this article.

Thanks in advance!
RowdyB,
The Netherlands.

4358. Help formatting RLL drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 20:13:50 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.NXdgYnMqeg6@mbase97.hacktic.nl>
Source record: 37019
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I'm trying to format a Microscience HH-1120 RLL drive, that I put into
a Megafile 30. My AHDI5 does not know this drive. Can anybody send me,
or tell me where to get, software to format it?

Thanks in advance!
--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!

4359. gcc 2.4.5

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 21:04:02 UTC
From: tiemann@stud.ee.ethz.ch
Message-ID: <tiemann.746312642@elektra>
Source record: 37010

Hello,

sorry, I don't want to waste bandwidth but I don't see the reason,
why gcc isn't running on my machine. I use BMGCC245 but the situation
was the same with GCC241.

When I try to compile anything the message "gcc-cpp: unknown option -lang-c"
appears.

What's the problem? Anything with gcc.ttp giving wrong options to the
preprocessor, but why?

Thanks for any help!

Bjoern

4360. Re: Piracy BBS's in The Netherlands ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 22:32:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <25gp9pINNkm3@golem.wcc.govt.nz>
Source record: 37011
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] Have some of the low bastards that send megaloads of cracked titles
] along the globe by means of pigeons, snailmail, hollow teeth
] or paternally adressed international central offices,
] already infested the Netherlands ?
```

What do you mean already? That's where half of the stuff originated from
to begin with!


```
/--------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

4361. MiNT on 68000 Ataris ... HELP !

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-25 23:19:01 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Aug25161901@hpbeo82.bbn.hp.com>
Source record: 37023

I'd like to hear from people who managed to get MiNT 1.0x to run on the 68000.

--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

4362. Re: HP 4L experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-26 04:33:12 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <25hee8$g2@cxc1.cl.msu.edu>
Source record: 37013

michi@km21.zfe.siemens.de (Michael Klug) writes:

>I'm currently using PageStream and a HP DeskJet Plus. I'm considering
>to switch to a laser printer, the new HP 4L. Since PageStream isn't
>supported anymore, I have this question: is the LaserJet printer driver
>capable of running the HP 4L?

My understanding is that the HP 4L requires a new printer driver to get
at the higher resolutions. Using the standard HP drivers will result
in 300dpi output. No gain...

Can someone verify this?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

4363. Re: HP 4L experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-26 04:53:01 UTC
From: verheyde@fraser.sfu.ca
Message-ID: <verheyde.746340781@sfu.ca>
Source record: 37014

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>My understanding is that the HP 4L requires a new printer driver to get
>at the higher resolutions. Using the standard HP drivers will result
>in 300dpi output. No gain...

That's ok, since the highest resolution the 4L can print at is 300 dpi
(with resolution enhancement). The Laserjet 4 (no L) is capable of
600 dpi. The problem with the 4L is that all the controls are handled
through software. There is only a reset button on the printer. There
isn't even a power switch. Of course, the printer only comes with
Windows and DOS control programs, so it's not possible to turn on the
economode, resolutionm enhancement, etc from an unsupported computer.
You might be able to find a control program in the public domain,
though. I've seen one for other unsupported computers (Amiga).

--
"A working program| Neall Verheyde |"You are free,
remains an elusive| Computing Science, Philosophy |choose, that is,
thing of beauty." | Simon Fraser University |invent."
-RH Dunn | Burnaby, British Columbia | -Sartre

4364. ICD Link problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-26 06:39:50 UTC
From: chan_c@cs.uwa.oz.au
Message-ID: <chan_c.746347190@kultarr>
Source record: 37016

Hi everyone,
Just a little query that I would like to make.
I bought 'The Link' HD controller from ICD about 8 months ago
and I would like to know if it can daisy chain 2 hard disk
drives together. A few have told me that it would not be
possible due to some hardware problems on 'The Link'
but the understanding that I get from the manual is
that you can hook up as many SCSI devices to it.
Did I read the manual wrongly or is there a defect in it.

The reason I am asking is that I am thinking of getting
another hard drive and would like to chain it to the external
one that I have now.

On the topic of hard drives. Is there any difference
in the Quantam LP240 and LPS240? They are both 3.5" drives and
they look the same but is there any functionality difference
between them? I have the LP240 and was looking for another 240Mb
drive. The dealer has one in stock and it was a LPS240. Can I hook
that up together with my LP240?

By the way, I have a Mega 4 STE with 48Mb internal HD and
using a mono monitor. Oh I have just installed a 1.44Mb disk drive
and boy does it make a difference. My system came with the 720K
drive which was adequate but 1.44 is better. Had to fiddle with the
jumpers on the drive though. That was a real hassle.

Gary

4365. Re: MultiTOS with Flash II & Uniterm...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-26 06:51:33 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <25hmhl$ab5@elroy.jpl.nasa.gov>
Source record: 37015

In article <65623@aurs01.uucp>, John M. Klassa <klassa@aur.alcatel.com> wrote:
>He's got a TT at work, and has recently acquired MultiTOS. He's got
>Uniterm and Flash II (both), and neither seems to do what he wants
>under MultiTOS. Both programs lose characters when in terminal mode,
>and both hog the entire display in lieu of running in a window.

I don't know about Flash II, but Uniterm only runs in ST mono or medium
resolution because it writes directly to screen memory. I would heartily
suggest switching to CoNnect, a multi-window communications program that
works wonderfully well with MultiTOS.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

4366. Is my Falcon too slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-26 07:42:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A50091@SL.maus.de>
Source record: 37024

Hi!

Tuesday I purchased a Falcon 4/65 and the probs begin real soon, if they are
problems ...

I got GemBench 3.1 by Ofir Gal last night (ï¿½5 cash in a letter Ofir?)
and couldn't stop me testing my Falcon with it.
And that was it:
****
GEM Bench v3.10 ï¿½ Ofir Gal 5.8.93
==
Falcon 030 TOS 4.04, MiNT not present <--- TOS 4.04, take care!
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 16 Colours
FPU not present
Run and Malloc from STRAM
Reference = F030
After Hard-Reset, no AUTOs no ACCs
==
GEM Dialog Box: 4.290 90%
VDI Text: 4.385 87%
VDI Text Effects: 7.820 106%
VDI Small Text: 4.810 88%
VDI Graphics: 7.695 120%
GEM Window: 1.745 87%
Integer Division: 1.545 100%
Float Math: 2.700 98%
RAM Access: 1.090 100%
ROM Access: 1.140 101%
Blitting: 1.400 82%
VDI Scroll: 3.980 71%
Justified Text: 4.310 84%
VDI Enquire: 1.710 100%
==
Average: 93%
Graphics: 91%
CPU: 99%
****
This seems quite strange to me.
Does the TOS-Version make a difference in Speed or why do i get sometimes
slower, sometimes faster results?

Help wanted ;-)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4367. PCX slide show

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-26 08:03:31 UTC
From: meason@sunbird.ru.ac.za
Message-ID: <meason.45.746352211@sunbird.ru.ac.za>
Source record: 37018

Hi,

I'm urgently in need of a slide show program!!!!

It needs to be able to handle .PCX files: 650x480 with 16 colours.
Please, if anyone knows about such a program, e-mail me ASAP.

Thanx

From Mark E.

****
* Mark Eason | e-mail: *
* Department of Information Systems | meason@sunbird.ru.ac.za *
* Rhodes University, GHT, RSA | OR g91e1792@giraffe.ru.ac.za *
* 6140 | *
****

4368. Re: gcc 2.4.5

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-26 09:02:20 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Aug26110220@issan.informatik.uni-dortmund.de>
Source record: 37017

>>>>> In article <tiemann.746312642@elektra>, tiemann@stud.ee.ethz.ch (Bjoern Tiemann)
writes:
|> Hello,

|> sorry, I don't want to waste bandwidth but I don't see the reason,
|> why gcc isn't running on my machine. I use BMGCC245 but the situation
|> was the same with GCC241.

|> When I try to compile anything the message "gcc-cpp: unknown option -lang-c"
|> appears.

|> What's the problem? Anything with gcc.ttp giving wrong options to the
|> preprocessor, but why?

Probably you forgot to upgrade the preprocessor too. Try running
gcc-cpp -version, the version number should be the same as that of
gcc-cc1 or gcc.

- Andreas
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4369. Adding a 1.44 drive to my 1040. How do I do it?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-26 19:13:59 UTC
From: remyh@cco.caltech.edu
Message-ID: <25j21nINN2hm@gap.caltech.edu>
Source record: 37020
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The subject line says it all. Any files out there on this? Or any kind souls who want to tell me how to do it?

Remy Hathaway

--
\ Remy A. Hathaway | What is this (You are sleeping. \
/ The Dork Knight I crab doing) You do not want to believe. \
\ remyh@sandman.caltech.edu | here? (You are sleeping. /
/ I -Sartre) You do not want to believe. /

4370. Installing a 1.44 drive on my 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-26 22:04:14 UTC
From: remyh@cco.caltech.edu
Message-ID: <25jc0uINN5kl@gap.caltech.edu>
Source record: 37021

How do I do it? Any files, advice, etc. would be greatly appreciated.

Remy
--
\ Remy A. Hathaway | What is this (You are sleeping. \
/ The Dork Knight I crab doing) You do not want to believe. \
\ remyh@sandman.caltech.edu | here? (You are sleeping. /
/ I -Sartre) You do not want to believe. /

4371. Ram Gizmo with 8 megs... possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-27 06:49:26 UTC
From: kendall@NeoSoft.com
Message-ID: <CCEoAF.4Iz@sugar.NeoSoft.COM>
Source record: 37025

I have a Ram Gizmo memory upgrade board for the Falcon, and someone recently told me that Toad had said that you could put 2MB simms in the thing to give you 8MB memory on the Falcon. This seems like a long string of people for me to believe, so I was wondering if anyone out there could confirm this for me BEFORE i run out & buy 2MB simms. If not, I guess I'll just have to buy the 4 4MB simm$...

Thanks,
--
---> Kendall Gelner (kendall@neosoft.com)
The real goal of AI is to make computers act like the ones in the movies.

4372. Re: Is my Falcon too slow?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-27 08:21:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.607573@cix.compulink.co.uk>
Source record: 37038

In article <A50091@SL.maus.de>, Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
>Hi!
>
>Tuesday I purchased a Falcon 4/65 and the probs begin real soon, if they are
>problems ...
>
Don't worry, these are not problems.

>I got GemBench 3.1 by Ofir Gal last night (5 cash in a letter Ofir?)

Sure, thanks.

>GEM Bench v3.10 = Ofir Gal 5.8.93
>==
>Falcon 030 TOS 4.04, MiNT not present <--- TOS 4.04, take care!
>Blitter Enabled, NVDI not present
>Video Mode = 640 * 200 * 16 Colours
^^^^^^^^^^^^^^^^^^^^^^

This is why you didn't get 100% on all tests. GEMBench always uses 640*400
monochrome as a reference. 16 colours is bound to be a little slower.
The differences between versions of TOS 4.0x are marginal. Results should be
between 98% and 102% on a clean system. Let me know if you have anymore
problems. I am about to release v3.20 which includes Gemulator support.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

4373. 720 K floppy disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-27 11:09:47 UTC
From: hubert@masi.ibp.fr
Message-ID: <25kq1r$9t8@vishnu.jussieu.fr>
Source record: 37026

Keywords:

That's the first time I send an article so don't flame me too much if I do something wrong.

I have some great pbs with my floppy disk. It is still reading both simple or double sided disk but when I try to format a double-sided, the disk is unreadeable.
I think my drive is out of motion ???

And so I want to know if I can put a IBM 720K floppy disk to reduce the cost of repairs ?
Any answer, suggestion will be welcomed !
My E-mail : hubert@ecoledoc.ibp.fr

4374. newest possible gcc version for mega 4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-27 14:05:31 UTC
From: HAEHNELM@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CCF8H8.8wG@bernina.ethz.ch>
Source record: 37027

Can anyone tell me which is the newest gcc version that is working with my Mega ST 4? From which FTP Site can I get this version (if possible in Europe)?

Please e-Mail me because I don't know when I'm back in the net again.

My e-Mail address : frog@stud.ee.ethz.ch

Thanks for all information

4375. Re: MiNT on 68000 Ataris ... HELP !

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-27 15:50:22 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <25lafu$5ih@irz401.inf.tu-dresden.de>
Source record: 37028

Hi!

In article <JENSK.93Aug25161901@hpbeo82.bbn.hp.com>, jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:
>I'd like to hear from people who managed to get MiNT 1.0x to run on the 68000.

I've an Mega/STE 4 without any additional speeders (ok, NVDI, but that's all).
It works fine (v1.08), maybe a little slow. Multitasking is possible, but more
than two processes are *really* slow. 4 Meg is very few for MiNT.

greetings - ketchup

4376. SOZOBON USERS <<<<help>>>>>

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-27 19:48:16 UTC
From: cwilliso@tuba.calpoly.edu
Message-ID: <1993Aug27.194816.120183@zeus.calpoly.edu>
Source record: 37029

```
Article 29569 of comp.sys.atari.st:
Newsgroups: comp.sys.atari.st
Path: zeus!tuba.calpoly.edu!cwilliso
From: cwilliso@tuba.calpoly.edu (Chris L. Willison)
Subject: SOZOBON users <<<<<HELP!>>>>>
Message-ID: <1993Aug27.193824.117545@zeus.calpoly.edu>
Sender: news@zeus.calpoly.edu
Organization: California Polytechnic State University, San Luis Obispo
Date: Fri, 27 Aug 1993 19:38:24 GMT

Anyone-

This has got to be the dumbest problem in the world. Check this out.

I have the following set-up:

- ATARI 1040STf TOS 1.0 :-<
- 2 DS/DD Disk Drives

ok,

BOOT DISK:

- AUTO/ETERNAL2.PRG
- AUTO/RAMDISK.DAT w/ "D400"
- AUTO/((GEMENV.PRG - loads SOZOBON /BIN, /INCLUDE, /HOME, etc..)
ROOT.ENV contains:
LIB=A:\SOZOBON\LIB\
INCLUDE=A:\SOZOBON\LIB\
BIN=A:\SOZOBON\BIN\
etc............
- VI (loaded into Ramdisk)
- .c source files (loaded into Ramdisk)
- MUPFEL.PRG & MUPFEL.MUP (loaded into Ramdisk)
MUPFEL.MUP contains:
PATH=A:\SOZOBON\LIB\;D:\
CDPATH=D:\
LIB=A:\SOZOBON\LIB;
INCLUDE=A:\SOZOBON\INCLUDE\
HOME=D:\
etc..........

After the boot disk loads the gemvariables, creates a 400K ramdisk, and
copys all of the above programs to it, I replace it with a disk
containing:
```

SOZOBON\BIN\
SOZOBON\INCLUDE\
SOZOBON\LIB\

right! But wait.

when I am at the d:\ prompt, it WILL NOT RECOGNIZE ANY .TTP's THAT ARE
IN SOZOBON\BIN!!!

4377. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-27 23:48:57 UTC
From: darekm@microsoft.com
Message-ID: <1993Aug27.234857.15811@microsoft.com>
Source record: 37030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <253hfh$pop@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>Ok, if you want to talk cost, let's make something clear first - who is the
>targeted customer for this GEMulator product? Obviously, someone who has a lot
>of money already invested in ST software. Such a person is also likely to have
>a substantial amount of money already invested in ST hardware. Is it likely
>that this person is now going to shell out bucks to invest in a complete PC
>system, and then also purchase a GEMulator, just to be able to run a fraction
>of the ST software on it?
>
>For most ST users, the cost to be able to use GEMulator has a floor of $500 to
>$1000, to obtain a usable 386-based PC system. Who knows what kind of video
>and disk controller cards you'll get in such a machine, what kind of memory
>size, etc... On the other hand, the raw components are the same, and cost the
>same. Why buy a PC with 8MB of RAM, when you could simply put 8MB into your ST?

Total nonsense Howard. Give me some numbers. Real hard numbers. Yes you can
put 8 meg into an ST. FOR HOW MUCH? Yes you can upgrade the video to
Moniterm or ISAC or Crazy Dots. FOR HOW MUCH? Yes you can upgrade to TOS 2.06
or MultiTOS. FOR HOW MUCH? Yes you can upgrade to a high density floppy.
HOW MUCH? A larger hard disk (I fail to understand how people can talk about
direct to disk capabilities of the Falcon when the stupid thing comes with
way too little RAM and hard disk space to be useful. Again more cash for
a real Falcon). You can get a 16 Mhz or 20 Mhz upgrade for the ST. HOW MUCH?
You can get a 386 emulator. HOW MUCH?

HOW MUCH HOWARD??????? HOW MUCH MONEY DO ATARI USERS NEED TO KEEP THROWING
INTO A BOTTOMLESS PIT HOWARD?????????

The kind of people who buy Gemulator are both the type you describe (mondo
investement in Atari hardware) as well as the type who have a minimal
520ST or 1040ST system and just are not willing to shell out $1000+ to
get a new Mega STE or Falcon. They need a more powerful machine to run some
of the newer ST software. So what do they do?

A person has lots of options to get a more powerful piece of hardware to run
their ST software on. We're no talking about someone who specifically
wants to buy a Falcon because they want to tinker with the DSP or a developer
who buys a Falcon to test software compatibility on. We're talking about
your average Atari user who to date typically goes through great lengths to
get a decent system out of his ST - 16 Mhz upgrades, PC emulators, large
monitors, memory ugprades, etc. Here are 4 options:

1 - upgrade the existing ST. After butchering the ST to pieces (a nice
little side effect of a closed system like the ST) you're looking at
$1000+ for upgrading to the equivalent of a decent Mega STE or Falcon.

PC emulation extra. Good luck if anything ever breaks down.

2 - buy new Atari hardware, like a new Mega STE or Falcon. $1199 for a bare bones Falcon, + hundreds for a monitor, + hundreds of a decent RAM and hard disk upgrade. PC emulation extra. The "under $1000 68030 machine" Atari promised us years ago is now $2000+. Accoring to one magazine review out of Europe, the Falcon has a 40% compatibility rate with ST games and 70% with non-games. Put more money in the pockets of the Tramiels so they can use it for more stock flips and fund their future game machine projects (the "new" direction of the company? not that it's ever been anything otherwise!)

3 - buy a Mac. Hey, for what you pay for a 68030 based Atari running MultiTOS you can get a 68040 based Mac running System 7 with full color graphics and high density drives. Remember Dave Small's wonder emulator doesn't quite support any of that, so to run Mac software written since Ronald RayGun left office, you gotta but the real thing. Even I have a Mac at home. Major drawback: 0% Atari compatiblity.

4 - buy new PC hardware with Gemulator. $1500 to $2500 for a complete 486 system depending on what system you get and from which dealer. Full PC emulation is included <grin> and compatibility with non game and non MIDI software is almost 100%, better than the TT or Falcon. Some Atari dealers themselves sell 486/33 systems (complete with monitor and hard disk and Gemulator with TOS 2.06 ROMs) for about $1500. Add $500 to $1000 for a localbus 486/66 machine which will run as fast as a Falcon, and give you full support for DOS, Windows, OS/2, NT, UNIX, and whatever else comes along. I haven't seen IBM or Microsoft or Sun or Apple talking about porting their OSes to the ST, have you?

Sure, there's arguments for all 4 cases, with you obviously being a big supporter of #1. But your argument is only the lazy man's bandaid solution. A year or two when the ST market gets even deader, when more dealer shut down or covert to other platforms, when more ST magazines die, when more user groups break up, you'll be looking for a new computer anyway. So you'll end up going with #2, #3, or #4.

I welcome a discussion of pros and cons of all of the above methods. But please back it up with something solid like prices instead of just saying "well you can do this and you can do this and you can do this". You can grow watermelons in your car's trunk if I want to but you don't do it without a reason.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

4378. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-28 05:51:33 UTC
From: cmedley@wam.umd.edu
Message-ID: <25mrp5$la6@cville-srv.wam.umd.edu>
Source record: 37031
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

In article <1993Aug27.234857.15811@microsoft.com>,
Darek Mihocka wrote:
>In article <253hfh$pop@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>
>
>
>Total nonsense Howard. Give me some numbers. Real hard numbers. Yes you can
>put 8 meg into an ST. FOR HOW MUCH? Yes you can upgrade the video to
>Moniterm or ISAC or Crazy Dots. FOR HOW MUCH? Yes you can upgrade to TOS 2.06
>or MultiTOS. FOR HOW MUCH? Yes you can upgrade to a high density floppy.
>HOW MUCH? A larger hard disk (I fail to understand how people can talk about
>direct to disk capabilities of the Falcon when the stupid thing comes with
>way too little RAM and hard disk space to be useful. Again more cash for
>a real Falcon). You can get a 16 Mhz or 20 Mhz upgrade for the ST. HOW MUCH?
>You can get a 386 emulator. HOW MUCH?
>

ISAC's were being blown out for $299, if I remember correctly.
The more promising video upgrade I've seen are the Lexicor NOVA cards which
are essentially modified PC VGA and SVGA cards. These go for between $300 to
$1000.

I am not aware of an 8MB expansion for the ST series, but I would be interested
in one if it is cost-effective.

High-density floppy add-on... apparently some have do-it-yourself (< $80)
upgrades for it, as well as commercial (<$130) upgrades.

TOS 2.06 is $140 using the TEC board.

Add it all up and the typical ST user might scratch his or her head and
consider a $799 Falcon which (as you say) has too little RAM and HD space
for direct-to-disk recording. :)

>HOW MUCH HOWARD??????? HOW MUCH MONEY DO ATARI USERS NEED TO KEEP THROWING
>INTO A BOTTOMLESS PIT HOWARD?????????
>

Well it would cost less than to buy a 486SX/25 + GEMulator. :)

(However, the reality is, those who buy a GEMulator would have other uses
for the PC that would probably justify the system purchases other than to
emulate an Atari at 8mhz speed)

>The kind of people who buy Gemulator are both the type you describe (mondo
>investement in Atari hardware) as well as the type who have a minimal
>520ST or 1040ST system and just are not willing to shell out $1000+ to
>get a new Mega STE or Falcon. They need a more powerful machine to run some
>of the newer ST software. So what do they do?
>

Well, Darek, if they can't afford $1000 for a system, then they can't afford
a 486/SX25 with a "good" VGA card in order to do decent ST emulation with the
GEMulator.

I think they can afford it.... I think they may not want to spend more than
$1000 on an Atari, but may go higher for a more permanent machine like a Mac
or PC clone.

Also, do you imply that GEMulator offers a more powerful platform than the
Falcon?

(I'm not sure you could adequately back that claim, even with a 486 66mhz box)

>A person has lots of options to get a more powerful piece of hardware to run
>their ST software on. We're no talking about someone who specifically
>wants to buy a Falcon because they want to tinker with the DSP or a developer
>who buys a Falcon to test software compatibility on. We're talking about
>your average Atari user who to date typically goes through great lengths to
>get a decent system out of his ST - 16 Mhz upgrades, PC emulators, large
>monitors, memory ugprades, etc. Here are 4 options:
>
>1 - upgrade the existing ST. After butchering the ST to pieces (a nice
> little side effect of a closed system like the ST) you're looking at
> $1000+ for upgrading to the equivalent of a decent Mega STE or Falcon.
> PC emulation extra. Good luck if anything ever breaks down.
>

That's true. But the same can be said for almost any small company's hardware
support, especially for older machines. If someone has a 4 yr. old PC and
brings it in dead to a clone dealer, they will most likely "fix it" by doing
a motherboard swap.

>2 - buy new Atari hardware, like a new Mega STE or Falcon. $1199 for a
> bare bones Falcon, + hundreds for a monitor, + hundreds of a decent
> RAM and hard disk upgrade. PC emulation extra. The "under $1000 68030
> machine" Atari promised us years ago is now $2000+. Accoring to one
> magazine review out of Europe, the Falcon has a 40% compatibility
> rate with ST games and 70% with non-games. Put more money in the
> pockets of the Tramiels so they can use it for more stock flips and
> fund their future game machine projects (the "new" direction of the
> company? not that it's ever been anything otherwise!)
>

Ok, a correction.. the "bare bones" Falcon is "only" $799. But I think it
is quite unusable.

I think the "base system" is the 4/80 system selling for $1200.

For $1200, and I speak only for myself, I'm not playing games. I really would not care if Dungeon Master works on it. I'm also sure that GEMulator would not be able to run many of the ST games because they come on copy protected disks.

I think in a sense, your presentation of the first two options somehow implies GEMulator can do these things... which it cannot.

>3 - buy a Mac. Hey, for what you pay for a 68030 based Atari running
> MultiTOS you can get a 68040 based Mac running System 7 with full
> color graphics and high density drives. Remember Dave Small's wonder
> emulator doesn't quite support any of that, so to run Mac software
> written since Ronald RayGun left office, you gotta but the real thing.
> Even I have a Mac at home. Major drawback: 0% Atari compatiblity.

That's true. But then, if you're buying a new computer, and you still have an ST and enough desktop space, there is no reason not to buy a Mac. :)

>
>4 - buy new PC hardware with Gemulator. $1500 to $2500 for a complete 486
> system depending on what system you get and from which dealer. Full
> PC emulation is included and compatibility with non game and
> non MIDI software is almost 100%, better than the TT or Falcon. Some
> Atari dealers themselves sell 486/33 systems (complete with monitor
> and hard disk and Gemulator with TOS 2.06 ROMs) for about $1500. Add
> $500 to $1000 for a localbus 486/66 machine which will run as fast
> as a Falcon, and give you full support for DOS, Windows, OS/2, NT,
> UNIX, and whatever else comes along. I haven't seen IBM or Microsoft
> or Sun or Apple talking about porting their OSes to the ST, have you?
>

Ok, here are some things I kind of take issue with in your presentation:

1) $1500 for a complete 486/DX33 system is about right. That includes (usually) a SVGA card (a good one, too), 200MB HD, mouse, and 4MB of RAM. Assuming GEMulator takes up no RAM, this would give the user emulation of (roughly) 16mhz 68000 with no sound support, no MIDI, no joystick, no ability to read/write protected floppies, and it might be a tight fit to try to run GEMulator along with something else.

If the user's goal is to buy a high-end ST, for $1500, they would do better to just buy a TT030. Or a Falcon. In fact, looking at your mailing information, it says a 50mhz 80486 emulates roughly a 16mhz 68000.

The issue then is simply whether or not it is worth it for the end user to switch. If all they want (or need) is a fast ST, I don't think GEMulator can deliver unless it is running on a Pentium. A 16mhz 68000 was nice a while ago (and I'm using one now, so I guess I'm qualified to comment on it) but I feel that a 16mhz '030 is probably the bare minimum for someone doing serious work. The Falcon should have had a 33mhz CPU, IMHO.

If on the other hand, the user wants to escape the downward spiral of Atari computers (whether real or percieved... I think it is real enough), then

they will go PC or Mac, and if they need GEMulator to make the transition smoother, that's where the product comes in. But I think it is a little presumptuous to put an emulator of a 16mhz 68000 up against a machine with a 16mhz '030 and a 33mhz 56001 DSP and other enhancements as the option for an *Atari* power user. A PC power user would indeed enjoy a 486/66 (I'm going to definitely enjoy mine when i get it :)).

2) I've also noticed you have made claims at various times that you've sold more GEMulators than Atari has sold Falcons. Judging from the response at local music stores... I'd hazard a guess you're probably wrong. :)

3) The people who upgrade to a Falcon can "take along" their ST monitor. They can also bring up their hard drives, modems, etc... albeit with different cables, and perhaps even support software. But it is not a completely new system purchase like a PC, where the SC1224 would be useless as a monitor, or a SCSI drive might require additional purchases because that $1500 system only includes IDE, not SCSI.

I think you've got a nice product and I think it is probably an excellent job of emulation. I do think it has some things missing I wish were in it (MIDI!), but overall, it is a killer product. I just think it isn't realistic to claim it is comparable to a high-end Atari (i.e., Falcon or TT) in overall features and performance because it lacks a lot of the features of those particular boxes, and as I've said, if the user wants a high powered ST, they are probably stuck with Atari products. Perhaps as GEMulator is upgraded and faster Intel CPUs become cheaper (a Pentium should be able to give TT performance) you could eliminate Atari's high end. :)

>But please back it up with something solid like prices instead of just
>saying "well you can do this and you can do this and you can do this".
>You can grow watermelons in your car's trunk if I want to but you don't
>do it without a reason.

Well, let me summarize it all.. into a neat paragraph or so.

GEMulator is great. I think it is perfect for someone using an 8mhz ST machine, or maybe even STe, who is sick of Atari's so-so performance in the comptuer industry and wants to jump to a more secure platform.

But if the user needs a more powerful ST, I don't think a 486/66 running like a 24mhz 68000 is going to be enough. I think in that case, they would do better to get a Falcon or TT.

Also, I'd love to see you add MIDI support. I know you've said no one has made a big deal of it, so let me be one of the first to whine about it. :)

4379. Right Mouse Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-28 07:22:36 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CCGKHp.BI6@sdf.lonestar.org>
Source record: 37033

Alright folks, who has code for waiting for either the left mouse button OR the right button? How should this be done. I'd like to keep the system responsive, yet I don't want to waste CPU time by calling 2 different functions a million times. I might be able to simply not wait for a left button event. However, it helps for window-dialogs.

My only idea is to only wait for a left button during a window dialog, but wait for a right one elsewhere. Basically, I'd like to use the right button to "drag" the interior of a window (like Gemview) along with some other uses.

Thanks.

4380. Re: Falcon audio input problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-28 09:56:20 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Aug28.095620.12969@beaver.cs.washington.edu>
Source record: 37032

In article <oracle.746144153@pv0a27.vincent.iastate.edu> oracle@iastate.edu (Jason Brunken) writes:
>I am having a small problem with my Falcon that perhaps someone could help me
>with, I'm not experienced at all when it comes to audio systems, so I don't
>really know what is causing my problem.
>
>The problem seems to be with my left channel. I have been hooking my CD
>player to my Falcon by using a cable that converts from the CD's L and R RCA
>jacks to the Falcons 1/8" Stereo mini jack. I am also using a -40db
>attenuator on each channel as suggested by Atari. For some reason, when I try
>and sample from my stereo, the left channel is totally absent, however when I
>hook up two microphones using a L<>R splitter both channels work perfectly.

I'm not sure exactly what the problem is with your setup but I've found that connecting things to the Falcon via a headphone jack is a very nice way to get sound into the microphone jack. What I'd suggest is getting a 1/4" stereo plug to 1/8" stereo mini jack adapter and then a 1/8" stereo extension cord (it has a 1/8" stereo plug on both ends), then you can plug your CD player (or pre-amp for that matter) right into the Falcon mic jack. I've found the volume needs to be at about 1/3 level or so, your mileage may vary. This doesn't require the attenuators at all since the impendances match up nicely running from a headphone out into the microphone input.

One note : If you are hooking up to your receiver or pre-amp (or really anything with a headphone out), be sure to turn off all bass-boosting type stuff, just get it down to the original signal, otherwise you get really crummy digitized sound that gets clipped very easily.

>
>This is where it starts to get wierd. If I use a mono splitter on the left
>channel, and add a microphone, then the left channel comes through OK with the
>exception of the signal being a bit lower. If I turn the microphone off, the
>left channel again ceases to function.
>
>This problem has only showed up recently, both channels used to work
>flawlessly. I would appreciate any suggestions that you other Falcon owners
>might have.
>
>Thanks in advance.
>
>oracle@iastate.edu
>

Good luck,

--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

4381. Falcon Sound DMA programming

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-28 10:30:34 UTC
From: m2ac@ohm.york.ac.uk
Message-ID: <1993Aug28.103034.25952@ohm.york.ac.uk>
Source record: 37037

I've been programming the sound stuff on the Falcon now for a few weeks, after finally sussing out some of the commands, I thought everything was OK, I seemed to be able to send data from the disks through the DMA, DSP to the DAC.

However, now I'm experiencing an exasperating problem... I want the DSP to pick up, (say) every 16th frame and treat it differently to the rest of the data,

4382. System Audio Manager, how?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-28 12:05:52 UTC
From: skele08@atlantis.cs.umu.se
Message-ID: <CCGxLt.6vD@cs.umu.se>
Source record: 37034

Greetings,

I recently learned that SAM (System Audio Manager) allows program to install sounds into it, allowing users to change the sounds used in different programs. The way I understand it, SAM reads a file called *.SAA that contains the different events in a program that can trigger a sound. The user then assignes sounds to these events in the SAM config accessory. I then assume that the program signals SAM that an event previously installed is happening and SAM then plays the sound.

If this is correct, does anybody know the format of the SAA file and how do I tell SAM to play the sound?
If I'm wrong, how does it work? Does it work at all? :-)

I'd really enjoy having a cool Twin Peaks or StarTrek sample amuse me with something witty when my compiles fails or (more seldom) works.

Thankfull for any help...

/Olof Tjerngren,

4383. Re: Right Mouse Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-28 13:25:58 UTC
From: grellier@imag.fr
Message-ID: <CCH1BA.4AJ@imag.fr>
Source record: 37035

Hello,

For now, to use both right and left buttons when I call
evnt_multi, I set an EVNT_TIMER, for a very short time.
Yes, no with MultiTos, such a busy wait is unacceptable.
So, I wonder if there was any patches to the system using
the same methods than Let'em fly use for example to change
the treatment of evnt_multi. Even if a rewrite of the function
is impossible because the lacks of documentation, it may be
possible to change the behaviour of it. Personnally I've never
used the possibility of expecting an event from the two buttons
together. Won't it be possible to change it to expect an event
from one or the other button ? I suppose it's quite a small
patch that we could do for our own application only. Is
someone documented enough to examinate such a solution ?

--
+=========================+===+
**	Thierry Grellier, Thierry.Grellier@imag.fr
...****	stagiaire au LGI de l'IMAG, GRENOBLE
.....**..	

4384. PORTING ST STUFF TO MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-28 13:53:37 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <25no11$99k@wsinis01.info.win.tue.nl>
Source record: 37036
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My subject line pretty much says it all:

Is anyone into porting ST software to MS-DOS ?

Ehr. Darn. I'm afraid that's it.
Terribly to the point,

Rowdy Blokland,
The Netherlands.

4385. Re: Right Mouse Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-28 18:55:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.612784@cix.compulink.co.uk>
Source record: 37040

In article <CCH1BA.4AJ@imag.fr>, grellier@imag.fr (Thierry Grellier) writes:
>Hello,
>
>For now, to use both right and left buttons when I call
>evnt_multi, I set an EVNT_TIMER, for a very short time.
>Yes, no with MultiTos, such a busy wait is unacceptable.
>So, I wonder if there was any patches to the system using

The way to do this is:

evnt_multi(...MU_BUTTON...,258,3,0,...)

Strange, but it works.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

4386. Re: Mintlibs (Was Compiling MiNT...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-28 19:22:54 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Aug28152255@acae127.cadence.com>
Source record: 37039

> I had three problems:
>
> (1) Running out of memory. I have 2.5MB. I had to disable
> everything and use sh instead of a better shell. (This was not really a
> problem). Also GCC is a memory hog. It might be a lot less memory
> intensive with a native ST compiler.

yeah while this is true and comes up over and over again, i
would suggest getting a hold of a copy of a virtual memory program
like OUTSIDE (lexicor is selling it in USA send mail to Yat Siu (hi Yat!)
[drnibble@wpi.wpi.edu]) and not worry about memory again (of course
for any of the virtual mem programs you need a 030 equipped atari).
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4387. Re: HP 4L experiences?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-29 05:23:39 UTC
From: rchan@terapin.com
Message-ID: <rchan.0eet@terapin.com>
Source record: 36891

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>michi@km21.zfe.siemens.de (Michael Klug) writes:
>
>>I'm currently using PageStream and a HP DeskJet Plus. I'm considering
>>to switch to a laser printer, the new HP 4L. Since PageStream isn't
>>supported anymore, I have this question: is the LaserJet printer driver
>>capable of running the HP 4L?
>
>My understanding is that the HP 4L requires a new printer driver to get
>at the higher resolutions. Using the standard HP drivers will result
>in 300dpi output. No gain...
>
>Can someone verify this?
>--
> =-=-=-=

4388. Re: Ram Gizmo with 8 megs... possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-29 07:32:38 UTC
From: Jim.Collins@f730.n286.z1.fidonet.org
Message-ID: <746700162.AA00248@dswhq.omahug.org>
Source record: 36934

In a message of <27 Aug 93 06:49:26>, Kendall Gelner (1:286/2) writes:

KG> I have a Ram Gizmo memory upgrade board for the Falcon,

Great!!! <smile - grin - etc> I hope you enjoy your Falcon and your RAM Gizmo!

KG> and someone recently told me that Toad had said that you could put
KG> 2MB simms in the thing to give you 8MB memory on the Falcon. This
KG> seems like a long string of people for me to believe, so I was
KG> wondering if anyone out there could confirm this for me BEFORE i run
KG> out & buy 2MB simms. If not, I guess I'll just have to buy the 4 4MB
KG> simm$...

I can assure you that an 8 megabyte configuration is not possible with the RAM Gizmo. 1 Meg (using 4 - 256K simms), 4 Meg (using 4 - 1meg simms), and 14 Meg (using 4 - 4meg simms) are the only options available. The RAM Gizmo will accept either 8 or 9 bit simms that are at least 80ns or faster. If you have any other questions about the RAM Gizmo or any of our other products please feel free to ask!

Jim Collins
chro_MAGIC Software Innovations

4389. Re: Ram Gizmo with 8 megs... possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-29 07:58:06 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <746614341.AA00244@dswhq.omahug.org>
Source record: 36895

In a message of <27 Aug 93 06:49:26>, Kendall Gelner (1:286/2) writes:

KG> I have a Ram Gizmo memory upgrade board for the Falcon, and
KG> someone recently told me that Toad had said that you could put 2MB
KG> simms in the thing to give you 8MB memory on the Falcon. This seems

Since I designed the Ram Gizmo, I think I may be qualified to answer this
question for you. :-)

1) Toad does not sell the Ram Gizmo and doesn't know a damned thing about
it.

2) Toad DOES sell an import that they CLAIM will do 8meg with just 2
SIMMS. I have my doubts of this, since the info I have indicates
that the machine will only recognize 1, 4, or 14 meg of RAM,
ergo, an 8 meg configuration shouldn't be possible, but I won't say
it can't be done, by virtue of the fact that the RAM Gizmo shouldn't
be possible either :-). I just can't see how it would be possible at
this point in time. Additionally, the Falcon has a 32 bit
memory bus. It just won't run with 2 8-bit wide SIMMS. So either TOAD
is selling a memory board that uses 32-bit SIMMS, or they are
misinformed about the whole deal.

3) The RAM Gizmo REQUIRES ALL SIMMs to be installed, and they should all
be the same size unless you like major headaches. :-)

4) You need to try to stay away from Panasonic and Mitsubishi SIMMs if at
all possible. These seem to place a bit of an unusual busload on
the system in the current design. If you DO get Panasonic or
Mitsubishi SIMMs, don't panic. I do have a fix for the problem, and
you can send the thing back and have it modified for free. The next
run of boards that comes in (which is sceduled for the first of
October) will have the fix incorporated into the board.

If you have any other questions, don't hesitate to ask me here, or Jim Collins
on Delphi and Genie.

Additionally, I can be reached at the following email addresses

Chris Richards
1:286/730@fidonet.org
51:203/2@Atarinet.ftn
90:300/8@Nest.ftn
100:220/3@Turbonet.ftn

4390. System Audio Manager, how?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-29 11:04:50 UTC
From: Paul_Tuijnman@p19.f202.n281.z2.fidonet
Message-ID: <2c808d5d@p19.f202.n281.z2.fidonet>
Source record: 36899

> REPLYADDR skele08@atlantis.cs.umu.se
> MSGID: cs.umu.se CCGxLt.6vD
> Greetings,
>
> I recently learned that SAM (System Audio Manager) allows program to
> install sounds into it, allowing users to change the sounds used in
> different programs.
> The way I understand it, SAM reads a file called *.SAA that contains
> the different events in a program that can trigger a sound. The user
> then assignes
> sounds to these events in the SAM config accessory. I then assume that
> the program signals SAM that an event previously installed is happening
> and SAM then plays the sound.
>
Sounds like CRAZYSOUNDS; with that you can also assign samples to all kinds
of system functions (and if you have a Falcon record own samples); costs
about $40-50. Works both on ST's as STE's. If you'd want a cheaper
solution, try to find BEFORE DAWN (DAWN122.*) and a demo of Crazysounds and
Paula/Petra (*.mod player). It's basically a screen saver into which you
can load & play various kinds of graphics and animations. As a matter of
fact you can have the Enterprise floating around on your screen and have
Paula playing the Enterprise theme at the same time. Or have a short
animation running while every thirty seconds a jive voice says:
'Hellloooooobaby!' It does take some CPU time and RAM, of course.

good luck,

Paul

Paul_Tuijnman@nextjk.wlink.nl	\	/ ~~ boom!/\ ~~
FidoNet 2:500/130.2123	- * - ~~~~ __\/_____
or 2:281/202.19	/	\ _/_argh! \ /
tel/fax +31 50416932	\ / -- \ /
Groningen - Netherlands	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
***	Battle in Bathtub (anonymous)

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:281/202.19)

4391. DIY memory expansion with C101601-38 MMU

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-29 14:38:11 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <110751@hydra.gatech.EDU>
Source record: 36892

Hello technically inclined Atarians!

I would like to do a memory expansion on my 1040ST. The problem is that I don't have the MMU described in the files on atari.archive. The part number of my MMU is:

C101601-38

It is an 80 pin, rectangular, surface mounted chip. I have been told that this MMU has the extra address line to address up to 4 megs of RAM. The person who told me this does RAM upgrades but he wasn't willing to share this information with me. He'd rather I pay him to install a commercial upgrade board. If anybody knows the pin outs of this chip, I'd appreciate the information so I can do a DIY upgrade. Thank you!
--
Opinions expressed are my own.

4392. C on the ST..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-29 15:17:27 UTC
From: pauld@umbc.edu
Message-ID: <25qha7INN15@umbc7.umbc.edu>
Source record: 36893

Hey all.. I haven't done much programming on the ST in C.. having mainly worked on Unix Boxes.. and have a few questions. How can I open various ports on the ST to read/write to them? (Modem, Printer, Midi..) Also, what would be a good place to look for doing graphics stuff on the ST? I'm used to X and GL myself, and don't know where to start for stuff on the St.. thanks!

Paul

--

--- Paul Danckaert - pauld@umbc.edu --

4393. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-29 20:19:14 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <25r302INNI21@tortoise.cis.ohio-state.edu>
Source record: 36894
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Aug27.234857.15811@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:

[lots cut for brevity:
1: upgrade existing ST.
2: buy a more powerful new Atari
3: buy a mac.
4: buy a x86 machine, and buy Gemulator, even get chance at some great new os'es.
]

>Sure, there's arguments for all 4 cases, with you obviously being a big
>supporter of #1. But your argument is only the lazy man's bandaid solution.
>A year or two when the ST market gets even deader, when more dealer shut
>down or covert to other platforms, when more ST magazines die, when more
>user groups break up, you'll be looking for a new computer anyway. So
>you'll end up going with #2, #3, or #4.

Parts of those argument #3, #4 are for systems that don't run Atari software, or that later you won't want the Atari emulation. You specificlly mention not "wasting" money on Atari products. For the clone, you mention that you can run other OSes and programs.

Maybe I'm strange. I don't like option #1 at all. I will only spend small amounts of money to upgrade a machine, and most of that on peripherals (disk, monitor, memory) that can be easily resold, or moved to the new computer.

I'd rather save my money and just upgrade to a NEW computer. Now, if I go to a clone, I see the Gemulator board in the "upgrade" category. Why would I want to spend $300 on it...when i could buy native software instead? You harp that the Atari market is "dead-end", and seem to indicate that I'll have to move totally over to the x86 (or mac) sometime. Why shouldn't I do that NOW, using the $300 I'd waste if I bought a Gemulator--if the Atari community dies like you say it will--the Gemulator is REALLY a waste of money. Hey, I can keep my ST (for 100% compatibility BTW) when I upgrade. Why should I spend more on a dead market? Hey, I'm just applying YOUR argument to it's conclusion.

I'm not saying that no one would buy a Gemulator (obviously false) or that for some, they need to run the Atari version of some software as no alternative exists. But in general, if you are going to MOVE ON, I say, MOVE ON. I would buy a Gemulator *if* I had some extra money lying around, it'd be a nice toy to play with (of course, I'd have to get the 486 FIRST).

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

4394. dialogs and multitos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 00:47:51 UTC
From: sme4v@kelvin.seas.Virginia.EDU
Message-ID: <CCJrJs.3wq@murdoch.acc.Virginia.EDU>
Source record: 36896

I am having a problem using dialogs in multitos. After a dialog is closed, GEM sends redraw messages to any windows behind it. If I open another dialog, the dialog is drawn, but then the background windows redraw themselves over it. This is also a problem with background apps which update their window's work areas continuously (i.e. lines.app) are behind a dialog. I have noticed however that this does not happen to the dialogs in Atari Works. Does anyone know how to stop this from happening? Thanks.

Scott Ettinger
sparc@delphi.com

4395. how do you flush midi port on st [?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 03:25:29 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Aug30.032529.10962@news.cs.brandeis.edu>
Source record: 36897
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

greetings:

i'm trying to write a few simple midi programs for my atari st
using lattice c 5.5 and i can't find any call in the libraries
that flushes the midi port (the reason i want to flush it is that
the midi port keeps incoming notes that weren't read -- even
across program exits so the first thing i hear when i start my
program is usually a few goddam notes that were kept in there
from the previous run and never read)

also i couldn't find a way to associate a file descriptor to the
midi port so that i can use fflush()

one thing i tried to do, based on information on abacus's "atari
st internals" -- the most useless book ever printed -- is to write
to the status byte of the acia controlling the midi port a byte
doing the reset (bit 0 and 1 set) but that hangs the st: i go into
supervisor mode, write the byte to acia status register and get back
to user mode. i can read that status register (in supervisor mode)
no problem though. (i _assume_ it's that register i'm reading -- i'm
using the address given in "atari st internals"...)

any idea?

please reply in email as i don't usually keep up with this group
thanks

jacob

4396. how do you set an alarm on atari st [?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 03:35:20 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Aug30.033520.11223@news.cs.brandeis.edu>
Source record: 36898
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

greetings:

i'm trying to write a few simple programs for my atari st using
lattice c 5.5 and have tried to locate alarm() or sleep() or an equivalent
routine but with no luck. the only routine that "waits a certain amount
of time" is some AES that seems to be specific to AES...

how do you time yourself on the st? for example how do you perform a task
that needs to be performed at fixed intervals? obviously you can't
intersperse your program with code checking the system clock to see if
"that time" has arrived yet. something equivalent to alarm() and SIGALARM
handlers must exit.

any help greatly appreciated...

please reply in email as i don't usually keep up with this group
thanks

jacob

4397. Re: dialogs and multitos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 05:21:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.615715@cix.compulink.co.uk>
Source record: 36915

In article <CCJrJs.3wq@murdoch.acc.Virginia.EDU>, sme4v@kelvin.seas.Virginia.EDU (Scott Morgan Ettinger) writes:
> I am having a problem using dialogs in multitos. After a dialog is
>closed, GEM sends redraw messages to any windows behind it. If I open
>another dialog, the dialog is drawn, but then the background windows
>redraw themselves over it. This is also a problem with background apps
>which update their window's work areas continuously (i.e. lines.app)
>are behind a dialog. I have noticed however that this does not happen
>to the dialogs in Atari Works. Does anyone know how to stop this from
>happening? Thanks.
>

If it happens in your programs simply don't call Form_dial(FMD_FINISH,...)
if in other programs, complain to the authors.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

4398. Re: dialogs and multitos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 07:37:06 UTC
From: kuehn@cscs.ch
Message-ID: <1993Aug30.073706.722@cscs.ch>
Source record: 36900

In article 3wq@murdoch.acc.Virginia.EDU, sme4v@kelvin.seas.Virginia.EDU (Scott Morgan Ettinger) writes:
> I am having a problem using dialogs in multitos. After a dialog is
> closed, GEM sends redraw messages to any windows behind it. If I open
> another dialog, the dialog is drawn, but then the background windows
> redraw themselves over it. This is also a problem with background apps
> which update their window's work areas continuously (i.e. lines.app)
> are behind a dialog. I have noticed however that this does not happen
> to the dialogs in Atari Works. Does anyone know how to stop this from
> happening? Thanks.
>
It seems that your problem is that you do not make a wind_dial(FMD_START, ...)
and wind_dial(FMD_FINISH, ...) call correctly. The first one tell the AES,
that a dialog is gonig to be placed on the screen. The second call is necessary
to tell the AES that the dialog is done now and has to be replaced by the
background and window contents. If you do it correctly then it should work,
at least I have never encountered any problems with that.

Ulrich

4399. MiNT and memory problems (was Re: Mintlibs (Was Compiling MiNT...))

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 07:42:16 UTC
From: lynbech@daimi.aau.dk
Message-ID: <25sb0o$8lp@belfort.daimi.aau.dk>
Source record: 36901

Thus spake bammi@acae127.cadence.com (Jwahar R. Bammi):

>> I had three problems:
>>
>> (1) Running out of memory. I have 2.5MB. I had to disable
>> everything and use sh instead of a better shell. (This was not really a
>> problem). Also GCC is a memory hog. It might be a lot less memory
>> intensive with a native ST compiler.

> yeah while this is true and comes up over and over again, i
>would suggest getting a hold of a copy of a virtual memory program
>like OUTSIDE (lexicor is selling it in USA send mail to Yat Siu (hi Yat!)
>[drnibble@wpi.wpi.edu]) and not worry about memory again (of course
>for any of the virtual mem programs you need a 030 equipped atari).

But for us unfortunates, with a 68000, this is not a solution. What we need, is for someone to get started on implementing swapping in MiNT. This may become dead-slow, but it should work in many cases. At least for a 4M machine, it should stop GCC from running out of memory, not matter how many shells, makes, emacs', is running.

I got a couple of ideas, but I haven't the time right now to start looking into it.

Christian Lynbech | Hit the philistines three times over the
office: R0.32 phone: 5034 | head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

4400. BJ 200 printer driver

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 08:29:25 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-300893104217@nod.eng.umu.se>
Source record: 36902

A friend of mine has bought herself a new printer, a Cannon BJ 200, and now she desperately needs a 1ST Word Plus printer driver suitable for that printer.

Solutions and/or suggestions would be most welcome.

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

4401. Re: Right Mouse Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 09:45:49 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CCKGGE.MLo@cs.ruu.nl>
Source record: 36903

In <memo.612784@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

>The way to do this is:
>
>evnt_multi(...MU_BUTTON...,258,3,0,...)
>
>Strange, but it works.

Have people noticed that when this trick is used in MultiTOS making double
clicks becomes virtually impossible? Even single clicks must be made very
firmly. Or has this been fixed in more recent versions?
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4402. Re: MiNT on 68000 Ataris ... HELP !

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 13:06:59 UTC
From: ut@informatik.uni-kiel.de
Message-ID: <25su1jINNs03@mickey.informatik.uni-kiel.de>
Source record: 36905

In <JENSK.93Aug25161901@hpbeo82.bbn.hp.com> jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:

>I'd like to hear from people who managed to get MiNT 1.0x to run on the 68000.
Hi!

I just upgraded from MiNT 0.95 (old, but reliable) to MiNT 1.08.
System: Atari 520 ST (with 4 MB RAM)
Compliler: gcc2.3.3 (once again, old but ... ;-)
Compiled with MiNTlibs (don't know what version, but not the newest
one, I think)

The only thing I had to do was hacking in the makefile to prevent him
from building asmtrans.ttp and to unset -DMULTITOS.
Then renaming mint.prg to mintnp.prg, and all stuff was up and
running.

Uli

--
Ulrich Teichert Voice : +49 4321 71582
Stormweg 24 E-mail: ut@informatik.uni-kiel.d400.de
24539 Neumuenster, Germany // listening to:
Buzzcocks: Energy // Buzzcocks: Unthinkable

4403. Re: dialogs and multitos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 14:56:51 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93Aug30145651@sun.ph-cip.uni-koeln.de>
Source record: 36904

>It seems that your problem is that you do not make a wind_dial(FMD_START, ...)

I *think* it was form_dial(...) ?!?

Greetings, Joe

4404. QuarkXPress on Spectre?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 15:32:51 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93242.30771.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 36912

Has anyone had any luck loading Quark Express onto an Atari with Spectre GCR? It's supposed to work with a Mac Plus (which Spectre emulates), but I can't get it to load. (I can get Pagemaker 4.1 and MS Word 4.0 to load OK).

4405. MiNT on 68000 - Thanks, but ...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 15:41:41 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Aug30084141@hpbbrn.bbn.hp.com>
Source record: 36908

Thanks to everybody who replied to my (incompletely posted :-) call for help about running MiNT 1.0x on a 68000 ST. Seems like I'm the only one for which it doesn't work.

To eliminate side effects from disk drivers, AUTO programs and accessories, I ran MiNT 1.08 from A:\AUTO, with nothing else on that floppy. GEM came up, but I still got crashes when trying to run programs. I then switched tracing on, redirected the output to the serial port and tried again. Here's the sad result:

```
pid 0 (MiNT): Fread: 512 bytes from handle 6 to 36D9E
pid 0 (MiNT): Fclose: 6
pid 0 (MiNT): Fgetdta: returning 296EA
pid 0 (MiNT): Fsfirst(\AUTO\*.PRG, 0)
pid 0 (MiNT): relpath2cookie(\AUTO\*.PRG, dolast=0, depth=0)
pid 0 (MiNT): calling mediach(0)
pid 0 (MiNT): mediach(0) == 0
pid 0 (MiNT): fs is a KNOPARSE, nothing to do
pid 0 (MiNT): relpath2cookie: returning 0
pid 0 (MiNT): relpath2cookie(AUTO, dolast=2, depth=0)
pid 0 (MiNT): calling mediach(0)
pid 0 (MiNT): mediach(0) == 0
pid 0 (MiNT): fs is a KNOPARSE, calling lookup
pid 0 (MiNT): kmalloc(10) -> (nalloc) 3939A
pid 0 (MiNT): relpath2cookie: returning 0
pid 0 (MiNT): Fsnext
pid 0 (MiNT): Fsnext
pid 0 (MiNT): Pexec(7,27,,28642)
pid 0 (MiNT): Checking for memory for new PROC structure
pid 0 (MiNT): kmalloc(18) -> (nalloc) 393B2
pid 0 (MiNT): get_region(alt,3542,2)
pid 0 (MiNT): get_region: no memory left in this map
pid 0 (MiNT): get_region(core,3542,2)
pid 0 (MiNT): kmalloc(3542) -> (get_region) 42708
pid 0 (MiNT): creating environment
pid 0 (MiNT): alloc_region(map,size: A,mode: 2)
pid 0 (MiNT): get_region(core,A,2)
pid 0 (MiNT): attach_region 45D00 len 100 to pid 0
pid 0 (MiNT): copying environment: from 28642 to 45D00
pid 0 (MiNT): finished copying environment
pid 0 (MiNT): creating base page
pid 0 (MiNT): alloc_region(map,size: 3B0100,mode: 2)
pid 0 (MiNT): get_region(core,3B0100,2)
pid 0 (MiNT): attach_region 45E00 len 3B0100 to pid 0
pid 0 (MiNT): Pexec: basepage region(2D9CA) is 3866880 bytes at 45E00
```

```
pid 0 (MiNT): dispose_proc
pid 0 (MiNT): kfree(393B2)
pid 0 (MiNT): kfree(42708)
pid 0 (MiNT): leaving Pexec with basepage address 45E00
pid 0 (MiNT): Pexec(106,GEM,BP:45E00,0)
pid 0 (MiNT): Checking for memory for new PROC structure
pid 0 (MiNT): kmalloc(18) -> (nalloc) 393B2
pid 0 (MiNT): get_region(alt,3542,2)
pid 0 (MiNT): get_region: no memory left in this map
pid 0 (MiNT): get_region(core,3542,2)
pid 0 (MiNT): kmalloc(3542) -> (get_region) 42708
pid 0 (MiNT): creating environment
pid 0 (MiNT): creating base page
pid 0 (MiNT): dispose_proc
pid 0 (MiNT): kfree(393B2)
pid 0 (MiNT): kfree(42708)
pid 0 (MiNT): kmalloc(18) -> (nalloc) 393B2
pid 0 (MiNT): get_region(alt,3542,2)
pid 0 (MiNT): get_region: no memory left in this map
pid 0 (MiNT): get_region(core,3542,2)
pid 0 (MiNT): kmalloc(3542) -> (get_region) 42708
pid 0 (MiNT): kmalloc(108) -> (nalloc) 393D2
pid 0 (MiNT): kmalloc(108) -> (nalloc) 394E2
pid 0 (MiNT): exec_region
pid 0 (MiNT): attach_region 45D00 len 100 to pid 1
pid 0 (MiNT): attach_region 45E00 len 3B0100 to pid 1
pid 0 (MiNT): detach_region 45E00 len 3B0100 from pid 0
pid 0 (MiNT): detach_region 45D00 len 100 from pid 0
pid 1 (GEM): Mshrink: 45E00 to 256
pid 0 (MiNT): Pwaitpid(-1, 0, 0)
pid 1 (GEM): Super
pid 1 (GEM): Malloc(64)
pid 1 (GEM): Mxalloc(100,3)
pid 1 (GEM): get_region(alt,64,2)
pid 1 (GEM): get_region: no memory left in this map
pid 1 (GEM): get_region(core,64,2)
pid 1 (GEM): attach_region 45F00 len 100 to pid 1
pid 1 (GEM): m_xalloc(64,3) returns 45F00
pid 1 (GEM): Malloc: returning 45F00
pid 1 (GEM): Malloc(400)
pid 1 (GEM): Mxalloc(1024,3)
pid 1 (GEM): get_region(alt,400,2)
pid 1 (GEM): get_region: no memory left in this map
pid 1 (GEM): get_region(core,400,2)
pid 1 (GEM): attach_region 46000 len 400 to pid 1
pid 1 (GEM): m_xalloc(400,3) returns 46000
pid 1 (GEM): Malloc: returning 46000
pid 1 (GEM): Malloc(4226)
pid 1 (GEM): Mxalloc(16934,3)
pid 1 (GEM): get_region(alt,4226,2)
```

```
pid 1 (GEM): get_region: no memory left in this map
pid 1 (GEM): get_region(core,4226,2)
pid 1 (GEM): attach_region 46400 len 4300 to pid 1
pid 1 (GEM): m_xalloc(4226,3) returns 46400
pid 1 (GEM): Malloc: returning 46400
pid 1 (GEM): Dgetdrv
pid 1 (GEM): Dsetdrv(0)
pid 1 (GEM): Dgetdrv
pid 1 (GEM): Fsetdta: 7B40
pid 1 (GEM): Dgetdrv
pid 1 (GEM): Dsetdrv(0)
pid 1 (GEM): Dsetpath(\)
pid 1 (GEM): relpath2cookie(\, dolast=2, depth=0)
pid 1 (GEM): relpath2cookie: no more path, returning 0
pid 1 (GEM): Fsfirst(\*.ACC, 0)
pid 1 (GEM): relpath2cookie(\*.ACC, dolast=0, depth=0)
pid 1 (GEM): calling mediach(0)
pid 1 (GEM): mediach(0) == 0
pid 1 (GEM): fs is a KNOPARSE, nothing to do
pid 1 (GEM): relpath2cookie: returning 0
pid 1 (GEM): Fsnext
pid 1 (GEM): Fsfirst: returning -33
pid 1 (GEM): Dsetdrv(0)
pid 1 (GEM): Dsetpath(\)
pid 1 (GEM): relpath2cookie(\, dolast=2, depth=0)
pid 1 (GEM): relpath2cookie: no more path, returning 0
pid 1 (GEM): Fsfirst(\*.ACC, 0)
pid 1 (GEM): relpath2cookie(\*.ACC, dolast=0, depth=0)
pid 1 (GEM): calling mediach(0)
pid 1 (GEM): mediach(0) == 0
pid 1 (GEM): fs is a KNOPARSE, nothing to do
pid 1 (GEM): relpath2cookie: returning 0
pid 1 (GEM): Fsnext
pid 1 (GEM): Fsfirst: returning -33
pid 1 (GEM): Malloc(1060)
pid 1 (GEM): Mxalloc(4192,3)
pid 1 (GEM): get_region(alt,1060,2)
pid 1 (GEM): get_region: no memory left in this map
pid 1 (GEM): get_region(core,1060,2)
pid 1 (GEM): attach_region 4A700 len 1100 to pid 1
pid 1 (GEM): m_xalloc(1060,3) returns 4A700
pid 1 (GEM): Malloc: returning 4A700
pid 1 (GEM): Dgetdrv
pid 1 (GEM): Dsetdrv(0)
pid 1 (GEM): Dgetdrv
pid 1 (GEM): Dsetpath(\)
pid 1 (GEM): relpath2cookie(\, dolast=2, depth=0)
pid 1 (GEM): relpath2cookie: no more path, returning 0
pid 1 (GEM): Fopen(DESKTOP.INF, 0)
pid 1 (GEM): do_open(DESKTOP.INF)
```

```
pid 1 (GEM): relpath2cookie(DESKTOP.INF, dolast=0, depth=0)
pid 1 (GEM): calling mediach(0)
pid 1 (GEM): mediach(0) == 0
pid 1 (GEM): fs is a KNOPARSE, nothing to do
pid 1 (GEM): relpath2cookie: returning 0
pid 1 (GEM): relpath2cookie(DESKTOP.INF, dolast=2, depth=0)
pid 1 (GEM): calling mediach(0)
pid 1 (GEM): mediach(0) == 0
pid 1 (GEM): fs is a KNOPARSE, calling lookup
pid 1 (GEM): kmalloc(17) -> (nalloc) 395F2
pid 1 (GEM): tos_lookup: Fsfirst(A:\DESKTOP.INF) returned -33
pid 1 (GEM): relpath2cook
```

At this point, the ST hangs (completely).

I'm going to retry one more time, with another compiler version, and then I'm off on holiday :-)

Thanks again,

Jens.

--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

4406. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 17:16:08 UTC
From: mcookson@flute.calpoly.edu
Message-ID: <1993Aug30.171608.120662@zeus.calpoly.edu>
Source record: 36906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Darek,

Your argument is fairly lucid, so I won't bother replying to most of it.

There are several problems with it, but now that I did an f instead of F in trn I don't remember what they are! Ahahahaha! :-). I just want to point out that a "bare bones" Falcon is $799, not $1199 as you said. The $1199 Falcon is a 4/80 config. If planning on upgrading the HD and Memory as you said, that would be the wrong choice. The $799 modem is a 1/0 config.

Of course, I gather from previous messages that Atari did not put SIM slots in the Falcon, and in facct I think you need an upgrade board of some type to put in 14 MB. This is almost criminal on Atari's side. With IDE/SCSI though, the HD would be easy to top. (Prob. best to gget an external SCSI, as the internal IDE has to be 2.5" which is not cheap).

- mike

4407. Falcon ad/da performance...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 17:37:14 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CCL2A7.o4@ecf.toronto.edu>
Source record: 36907

Can anyone out there send me the real story about the problems with the
Falcon's ad/da chip?? What seems to be the problem with it?? Is it just the
ad/da chip or is it the whole chipset? If it is the ad/da chip, it should be
quite an easy problem to fix (ie. buy a new ad/da chip)...
I'd appreciate any help in finding out what exactly is wrong with this aspect
of the Falcon. This is quite important as I'm planning to do a lot of
hard drive recording...

Thanks in advance..

AcEzE.
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4408. Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 18:35:00 UTC
From: Jason.Buchanan@f702.n286.z1.fidonet.org
Message-ID: <746745323.AA00250@dswhq.omahug.org>
Source record: 36933

hey Darek! what's up?

In a msg of <Friday August 27 1993 - 23:48>,
Darek Mihocka wrote to (crosspost 1) All about "Gemulator 3.0 ... even more
info!":

DM> 4 - buy new PC hardware with Gemulator. $1500 to $2500 for a complete 486
DM> system depending on what system you get and from which dealer. Full
DM> PC emulation is included <grin> and compatibility with non game and
DM> non MIDI software is almost 100%, better than the TT or Falcon. Some
DM> Atari dealers themselves sell 486/33 systems (complete with monitor
DM> and hard disk and Gemulator with TOS 2.06 ROMs) for about $1500. Add
DM> $500 to $1000 for a localbus 486/66 machine which will run as fast
DM> as a Falcon, and give you full support for DOS, Windows, OS/2, NT,
DM> UNIX, and whatever else comes along. I haven't seen IBM or Microsoft
DM> or Sun or Apple talking about porting their OSes to the ST, have you?

I have a 486/66 with a local bus truecolor video card, running OS/2 2.1... I
would very much be interested in your product, if I could try it out...

What comes with the product if I buy it, and what do I need to make it go?

Cliff's Notes version :-)

regards,
jsb

4409. Re: Falcon ad/da performance...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 18:52:10 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CCL5qy.9qM@freenet.carleton.ca>
Source record: 36909

In a previous article, alrashi@ecf.toronto.edu (AL RASHID SHAHIR) says:

>Can anyone out there send me the real story about the problems with the
>Falcon's ad/da chip?? What seems to be the problem with it?? Is it just the
>ad/da chip or is it the whole chipset? If it is the ad/da chip, it should be
>quite an easy problem to fix (ie. buy a new ad/da chip)...
>I'd appreciate any help in finding out what exactly is wrong with this aspect
>of the Falcon. This is quite important as I'm planning to do a lot of
>hard drive recording...
>
>Thanks in advance..
>
>AcEzE.

THERE ARE NO PROBLEMS WITH THE SOUND (ad/da chip(s)) ON THE FALCON!!!!!

THIS IS COMING TO YOU FROM A FALCON OWNER WHO HAS RECORDED MANY SONGS TO
HIS HARD DISK AND DUBBED MANY OTHERS TO TAPE. THE SOUND IS AWESOME!!!

Sorry for shouting...
--

!! Computer Engineering at CCC; Carleton U. Ottawa Ontario Canada!!
------------------------ac382@freenet.carleton.ca----------------------------

4410. RDE_Version 5 (Upgrade & bugfix) sent to a.a.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 20:22:06 UTC
From: wabe@ukc.ac.uk
Message-ID: <5682@eagle.ukc.ac.uk>
Source record: 36910
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some of you have reported that the contents of "nearly-full"
saved RDE files can get corrupted on loading.

This puzzled me quite a bit, but thanks to Wojciech Surowka who
not only detected this (rare) bug, but also diagnosed the cause and indeed
suggested the cure - which is now implemented in Version 5.

Some GUI Enhancements are also incorporated. I reproduce (below)
the "new" bit of the documentation - which explains what I've said in
more detail.

Cheers,
W. Alan B. Evans

********** Part of Documentation of RDE_V5 **********

RDE (Version_5) - Upgrade and BugFix on RDE_Version_4.
****
(Distribution to the Public Domain

by kind permission of

Mark Williams Company)

RDE Version 5 improves the GUI on previous RDE versions in that:

i/ whenever a filename is to be chosen, it now uses a fileselector
rather than the dialogue box. The advantages are obvious.

ii/ On creating a ramdisk, the _precise_ desired size in Kbytes can
now be typed in via a dialogue box. If 711 or 811 kbytes is
requested, then the ramdisk is configured as an exact image of
the 2 popular Floppy Formats (720kb and 820kb) - see RDE_V3
documentation below.

iii/ When removing a ramdisk in the GUI, you are no longer "forced" to
remove one of your installed disks (unless you hit the warmstart
button). Of course there should have been a last chance to cancel,
and now there is!

BUG FIX
~~~~~~~

There has always been an obscure bug in Mark Williams' original
RDY and in all subsequent RDE Versions. The symptoms are that if a
"nearly full" ramdisk is saved to file and then restored, then its
~~~~~~~

contents near the top end can get corrupted. Luckily this hardly ever happens in normal usage - as most people would leave empty work space in the saved ramdisk and make sure the files are contiguous (i.e. "reorganise" or "defragment") before saving. Those who have used RDE to create ramdisks that are nearly-full (usually with "read-only" utilities) might have noticed the last few files on the disk are sometimes corrupted after loading.

I am indebted to Wojciech Surowka for diagnosing the trouble and, indeed, for suggesting a cure which is now implemented. From my tests, it appears to have done the job.

Basically during loading, RDE/RDY copy the contents of the saved file to high memory below PHYSTOP where the screen is. Now if it so happens that screen interrupts (mouse movement, flashing cursor etc.) are made during the load just AFTER the last few kbytes of contents have overwritten the screen and BEFORE the ensuing warm reset, then it is clearly possible for these contents to get corrupted.

The cure is, of course, to set the system byte of the Status Register so that all interrupts are disabled during the load.

Ramdisks created with Version_5 retain full compatibility with all earlier RDE versions.

I am not aware of any remaining bug in RDE.

Documentation(s) that accompanied previous versions are appended at the end. Newcomers to RDE can find useful hints by studying them. Users are reminded that RDE only displays its full flexibility if invoked from a shell with command line arguments. RDSH (available from the archives) is a tiny, quick-loading, shell tailored for easy command line invocation of RDE.

The current executable is about 22 kbytes and is not "packed". If you desire to pack it to about 12 kbytes or so, I recommend either ICE (version 2.4) or PFXPAK, both of which produce MINT compatible executables.

It goes without saying that neither I nor Mark Williams Co. will assume any responsiblity for whatever (dire or otherwise) consequences that may arise through the use of this software.

Cheers,
W. Alan B. Evans. (August 27th 1993)

4411. problem sending to modem on a 1040stf

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 21:15:59 UTC
From: reiss@cfrrisc1.cfr.usf.edu
Message-ID: <25tqmf$a28@suntan.eng.usf.edu>
Source record: 36911

In a recent lightning storm, it seems that I fried the output line
to my modem, the input line works fine, and I have tried other modems
to make sure the problem is internal. If anyone can tell me what I might
have cooked that would only affect output to modem, please let me know.
I figure it may be a fairly common problem. Thanks for any help.
Bill Reiss
reiss@eggo.csee.usf.edu

4412. Re: DIY memory expansion with C101601-38 MMU

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 22:50:08 UTC
From: root@discworld.oche.de
Message-ID: <2c838d7249990b@discworld.oche.de>
Source record: 36928

In <110751@hydra.gatech.EDU>,
David Forrai (gt1448b@prism.gatech.EDU) wrote:

DF>atari.archive. The part number of my MMU is:
DF>
DF>C101601-38

DF>It is an 80 pin, rectangular, surface mounted chip. I have been
DF>told that this MMU has the extra address line to address up to 4
DF>megs of RAM. The person who told me this does RAM upgrades but

This MMU does have the same address and other DRAM interface lines as the
old MMU, but there are no 'additional' lines (which would enable you to
get *more than* 4 Megs). The MSTE circuit diagram shows a ~120-pin GSTMCU,
so this is no help. Maybe someone with a newer version of the 'Profibuch'
(or an 1040STE circuit diagram) could look up the pin numbers for MAD9,
/CAS0L, /CAS0H, /CAS1L, /CAS1H,/RAS0, /RAS1 and /WE (that's all you need,
the rest can be traced from the old RAM chips). When you have found the
signals you need, the upgrade is basically the same for all ST models.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Emberella, thought Magrat. I'm fairy godmothering a girl who sounds like
something you put up in the rain." (Terry Pratchett, Witches Abroad)

4413. Re: Right Mouse Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-30 23:34:00 UTC
From: Matthias_Becker@m.maus.de
Message-ID: <A31431@M.maus.de>
Source record: 36916

E>Alright folks, who has code for waiting for either the left mouse
E>button OR the right button?
Set the upper byte of the mask to 1 (i.e. add 256) and the mouse event will be negated. So 0 for the state means "NOT both buttons released" and that is "one of the buttons pressed".

E>Thanks.
My pleasure.

4414. Re: Falcon ad/da performance...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 02:01:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.618905@cix.compulink.co.uk>
Source record: 36918

In article <CCL2A7.o4@ecf.toronto.edu>, alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>Can anyone out there send me the real story about the problems with the
>Falcon's ad/da chip?? What seems to be the problem with it?? Is it just the
>ad/da chip or is it the whole chipset? If it is the ad/da chip, it should be
>quite an easy problem to fix (ie. buy a new ad/da chip)...
>I'd appreciate any help in finding out what exactly is wrong with this aspect
>of the Falcon. This is quite important as I'm planning to do a lot of
>hard drive recording...
>

There's nothng wrong with the ad/da. Early prototypes had some problems, but
none of the production ones I've seen. The only thing to note is that the
convertors are not up to pro-audio quality. If you require top studio qualiy
you would need to get a direct digital interface to the DSP.

Ofir ogal@cix.compulink.co.uk

"Ignorance is the Mother of Devotion."
Robert Burton

4415. Tape problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 02:19:09 UTC
From: sourada@iastate.edu
Message-ID: <sourada.746763549@vincent1.iastate.edu>
Source record: 36913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm new to the world of tape drives, so please help me out.

Here's my hardware:
1040 STe w/4MB RAM
ICD AdSCSI+ adaptor
Quantum LPS240S (SCSI 0, no parity, etc.)
Tandberg 3600 tape drive (SCSI 1, no parity)
ICD adaptor software
TapeBIOS tape drive

(There are no problems with the adapter or hard drive, that I know of)

The tape drive will do some stuff, like retension, rewind, make noise... But when I try to run tapetest from the TapeBIOS package, it gets to the write part, makes some noise, stops, and gives me some sense data. I decoded the sense data and it says "hardware error" (sense key #4). Sounds bad.

So am I doing something wrong, or is the drive messed up?

Thanks a lot,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

4416. Re: Right Mouse Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 02:49:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15167@uqcspe.cs.uq.oz.au>
Source record: 36914

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>>... both right and left buttons ...

>The way to do this is:

>evnt_multi(...MU_BUTTON...,258,3,0,...)

>Strange, but it works.

The reason is that the "258" means "wait for 2 clicks, and by-the-way, negate the state requirement", the "3" means "watch both buttons", the "0" means "wait until both 0". The effect of the "negate the state requirement" then is to make this "watch both buttons, and wait until NOT both 0".

evnt_multi(...MU_BUTTON...,258,3,0,...)

and

evnt_multi(...MU_BUTTON...,257,3,0,...)

should be all you'll usually need.

Of course, if you use GEM++, this is all handled for you. :-)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4417. MiNT devices

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 03:06:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.2EMQnAesh0E@semprini.tdkcs.waterloo.on.ca>
Source record: 36949

I've thought of something really simple and neat; a screen saver daemon
that starts whatever .ttp program you've specified (or one randomly,
thus allowing for "modules").

The screen saver "modules" would be complete tos/ttp programs that are
allowed to use the VDI over any area of the screen; since they're not
GEM programs, they wouldn't be allowed to make any AES calls.

When the screen saver goes off, it'd attempt to allocate a screen's
worth of RAM (a screen could be pre-allocated if an option is set).
Then the server would blit the real screen to the saver buffer, and
Setscreen to the saver buffer. It would then invoke a module, which
could write all over the screen with impunity.

Before I get down and dirty with the saver server and modules and their
protocol, I'd like to know if theres any easy way of getting useful
information from the devices in /dev... It'd be truly fantastic if
/dev/kbd or /dev/console had as its "last modified" time the time of the
last keystroke... This doesn't look to be the case; all of the times
seem to be the current time. It'd be just as great if the mouse device
had the same timestamp features. :-\

Is there any way to get useful information from using stat() or
something on the devices?
--
-------------------==-------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4418. Re: Before Dawn

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 03:15:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.2zJKRBO9UHA@semprini.tdkcs.waterloo.on.ca>
Source record: 36947
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CCAG44.F0A@sdf.lonestar.org>, Evan Langlois writes:
> Has anyone gotten TOSWIN and Before Dawn both loaded as desk accs? If so, how?

Nope; if I try to load 2 or more ACCs, GEM dies with an Address Error
and MiNT exits (with exit code 2816). :-(

Before Dawn also locks up as soon as it tries to save the screen if
there's a mouse accelarator loaded (!). This could just be my system,
but it happens with both maccel3 and SilkMouse (my favourite).

My system is pretty vanilla as far as OSs are concerned. TOS 1.04, 4M
of RAM, monochrome.
--
------------------==----------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4419. Re: PORTING ST STUFF TO MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 03:31:26 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.SMBhUpFU9Ys@semprini.tdkcs.waterloo.on.ca>
Source record: 36948
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <25no11$99k@wsinis01.info.win.tue.nl>, Pieter C. Filius writes:
> My subject line pretty much says it all:
>
> Is anyone into porting ST software to MS-DOS ?
>
> Ehr. Darn. I'm afraid that's it.

Ew, yuck. It'd be a rather hellish mess; after all, things that we take for granted (flat memory, being able to access > 640k, etc) are either difficult or really, really arcane under DOS. Segments (yah, I like looking at those 1M image arrays in 64k chunks...) and the famous 640k limit (actually a 1088k limit these days) are death.

Try OS/2 or linux; it'll make life much easier (well, Linux sure won't, unless you know much about unix systems administration... I sure don't).

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4420. No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 07:31:03 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Aug31.083103.1@gst-soft.demon.co.uk>
Source record: 36919

MiNT and semaphores...

Does MiNT support semaphores, or is there a way I can send
another process to sleep (if I have its PID) and also wake it
up again later?

CW

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

4421. Falcon ad/da performance...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 08:07:56 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c82e2ec@troed.ct.se>
Source record: 36917

In a message of 30 Aug 93 21:19:28, Al Rashid Shahir wrote:

AR> Can anyone out there send me the real story about the problems with the
AR> Falcon's ad/da chip?? What seems to be the problem with it?? Is it just
AR> the
AR> ad/da chip or is it the whole chipset? If it is the ad/da chip, it should
AR> be
AR> quite an easy problem to fix (ie. buy a new ad/da chip)...
AR> I'd appreciate any help in finding out what exactly is wrong with this
AR> aspect
AR> of the Falcon. This is quite important as I'm planning to do a lot of
AR> hard drive recording...

Nothing wrong with them at all, they're just fine for home use. Professional
musicians should use the ad/da converters included with most professional
software that fits in the DSP port ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4422. Re: dialogs and multitos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 09:36:26 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <25v62q$oag@fbi-news.informatik.uni-dortmund.de>
Source record: 36920

In article 3wq@murdoch.acc.Virginia.EDU, sme4v@kelvin.seas.Virginia.EDU (Scott Morgan Ettinger) writes:
In article kuehn@cscs.ch (Ulrich Kuehn) writes:
> It seems that your problem is that you do not make a wind_dial(FMD_START, ...)
> and wind_dial(FMD_FINISH, ...) call correctly. The first one tell the AES,
> that a dialog is gonig to be placed on the screen. The second call is necessar
> to tell the AES that the dialog is done now and has to be replaced by the
> background and window contents. If you do it correctly then it should work,
> at least I have never encountered any problems with that.

This is not enough. I have talked with Mike Fulton via E-Mail: You must
make an wind_update(BEG_UPDATE) before you using a dialog and closed it
with wind_update(END_UPDATE). This must be done not only in MultiTOS also
in all Version of (single user) TOS greater or equal 4.04 it is necessary.

;-)

Dieter


```
-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D-45768 Marl (Germany) +---------------------------+
| | With a rubber duck :-) |
| fiebelko@sally.informatik.uni-dortmund.de | one's never alone! :^{ |
-----------------------------------------------+---------------------------
```

4423. Help needed for HSC mintlibs pl34

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 10:01:21 UTC
From: wmtwen@rwa.urc.tue.nl
Message-ID: <wmtwen.746790690@rwa.urc.tue.nl>
Source record: 36921

I was optimistic about the upgrade to Mintlibs pl34 from the old Dlibs.
Before I get to my question, first some hints and tips for installing
the libs.
You will need both mnthlb34.lzh and mntinc34.lzh.
Copy your old gemfast.h to gemfast.old
Copy all include files in mntinc34 to your include dir.
Replace the new gemfast.h with your saved gemfast.old
Replace the osbind.h frmo mntinc34.lzh with the osbind.h from
mnthlb34.lzh.
Now copy the rest of the files from mnthlb34.lzh to your lib dir.
That is it. I think there should have been a readme file telling this,
but you can read it here now.
Then the problems began.
First I tried compiling with this setup and found that exists() does no
longer exist. Not a major problem since such a function is easy to
write using the mintlibs.
But the real problem was that I could not link.
The linker complained about bsome undefined symbols.
The symbols were ___funcs ___fonts and some third three underscore
thing. All in linea.o in dlibs.a (the name for the mintlibs when used
with HSC). What does linea.o do in the dlibs???? And I do not even use
linea in my programs. So why does the linker complain.
Anyway I though that it was a mistake to include linea.o in the
mintlibs so I tried removing them using ar.
2 bombs. Strange strange strange...
For some reason I could extract files from the lib using ar but ar
would not delete files from a lib.
Hmm I suddenly think of a solution, but I would rather see this fixed
some way or another.
(the solution would be extracting all files from the libs and then
building a new one using ar, but I do know nothing about ordering of
libs so hopefully this would work...)

Any help is appreciated.

Erlend.

4424. Re: how do you flush midi port on st [?]

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 11:19:27 UTC
From: em09@liverpool.ac.uk
Message-ID: <CCMFGH.2vE@liverpool.ac.uk>
Source record: 36923
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jacob@max.cc.brandeis.edu wrote:

: i'm trying to write a few simple midi programs for my atari st
: using lattice c 5.5 and i can't find any call in the libraries
: that flushes the midi port (the reason i want to flush it is that

How about: while(Bconstat(3)) Bconin(3) ;
?
--

John Boyes My employer is not a person and thus can not
Liverpool University hold any opinions. Therefore all expressed
em09@liverpool.ac.uk opinions are mine alone (and possibly wrong)

4425. ICD BBS phone number

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 12:05:40 UTC
From: ggranger@bithevn.ersys.edmonton.ab.ca
Message-ID: <H.eg.Glyfw1aRZLI@bithevn.ersys.edmonton.ab.ca>
Source record: 36871
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just recently purchased an 85 meg ST296N w/ICD host adapter, but have an older version of the host software. I would like to phone the BBS to get the latest version of the software. If anybody has the phone number to their BBS, I would greatly appreciate it if they could give me their phone number.

Adv/Thx/ance,
--

```
=========================================================================
| Gregeory C. (Greg) Granger | |
| GGranger@bithevn.ersys.edmonton.ab.ca | "If only you could see what |
| 5516-190A Street | I've seen with your eyes." |
| Edmonton, Alberta T6M-2L3 Canada | |
| +1 (403) 483-2049 / 481-5110 | - Roy Batty, _Blade Runner_ |
=========================================================================
```

4426. Re: Tape problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 12:31:05 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Aug31.123105.21861@nrtpa038.bnr.ca>
Source record: 36922
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <sourada.746763549@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
|> I'm new to the world of tape drives, so please help me out.
|>
|> Here's my hardware:
|> 1040 STe w/4MB RAM
|> ICD AdSCSI+ adaptor
|> Quantum LPS240S (SCSI 0, no parity, etc.)
|> Tandberg 3600 tape drive (SCSI 1, no parity)
|> ICD adaptor software
|> TapeBIOS tape drive
|>
|> (There are no problems with the adapter or hard drive, that I know of)
|>
|> The tape drive will do some stuff, like retension, rewind, make noise... But
|> when I try to run tapetest from the TapeBIOS package, it gets to the write
|> part, makes some noise, stops, and gives me some sense data. I decoded the
|> sense data and it says "hardware error" (sense key #4). Sounds bad.
|>
|> So am I doing something wrong, or is the drive messed up?
|>
|>

You may not be doing anything wrong. Get a copy of the ICD's program SCSI.PRG. It will allow you to manually send commands to your SCSI tape drive, use the source from tapeBIOS to figure out the format of the commands. If this works then there is most likely 1) a timing problem or 2) an incompatability between TapeBIOS and the ICD firmware.

If the problem is an incompatability then you will need to change TapeBIOS to use the ICD hardware driver instead of it's own. I can send you some files that may help. (If you have Turbo/Pure C and Assembler)

|> Thanks a lot,
|> Steven Ourada
|>

Your welcome
Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |

Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

4427. Re: dialogs and multitos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 13:16:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CCMKvC.A5G@cs.bham.ac.uk>
Source record: 36924

In article <25v62q$oag@fbi-news.informatik.uni-dortmund.de>
fiebelko@bonny.informatik.uni-dortmund.de (Dieter Fiebelkorn) writes:
>
>In article 3wq@murdoch.acc.Virginia.EDU, sme4v@kelvin.seas.Virginia.EDU (Scott Morgan
Ettinger) writes:
>In article kuehn@cscs.ch (Ulrich Kuehn) writes:
>> It seems that your problem is that you do not make a wind_dial(FMD_START, ...)
>> and wind_dial(FMD_FINISH, ...) call correctly. The first one tell the AES,
>> that a dialog is gonig to be placed on the screen. The second call is necessar
>> to tell the AES that the dialog is done now and has to be replaced by the
>> background and window contents. If you do it correctly then it should work,
>> at least I have never encountered any problems with that.
>
>This is not enough. I have talked with Mike Fulton via E-Mail: You must
>make an wind_update(BEG_UPDATE) before you using a dialog and closed it
>with wind_update(END_UPDATE). This must be done not only in MultiTOS also
>in all Version of (single user) TOS greater or equal 4.04 it is necessary.
>

True, and if you want to stop mouse presses on TOUCHEXIT objects
"falling through" to underlying windows, you ought to have
wind_update(BEG_MCTRL) and wind_update(END_MCTRL) around your dialog code.

4428. Extended VDI (GDOS) calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 13:40:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CCMLzC.BAq@cs.bham.ac.uk>
Source record: 36925

Does anybody know what these calls do?

```
void v_xopnwk(short *,short *,short *,int,int,void **);
void v_xupdwk(int,void **,int,short *);
void vq_xextnd(int,int,short *,int,int);
```

They are declared in the Lattice 5.5 vdi.h header, and are commented
as "GDOS extended version".

Thanks in advance!

4429. DC shift when sampling on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 14:18:24 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.746806704@neumann.une.edu.au>
Source record: 36929

I have noticed that there is a small positive DC shift during sampling on my Falcon. Even with nothing plugged into the mic input the effect is quite evident and the larger the input gain is set the higher the shift. This appears as a horizontal line directly above the '0-line' on the screen in my program. If I sample a signal with a consistently low and even amplitude (such as a test-tone) it is obviously centered above the 0-line.

In many applications this would not be apparent especially with larger amplitudes, but it causes big problems for me as I need correct a/d conversion of signals in order to do frequency analysis. I also use a Falcon at the University here for the same purpose and the shift also occurs on that machine. Has anybody else noticed this? Any help would be copiously appreciated.

Mark.

mmartin@neumann.une.edu.au

4430. MULTISYNC for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 16:21:33 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <wgUreB200VAuM5BG4s@andrew.cmu.edu>
Source record: 36926

I recently acquired a Princeton Ultra 14 multisync monitor and have been trying to make cables for it. I had little problem with the color modes but I am having some trouble with the monochrome mode.

According to ST Internals, the MONO DETECT line when toggled low will indicate to the ST to switch to the monochrome resolution. However, I have tried connecting that pin (I think it is pin 4) to ground (pin 13) but it does not seem to work. I have also tried connection it to pin 8 (+12V) just for curiosity but that did not change a thing either. Anyone knows how to get round this problem?

Another thing is that I noticed that there was quite a lot of flickering even in low-res mode. When the monitor runs on the IBM (my fren's machine so don't hammer me, hammer him), there is hardly any flicker. Why is this so? Any "cure" for it?

4431. Re: Help needed for HSC mintlibs pl34

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 17:07:04 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <746816823@amazon.cs.duke.edu>
Source record: 36927

From the Holy Book of <wmtwen.746790690@rwa.urc.tue.nl>
as spake by wmtwen@rwa.urc.tue.nl (Erlend Nagel) :
>I was optimistic about the upgrade to Mintlibs pl34 from the old Dlibs.

Uh-oh, I'm already worried... :-}

>You will need both mnthlb34.lzh and mntinc34.lzh.

(coff) Those are .zoo files.

[installation advice elided]
>That is it. I think there should have been a readme file telling this,
>but you can read it here now.

There is a readme file. I just checked. And it mentions everything
you describe. This combined with the filenames you mention lead me to
wonder if you might have gotten a repackaged archive. Where did you
get your copy?

[BTW: I've just noticed, to my mild chagrin, that the readme file is a
bit out of date, in that it mentions files like dlibs_8.a which are
1.40-compatible. Disregard that. There is only one set of files in
the pl34 release, and they are all compatible with v1.40. When (if?)
v2.0 is released, I'll release appropriate versions of the library.]

>First I tried compiling with this setup and found that exists() does no
>longer exist.

Right, that's a dLibs-specific extension.

>The linker complained about bsome undefined symbols.
>The symbols were ___funcs ___fonts and some third three underscore
>thing.

That would be ___aline. Hmm. This may have to do with a bug in the
1.40 linker; these variables are actually defined (in alglobal.o), but
if they're defined in the "wrong" way, the linker won't pull them out
of the library to resolve the reference. That bug is fixed in the 2.0
linker, so it's entirely possible that this might have slipped by me.
I'll check on it tonight.

> What does linea.o do in the dlibs????

It contains definitions for the Line-A routines.

> And I do not even use
>linea in my programs. So why does the linker complain.

Library drag. read() calls ioctl(), which for reasons of its own calls linea0(); so if your program does any file I/O, linea.o will be pulled in.

>Anyway I though that it was a mistake to include linea.o in the
>mintlibs so I tried removing them using ar.

And you'll get even more undefined symbol errors. They're there for a reason. Trust me on this.

>2 bombs. Strange strange strange...
>For some reason I could extract files from the lib using ar but ar
>would not delete files from a lib.

If memory serves (somebody check me on this), the `ar' in the 1.40 distribution was a bit flakey.

> (the solution would be extracting all files from the libs and then
>building a new one using ar, but I do know nothing about ordering of
>libs so hopefully this would work...)

Ordering doesn't matter (except for compile speed); the linker will repeatedly rescan the library until it no longer finds anything it can use. The modules in the MiNTlibs are in pretty much alphabetical order anyway.

>Any help is appreciated.

If the problem is what I think it is, I can have a fixed version ready by tomorrow.

>Erlend.

-sbigham
--
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| copied or distributed without a
| Darn Good Reason(tm).

4432. Re: No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 21:13:19 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746831599snz@falcon.demon.co.uk>
Source record: 36945

In article <1993Aug31.083103.1@gst-soft.demon.co.uk> cwood@gst-soft.demon.co.uk writes:
>
> Does MiNT support semaphores, or is there a way I can send
> another process to sleep (if I have its PID) and also wake it
> up again later?
>

You could send a SIGSTOP to it, then a SIGCONT later.

--
Alex Kiernan
alex@falcon.demon.co.uk

4433. Re: Extended VDI (GDOS) calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-08-31 21:16:20 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746831780snz@falcon.demon.co.uk>
Source record: 36944

In article <CCMLzC.BAq@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

>
>Does anybody know what these calls do?
>
>void v_xopnwk(short *,short *,short *,int,int,void **);
>void v_xupdwk(int,void **,int,short *);
>void vq_xextnd(int,int,short *,int,int);
>
>They are declared in the Lattice 5.5 vdi.h header, and are commented
>as "GDOS extended version".
>
>Thanks in advance!

Yes they're the extended open/update/inquire calls which have something of
a hokey-cokey existence in GDOS (in in 1.1, out in FSM, back in in Speedo -
I believe; feel free to shake it all about at this point :-)

They let you set things like page size & rasterizing buffer. It is my
intention (assuming I don't forget) to document them in the next manual
release.

--
Alex Kiernan
alex@falcon.demon.co.uk

4434. PC Ditto/Hard Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-01 02:19:00 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <2610qk$b3s@usenet.INS.CWRU.Edu>
Source record: 36930

PC Ditto Hard Disk Access

I'm running PC Ditto 3.01 on a 4 Meg Atari 1040 STe with TOS 2.06 and monochrome monitor. I am using version 6.0.7 of the ICD booter with an AdSCSI+ host adapter and a Quantum 240LPS drive. The drive is SCSI ID 0, LUN 0. Both read and write caching are disabled.

I have not been able to access the hard disk partitions from the PC Ditto emulator. I have the hard disk option selected in the PC Ditto menu. When I request a directory of the C: drive, I get a list of numbers with dates which look like file names, but aren't. The drive free space appears to be approximately correct. The C: partition is about 5 Meg.

I get similar results using the PC_DHD.SYS drive and trying to access the other partitions. Except for C: they are 32 Meg GEM partitions.

I'd appreciate any advice on where to look to resolve this problem.

4435. Microsoft RTF file format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-01 02:29:41 UTC
From: cmedley@wam.umd.edu
Message-ID: <2611el$9be@cville-srv.wam.umd.edu>
Source record: 36931

Does anyone know where I can get the specifications for the Microsoft
Rich Text Format file format?

4436. Pure C & shell

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-01 08:04:28 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <261l2c$dll@cismsun.univ-lyon1.fr>
Source record: 36932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all.
I got a problem with Pure C:
I set the env variable SHELL=c:\bin\sh.ttp at bootup with GEMENV.
When I run Pure C, asking from menu "TOS shell" it tries to load
something but returns immediately to Pure C.
If I call Pure C from sh, it works.
My shell is Okami (latest version).

Another problem : I got a clipboard folder C:\CLIPBRD
that all my programs use correctly... BUT everest !
When I activate the GEM clipboard (GEM-Klemmbrett an) and I try to use it,
Everest tells me that there is no clipboard path.
In the env var I tries to put CLIPBRD=C:\CLIPBRD
and CLIPDIR=C:\CLIPBRD
but no avail !\

Has anyone a text or anything that explains the principal ENV-VARS to know ?

And what their value should be (path/prefix, etc...)

Thanx A lot !

Patrice

4437. Q: changing to 68020

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-01 12:22:51 UTC
From: tyjori@uta.fi
Message-ID: <26246r$nra@vuokko.uta.fi>
Source record: 36935

Well, I got Motorola MV68020 (running at 15 MHz.)
As far as I know that is pin-compatible to original 68000.
Is there any idea to change to 020 and is there any pros and cons ?

-jr

--

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

4438. Re: Q: changing to 68020

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-01 14:45:34 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <262cie$kie@cismsun.univ-lyon1.fr>
Source record: 36936

In article <26246r$nra@vuokko.uta.fi> tyjori@uta.fi (Johan Rimminen/uta.fi) writes:
>
>Well, I got Motorola MV68020 (running at 15 MHz.)
>As far as I know that is pin-compatible to original 68000.

No, it is CODE 68000 compatible. It is not 68000 PIN-compatible at least for
one simple reason: 32bit data bus/32 bit address bus !
Even if you use only 16/24 bit buses, there is another problem:
68000 uses UDS/LDS (Upper data Strobe/Lower Data Strobe) to deal with 16/8 bit
memory read/write (the problem of BUS error on odd addresses with 16bit
transfers comes from this).
68020 and above get rid of this problem by using SIZ0/SIZ1 lines instead, and
DACK0/DACK1 (not sure about the latter) in reply from memory.
It IS possible to put a 68020 in place for a 68000, but you NEED some stuff
for converting these signals.
And when you're at it, you put a faster clock and a cache... But that's already
an accelerator board ! :-)

>Is there any idea to change to 020 and is there any pros and cons ?
>

In fact if you only convert these signals JUST to make it work like a 68000 at
the same speed (if you don't put a cache, you're almost obliged to) you won't
get much enhancement. The internal pipeline is improved, but since without
caching it will enter in wait states to wait for video and DMA access from
other chips, you won't gain anything significant...

Patrice

4439. HSC MiNTlibs bugfix release (was: Help needed for HSC mintlibs pl34)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-01 16:39:54 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <746901592@amazon.cs.duke.edu>
Source record: 36940

From the Holy Book of <746816823@amazon.cs.duke.edu>
as spake by dsb@duke.cs.duke.edu (myself):
>If the problem is what I think it is, I can have a fixed version ready
>by tomorrow.

Well, it was and I could, and the result is now on a.a, soon to be
available in Mint/Lib. Make sure that it's also present in Newitems/,
though, or you'll be getting the old release. As a double-check, the
timestamp on dlibs.a is Aug 7 (or thereabouts) in the old release and
Aug 31 in the new release.

-sbigham
--
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4440. Re: Falcon ad/da performance...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-01 17:24:51 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CCor1F.3wq@ecf.toronto.edu>
Source record: 36937

In article <the one before the next one> rickard.troedsson@troed.ct.se writes:
>Nothing wrong with them at all, they're just fine for home use. Professional
>musicians should use the ad/da converters included with most professional
>software that fits in the DSP port ...

In article <memo.618905@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>There's nothng wrong with the ad/da. Early prototypes had some problems, but
>none of the production ones I've seen. The only thing to note is that the
>convertors are not up to pro-audio quality. If you require top studio qualiy
>you would need to get a direct digital interface to the DSP.

Ahhh....therein lieth the problem!! Y'see, I'm really NOT doing sampling for
"home" use.... I am more likely to be using the Falcon for doing professional
type things.... (YOU try living with an audiophile!!!). In this case, I DO
need highish quality (studio-like). Hokay, so the big question is...
where can I get this direct digital interface and how much? Or with what
software?? (Cubase Audio, maybe???) A price quote would be appreciated. :)
Alternatively, would changing the ad/da chips do any good (I would think they
would, but you never know...)??

Thanks for the replies.

AcEzE.

4441. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-01 22:03:15 UTC
From: darekm@microsoft.com
Message-ID: <1993Sep01.220315.29713@microsoft.com>
Source record: 36939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You miss the whole point Ted. My list of options below is for people who need a more powerful machine. i.e. you buy Calamus SL and find out your 1040ST doesn't quite have the requirements to run it. So you need a more powerful maching capable of running ST software. For as long as there is Atari software around (regardless of whether Atari is still around or not) there will be a demand for computers capable of running that software.

Yes, the Atari line is a dead end. I've been telling people that for years!!!! Buying any Atari hardware is a waste of money period. I don't deny that that's been my opinion of Atari for most of the last 5 years. So you haven't made any amazing discovery by realizing that yourself. But that's not what the point of the discussion below is about. Gemulator is NOT about getting PC users to suddendly start using Atari software. It's about offering an alternative to Atari hardware that still allows you to run your Atari software and not have to purchase a dead end computer. I don't know about you, but over the 6 years I've owned an ST I've built up a software library of several dozen programs, worth costing well over $2000. I'm sure the same is true of most Atari users, especially ones who use it to run applications. Unless you're a pirate, $200 is a small price to pay to maintain compatibility with hundreds or thousands of dollars worth of software.

Also, Gemulator is a $229 product, complete with ROMs. That's the list price. Street price at most dealers who carry it is $199. Perhaps you need to brush up on your math (you are probably American born and educated, which would explain a lot) because $229 DOES NOT round up to $300.

Now if you want to purchase a 486 and sell off all your ST hardware and software, that's entirely your choice. It's something I've advocated for years. But like you said, if you had the money. Do you have the money to replace that Atari software with equivalent PC software and do it for under $200? I doubt it. That's why Gemulator is a nice $200 solution to that problem. Buy the PC and Gemulator. Then over time buy more and more PC software. Since there are a lot of Atari users in this predicament (i.e. they don't all have thousands of dollars lying around to buy tons of PC software), a market for Gemulator exists. People will buy it unless everyone suddenly wins the lottery. <grin>

- Darek

In article <25r302INNl21@tortoise.cis.ohio-state.edu> tbrown@cis.ohio-state.edu (ted croft brown) writes:
>In article <1993Aug27.234857.15811@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>
>[lots cut for brevity:

> 1: upgrade existing ST.
> 2: buy a more powerful new Atari
> 3: buy a mac.
> 4: buy a x86 machine, and buy Gemulator, even get chance at some great new
> os'es.
>]
>
>>Sure, there's arguments for all 4 cases, with you obviously being a big
>>supporter of #1. But your argument is only the lazy man's bandaid solution.
>>A year or two when the ST market gets even deader, when more dealer shut
>>down or covert to other platforms, when more ST magazines die, when more
>>user groups break up, you'll be looking for a new computer anyway. So
>>you'll end up going with #2, #3, or #4.
>
>
>Parts of those argument #3, #4 are for systems that don't run Atari software,
>or that later you won't want the Atari emulation. You specificlly mention
>not "wasting" money on Atari products. For the clone, you mention that you
>can run other OSes and programs.
>
>Maybe I'm strange. I don't like option #1 at all. I will only spend small
>amounts of money to upgrade a machine, and most of that on peripherals (disk,
>monitor, memory) that can be easily resold, or moved to the new computer.
>
>I'd rather save my money and just upgrade to a NEW computer. Now, if I
>go to a clone, I see the Gemulator board in the "upgrade" category. Why
>would I want to spend $300 on it...when i could buy native software instead?
>You harp that the Atari market is "dead-end", and seem to indicate that I'll
>have to move totally over to the x86 (or mac) sometime. Why shouldn't I
>do that NOW, using the $300 I'd waste if I bought a Gemulator--if the Atari
>community dies like you say it will--the Gemulator is REALLY a waste of
>money. Hey, I can keep my ST (for 100% compatibility BTW) when I upgrade.
>Why should I spend more on a dead market? Hey, I'm just applying YOUR
>argument to it's conclusion.
>
>I'm not saying that no one would buy a Gemulator (obviously false) or that
>for some, they need to run the Atari version of some software as no
>alternative exists. But in general, if you are going to MOVE ON, I say,
>MOVE ON. I would buy a Gemulator *if* I had some extra money lying around,
>it'd be a nice toy to play with (of course, I'd have to get the 486 FIRST).
>
>--
>Ted Brown tbrown@cis.ohio-state.edu
> tbrown@magnus.acs.ohio-state.edu

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

4442. Re: Q: changing to 68020

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 00:17:51 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.628654@cix.compulink.co.uk>
Source record: 36843

In article <26246r$nra@vuokko.uta.fi>, tyjori@uta.fi (Johan Rimminen/uta.fi) writes:
>Well, I got Motorola MV68020 (running at 15 MHz.)
>As far as I know that is pin-compatible to original 68000.
>Is there any idea to change to 020 and is there any pros and cons ?

You might like to mail drpiper@cic.compulink.co.uk . He has/is building
just such a board..

Adam.

4443. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 00:27:57 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <263emd$4bl@news.dmpe.CSIRO.AU>
Source record: 36938
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

O.K., so we all get the drift. Enough of this guys. The Gemulator is a nice gadget. So is a Spectre GCR. I personally will buy a Falcon, not for anything else except the one main reason - my personal preference. The only thing I have against emulators is that they can never be 100% compatible, but then again, what ever is?

No, this is not a flame.
Just stop the bickering.

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4444. Mint Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 05:08:50 UTC
From: Bryan.Hall@p0.f2703.n206.z1.FIDONET.ORG
Message-ID: <2548.2C88F0E4@mechanic.fidonet.org>
Source record: 36978

Just a quick question...

Is it possible to somehow pass a working file handle (actually a pipe in this instance) between processes? Normally I use a comm routine that just forks that allows two process's to write into a pipe (created with pipe). Under mint, Pfork runs the child process until it finishes, which doesn't allow the parent to contribute to the pipe. While I can easily create a named pipe and share data between a parent and child process, I can't figure out a way without fork to have two children writting into t
he pipe at the same time.

Thanks...

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!206!2703.0!Bryan.Hall
Note: The opinions stated in this post are only my own!

4445. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 08:12:30 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <2649telNNsl5@tortoise.cis.ohio-state.edu>
Source record: 36941
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>You miss the whole point Ted. My list of options below is for people who need
>a more powerful machine. i.e. you buy Calamus SL and find out your 1040ST
>doesn't quite have the requirements to run it. So you need a more powerful
>maching capable of running ST software. For as long as there is Atari software
>around (regardless of whether Atari is still around or not) there will be
>a demand for computers capable of running that software.

If you've just bought SL, SELL it (or return it) and buy a native app for
your new PC. I think you'll even SAVE money. This only works if you don't
NEED SL anymore...which you won't if you've JUST bought it. I think
someone would be really silly to buy SL for an 1040ST, but there are some
who'd try it.

>Yes, the Atari line is a dead end. I've been telling people that for years!!!!
>Buying any Atari hardware is a waste of money period. I don't deny that that's
>been my opinion of Atari for most of the last 5 years. So you haven't made any
>amazing discovery by realizing that yourself. But that's not what the point
>of the discussion below is about. Gemulator is NOT about getting PC users to
>suddendly start using Atari software. It's about offering an alternative
>to Atari hardware that still allows you to run your Atari software and not
>have to purchase a dead end computer. I don't know about you, but over the
>6 years I've owned an ST I've built up a software library of several dozen
>programs, worth costing well over $2000. I'm sure the same is true of most
>Atari users, especially ones who use it to run applications. Unless you're
>a pirate, $200 is a small price to pay to maintain compatibility with
>hundreds or thousands of dollars worth of software.

Does ALL of that software need emulated? How well does UIS III intergrate
with Windows? Is Stalker that much better than Procomm for Windows (which
I can get FREE)? Games don't count either. Hmmm....I could run EdHak!
I don't know if you did this (factor in utility programs that won't be
needed if you go cold turkey).

Part of the argument is, I can always keep my old ST and run the programs
on IT. The program that I need to have more speed, I can replace with a
native version. Is Calumus SL really so good that a native Quark/Ventura/
Pagemaker aren't any better? And if you REALLY use SL, you can afford
either to move to a native version OR risk the paltry sum of a TT. Besides,
does it really run faster than a TT? Even SL won't be much of a case for
longer....aren't they porting it to NT?

Of course the problem with this is you have TWO machines....
it takes up lots of space (my room relfects this).

Unfortunatly, Gemulator doesn't seem to fit in my cube properly so I'm stuck. <g>

Any chance Gemulator will work under NeXTSTEP for Intel? Running Soft PC? Does it work under OS/2? NT? Alpha NT? MIPS NT? I know the market is small...but I'm just curious as IF I make the jump, I'll probably NOT be running Windows/DOS. Of course...that Power PC is looking nice..... (I'm starting saving now for the computer that I'll buy next year sometime.)

>Also, Gemulator is a $229 product, complete with ROMs. That's the list price.
>Street price at most dealers who carry it is $199. Perhaps you need to
>brush up on your math (you are probably American born and educated, which
>would explain a lot) because $229 DOES NOT round up to $300.

Sorry, I hadn't noticed the price drop, and I quoted from memory. Gemulator was originally $299 wasn't it? Of course, the price probably dropped a looong time ago. Sorry, my trivia engine just conked out and I got the number wrong. (Now ask me "What is Boskonia"? and I might fare better!)

There's nothing wrong with my math:
2+2 = 5 (for sufficiently large values of two, and small values of 5)
6*9 = 42
Besides, I'm a CIS major. O(300) = O(200).
See? What's so great about the Canadian educational system anyway?

Like I said...even at $200, that's $200 of native software I can buy to replace my OLD ST software (that I can either SELL to get money to replace the software, or run on my old ST). $200 can buy me Excel and Word with some nice change left over (of course I DO get the nice edu price...but I think that even buys the street price of the combo deal as well). Of course I could buy REAL software instead, from a REAL software company. <g>

>Now if you want to purchase a 486 and sell off all your ST hardware and
>software, that's entirely your choice. It's something I've advocated for
>years. But like you said, if you had the money. Do you have the money to
>replace that Atari software with equivalent PC software and do it for under
>$200? I doubt it. That's why Gemulator is a nice $200 solution to that
>problem. Buy the PC and Gemulator. Then over time buy more and more PC
>software. Since there are a lot of Atari users in this predicament (i.e.
>they don't all have thousands of dollars lying around to buy tons of PC
>software), a market for Gemulator exists. People will buy it unless everyone
>suddenly wins the lottery. <grin>

Actually, I'm a bad judge for software. I use Stalker mostly....easy to replace. I don't buy much software...I've bought more Mac software, and I don't OWN a mac. Still, I made no beef with my opinion...If you are going to move, MOVE. For some, I do see Gemulator as a necessary step, and for others I see it as an attempt to keep that ol' Atari feeling around...mostly for nostalgia. I don't like colorized movies, so I do understand the nostalgia. Obviously I don't speak for everyone...or you wouldn't sell any product.

Rest assured Derek, if I win the lottery, I'll become a customer shortly thereafter. I really would like to play around with Gemulator. It'd be

worth it in amusemenet value alone (not to mention I might acutally put it to some real use). Heck I'll even buy it a FULL RETAIL if I win the lottery. Will you sign it for me? (I've asked God to let me win the lottery just so I can buy a PC and Gemulator. I expect to already have won...)

Otherwise, I factor in software prices as part of the upgrade. I won't buy a new computer without anything to run on it. I'd rather stiff it out for a few more months to add more money to the pot and then make the leap. Hey, it's worked for me in the past....The great thing about the ST is that they are so damned cheap it ain't worth sellin' (unless you just DON'T have the room). Who needs furniture anyway? Ahhhh! It's attack of the cable snakes!!!!

>- Darek
--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

4446. Re: Falcon ad/da performance...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 09:05:57 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Sep2.090557.11519@eng.cam.ac.uk>
Source record: 36942

alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:

>In article <the one before the next one> rickard.troedsson@troed.ct.se writes:
>>Nothing wrong with them at all, they're just fine for home use. Professional
>>musicians should use the ad/da converters included with most professional
>>software that fits in the DSP port ...

>In article <memo.618905@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>>There's nothng wrong with the ad/da. Early prototypes had some problems, but
>>none of the production ones I've seen. The only thing to note is that the
>>convertors are not up to pro-audio quality. If you require top studio qualiy
>>you would need to get a direct digital interface to the DSP.

>Ahhh....therein lieth the problem!! Y'see, I'm really NOT doing sampling for
>"home" use.... I am more likely to be using the Falcon for doing professional
>type things.... (YOU try living with an audiophile!!!). In this case, I DO
>need highish quality (studio-like). Hokay, so the big question is...
>where can I get this direct digital interface and how much? Or with what
>software?? (Cubase Audio, maybe???) A price quote would be appreciated. :)
>Alternatively, would changing the ad/da chips do any good (I would think they
>would, but you never know...)??

The principal problem with the on-board ADC/DAC system is that it is in the
same box as half-a-ton of high-speed digital electronics. Shoe-horning a
better converter system into the same physical location (such a device is,
incidentally, unlikely to be pin-compatible with the existing device) will
not give any appreciable improvement, since performance is limited by the
electrical environment in which the converters are operating.

To do the best possible job requires a top-notch ADC/DAC mounted in a
separate (metal) box with its own power supplies (one for the analogue
side, one for the digital). The serial digital audio stream can then
be taken to/from the DSP port; this, and all the other control/data lines
should be optically isolated, such that the converter box is *completely*
electrically isolated from the computer. It would also be a wise precaution
to re-clock the data in the converter box with a PLL, in order to provide
the converters with a low-jitter clock.

With this approach, using an off-the-shelf chipset, it should be quite
possible to get around 16.5 to 17 bits of accuracy on the ADC, and 17 to
18 bits on the DAC, and it could be made to sound good enough for *most*
pro-audio users.

>Thanks for the replies.

You're welcome...

Christopher
--
==
Christopher Hicks | Paradise is a Linear Gaussian World
cmh@uk.ac.cam.eng | (also reported to taste hot and sweaty)
==

4447. TT 19"Monitor connection

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 09:54:35 UTC
From: akisujar@nuscc.nus.sg
Message-ID: <264fsr$obj@nuscc.nus.sg>
Source record: 36967

[No readable article body recovered]

4448. Removable HD at odd SCSI addresses

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 10:53:32 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <264jbcINN1aqo@rs1.rrz.Uni-Koeln.DE>
Source record: 36943

Hi folks,

I just heard a rumor that problems may arise when using a Syquest
removable hard disk as SCSI devices with odd addresses. It was
said the device may not be recognized, and in worst case, data
may be lost or corrupted. Is this true? Do I have to worry about
my Atari Megafile 44, which currently is ACSI device #1?

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4449. No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 13:34:43 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Sep02.143443.1@gst-soft.demon.co.uk>
Source record: 36879

Traps used by MiNT/MultiTos?

Apart from Traps #1, #2, #13 & #14 which I know about, does
MiNT or MultiTos use any of the others?

CW.
==========
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==========

4450. Printing Problem With Publisher ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 16:41:33 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CCqH33.6pI@ryn.mro4.dec.com>
Source record: 36946

I bought a used copy of Timeworks Publisher ST a few weeks back.

I tried to create my first document with it the other night and had a problem. The headline at the *top* of the page was cut off (only the bottom 1/3 of it printed) as if it were off the page, but it was visible on the screen and according to the rulers was within the page dimensions. Some stuff located at the *bottom* edge of the page printed fine. I didn't see anything in the manual about staying away from the edges.

I was using landscape mode and a Panasonic 1123 printer. Any ideas what went wrong?

E-mail preferred as I don't check in here very often.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

4451. Re: TOS Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 18:52:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A43592@M4.maus.de>
Source record: 36983

-A38178@K

>>On Falcon030, I recently formatted and used a 1023 MB partition with no
>obvious
>>problems.
>
>How did you do that? And -- do you actually have 1 GB data on that HD?
>Maybe obvious problems will come when filling the partition.

As I already said, I used HDX 5.04 for formatting and partitioning, and AHDI
6.06 for booting and use.

Problems would occur instantly, since the only question is, "Can GEMDOS handle
this huge cluster size?". Clusters per partition still is less than 32K, note
that HDX (an Atari tool) created the partition table...

4452. Re: Microsoft RTF file format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 18:54:04 UTC
From: alex@falcon.demon.co.uk
Message-ID: <746996044snz@falcon.demon.co.uk>
Source record: 36876

In article <2611el$9be@cville-srv.wam.umd.edu> cmedley@wam.umd.edu writes:

>Does anyone know where I can get the specifications for the Microsoft
>Rich Text Format file format?

IIRC they're on ftp.uu.net:pub/vendor/microsoft/...

--
Alex Kiernan
alex@falcon.demon.co.uk

4453. Re: Q: changing to 68020

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 20:04:09 UTC
From: mjr@trias.geo.uni-bonn.de
Message-ID: <GMT02Sep.93.21301@work1.rhrz.uni-bonn.de>
Source record: 36950

As long as You don't have a good 2nd level cache, a 15 MHz 68020 won't give You any significant increase in speed (or do you think, the 3-10 % are worth the effort)?

M. Ritzert

4454. ST's that DOZE OFF once in a while ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 21:08:16 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <265nc0$jm3@wsinis01.info.win.tue.nl>
Source record: 36951
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Don't we all hate slow modem connections that irregularly swallow
the typework you send, and after you angrily smash a bunch of keys
at random burp it all out in one go to make you sheepishly look
at the illiterate result?

Well, today it amused my old '87 1040ST to teasingly do the very same
OFF-LINE, when I was using 1stWordPlus, only 5 minutes after a
perfectly normal cold floppy-boot.
It literally echoed my typework within a delay, varying from 1 to 4
seconds. SCARY!

I immediately knocked him powerless, and after letting him repent his sins
for 10 sec's I started him up the same way. No more trickery came up.

QUESTIONS: * What the ??? happened ? Sleepy keyboard processor ??
* Does the fact that my soundchip is slightly damaged
(printerport lowest bit is always 1 - bye bye ASCII)
for already a few years come in somewhere ?

The floppy is VIRUS-free,
and I've started up with it as is for years by now.

A bit worried,
Thanks in advance,
Rowdy Blokland,
The Netherlands.

4455. Re: Ram Gizmo with 8 megs... possi

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 22:15:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A43482@M4.maus.de>
Source record: 36977

>out there could confirm this for me BEFORE i run out & buy 2MB simms.

Bet you won't find 2 MB SIMMs. SIMM modules use DRAM chips, and these grow by factor 4, since adding one adress line to a DRAM chip doubles the number of lines AND columns of bits in the DRAM chip...

So we had 1, 4, 16, 64, 256, 1024 and 4096 KBit DRAMs and will soon have 16384 KBit thingies, but NO 2048 KBit chips and thus no 2048 KByte SIMMs.

bye, Peter

4456. Re: Right Mouse Button

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 22:25:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A43483@M4.maus.de>
Source record: 36974

>Alright folks, who has code for waiting for either the left mouse button
>OR
>the right button? How should this be done. I'd like to keep the system
>responsive, yet I don't want to waste CPU time by calling 2 different
>functions
>a million times. I might be able to simply not wait for a left button
>event.
>However, it helps for window-dialogs.

Well, Atari recently documented an "unknown" feature of evnt_multi() and
evnt_button: Adding 256 to the value in b_mclicks NOTs the meaning of b_mstate
and b_mmask, so that you can do a wait for

"NOT (both mouse buttons released)", which is "either button pressed"

with double click detection by an expression like

event=evnt_multi(MU_BUTTON, 258, 3, 0, ...)

This works with ANY version of AES, including TOS 1.00 and PC-GEM, and has been
documented to do so in one of the recent MultiTOS releases.

bye, Peter

4457. Re: Removable HD at odd SCSI addresses

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 23:06:43 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <YgVbm3i00VB5MW70t7@andrew.cmu.edu>
Source record: 36952

> just heard a rumor that problems may arise when using a Syquest
> removable hard disk as SCSI devices with odd addresses. It was
> said the device may not be recognized, and in worst case, data
> may be lost or corrupted. Is this true?

That's not true at all, at least not in my case. I am using a Syquest 44Mb drive and I have it configured as ID 1 and I have tried ID 3 and 4 as well and all of them work fine. It is quite a hardy drive and I have no problems with data corruption so far.

4458. Re: Falcon ad/da performance...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-02 23:25:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A43484@M4.maus.de>
Source record: 36985

>Can anyone out there send me the real story about the problems with the
>Falcon's ad/da chip?? What seems to be the problem with it?? Is it just
>the
>ad/da chip or is it the whole chipset? If it is the ad/da chip, it
>should be
>quite an easy problem to fix (ie. buy a new ad/da chip)...

The "left channel missing in action" problem of some few F030s is a Sound DMA problem. Your Falcon dealer can easily fix it for you (for free!).

bye, Peter

4459. Re: PORTING ST STUFF TO MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 00:15:12 UTC
From: dmb@case.ai.mit.edu
Message-ID: <2662agINNjdm@life.ai.mit.edu>
Source record: 36953
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.SMBhUpFU9Ys@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>>[porting to DOS]
>
>Ew, yuck. It'd be a rather hellish mess; after all, things that we take
>for granted (flat memory, being able to access > 640k, etc) are either
>difficult or really, really arcane under DOS. Segments (yah, I like
>looking at those 1M image arrays in 64k chunks...) and the famous 640k
>limit (actually a 1088k limit these days) are death.

This depends on whether you need to support < 386 machines or not. If
you don't have to, get DJGPP (the DOS version of the GNU C/C++
compiler) and use it. It creates protected mode executables, which
means that all of the above is irrelevant and you get a nice flat
memory model with no brain-damaged limits, just like you're used to.
It evens gives you virtual memory. Porting Unix stuff is often trivial
with DJGPP.

>Try OS/2 or linux; it'll make life much easier (well, Linux sure won't,
>unless you know much about unix systems administration... I sure don't).

This will work too.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4460. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 01:46:02 UTC
From: gozar@news.delphi.com
Message-ID: <2667kq$c8t@news.delphi.com>
Source record: 36954
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

tbrown@cis.ohio-state.edu (ted croft brown) writes:

>In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka)
writes:
>Any chance Gemulator will work under NeXTSTEP for Intel? Running
>Soft PC? Does it work under OS/2? NT? Alpha NT? MIPS NT? I know the
>market is small...but I'm just curious as IF I make the jump, I'll probably
>NOT be running Windows/DOS. Of course...that Power PC is looking nice.....
>(I'm starting saving now for the computer that I'll buy next year sometime.)

Since it runs under DOS, it should just run fine under any OS that
supports DOS appplications.

>Like I said...even at $200, that's $200 of native software I can buy to
>replace my OLD ST software (that I can either SELL to get money to replace
>the software, or run on my old ST). $200 can buy me Excel and Word with
>some nice change left over (of course I DO get the nice edu price...but I
>think that even buys the street price of the combo deal as well). Of course
>I could buy REAL software instead, from a REAL software company. <g>

Are you sure about those prices, $200 for both Excel and Word?

>Rest assured Derek, if I win the lottery, I'll become a customer shortly
>thereafter. I really would like to play around with Gemulator. It'd be
>worth it in amusemenet value alone (not to mention I might acutally put it
>to some real use). Heck I'll even buy it a FULL RETAIL if I win the lottery.
>Will you sign it for me? (I've asked God to let me win the lottery just
>so I can buy a PC and Gemulator. I expect to already have won...)

I've played with it, and I would probably purchase it if I had an IBM or
wasw thinking of getting one. (I'm enjoying my Mac too much now!)

-Goz

4461. Re: 720 K floppy disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 04:50:59 UTC
From: juschk_m@cs.uwa.oz.au
Message-ID: <juschk_m.747031859@kultarr>
Source record: 36956

In <25kq1r$9t8@vishnu.jussieu.fr> hubert@masi.ibp.fr (Stephane HUBERT (DEA IARFA)) writes:

>Keywords:

> That's the first time I send an article so don't flame me too much if I do
>something wrong.

> I have some great pbs with my floppy disk. It is still reading both simple or
>double sided disk but when I try to format a double-sided, the disk is
>unreadeable.
> I think my drive is out of motion ???

> And so I want to know if I can put a IBM 720K floppy disk to reduce the cost
>of repairs ?
> Any answer, suggestion will be welcomed !
> My E-mail : hubert@ecoledoc.ibp.fr
>

You could try a 1.44Meg drive instead. I was told that on an ST a 1.44M drive can be cheaper than
a replacement 720k drive.
This of course depends on your floppy controler. I was told that the WD1772 should be ok and you only need to connect the drive. (Correct me if this is wrong)
On an STe, however, you seem to need a new controler to use all 1.44Megs.

It might be worth to check what is required on your ST to connect a 1.44M drive and for how much.
When my drive quits (which seems to be the near future, given the very frequent stuff-ups) I'll
definitely will check it out.

Good luck

Michael

4462. Re: Gemulator 3.0 ... even more info!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 05:44:56 UTC
From: tbrown@cis.ohio-state.edu
Message-ID: <266lkoINN1ss@tortoise.cis.ohio-state.edu>
Source record: 36957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2667kq$c8t@news.delphi.com> gozar@news.delphi.com (GOZAR@DELPHI.COM) writes:
>tbrown@cis.ohio-state.edu (ted croft brown) writes:
>
>>In article <1993Sep01.220315.29713@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>>Any chance Gemulator will work under NeXTSTEP for Intel? Running
>>Soft PC? Does it work under OS/2? NT? Alpha NT? MIPS NT? I know the
>>market is small...but I'm just curious as IF I make the jump, I'll probably
>>NOT be running Windows/DOS. Of course...that Power PC is looking nice.....
>>(I'm starting saving now for the computer that I'll buy next year sometime.)
>
>Since it runs under DOS, it should just run fine under any OS that
>supports DOS appplications.

That's not necessaryially true. Not every OS will let DOS access any ol'
card. I think that both NT and NeXTSTEP might not like DOS accessing
hardware directly. I think that OS/2 is pretty laisez faire about it,
so it should work.

Anyway, I'd perfer to let Darek answer it. He's in the position to have
at least attempted it, and he should know lots more about it than I.

>>Like I said...even at $200, that's $200 of native software I can buy to
>>replace my OLD ST software (that I can either SELL to get money to replace
>>the software, or run on my old ST). $200 can buy me Excel and Word with
>>some nice change left over (of course I DO get the nice edu price...but I
>>think that even buys the street price of the combo deal as well). Of course
>>I could buy REAL software instead, from a REAL software company. <g>
>
>Are you sure about those prices, $200 for both Excel and Word?

Yes, but I guess I was wrong about the normal retail price. From our
campus price list (WINDOWS):

X4567 VALUE PACK WORD & EXCEL WINDOWS SOFTWARE 3.5 166.25

I could buy it and have some change left over. This doesn't go for
every one though. When I bought the mac package, it was only $130! Then
I upgraded to Word 5.1 for $15! (To bad it's so damn slow!)

>>Rest assured Derek, if I win the lottery, I'll become a customer shortly
>>thereafter. I really would like to play around with Gemulator. It'd be
>>worth it in amusemenet value alone (not to mention I might acutally put it
>>to some real use). Heck I'll even buy it a FULL RETAIL if I win the lottery.
>>Will you sign it for me? (I've asked God to let me win the lottery just

>>so I can buy a PC and Gemulator. I expect to already have won...)
>
>I've played with it, and I would probably purchase it if I had an IBM or
>wasw thinking of getting one. (I'm enjoying my Mac too much now!)

AGREED! "Windows is not worth upgrading too!" - Ted Brown.
I'll stick to my SLOW 030 NeXT cube rather than use Windows. (IB and Appkit
do have something to say for themselves!)

> -Goz

--
Ted Brown tbrown@cis.ohio-state.edu
tbrown@magnus.acs.ohio-state.edu

4463. Re: Q: changing to 68020

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 06:57:54 UTC
From: borst@cs.utwente.nl
Message-ID: <1993Sep3.085754@cs.utwente.nl>
Source record: 36959

And what about replacing the 8MHz 68000 with a 16MHz version,
use 80ns RAM chips and change the DTACK signal to assert earlier when
RAM is accessed?

Will this work, or will the 8MHz design of the MMU/GLUE etc. mess things up?

Pim.

4464. PD librarian for K1 needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 07:32:41 UTC
From: upjclimie@msuvx1.memst.edu
Message-ID: <1993Sep3.013242.9760@msuvx1>
Source record: 36958

Please Help!!!!

I am in desperate need of a Public Domain patch librarian that will store
patches for kawai k1 synth.

If you can help please mail me at:
upjclimie@msuvx1.memst.edu

thank you

Peter J. Climie

4465. Gulam Sources available ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 12:47:00 UTC
From: Klaus_Beschorner@bb.maus.de
Message-ID: <A37961@BB.maus.de>
Source record: 36975

Hi,

does anybody still maintain the Gulam shell ? If not, are the sources
available somewhere ?

What is the latest version ? I've got 1.03.04.05 G of 121887 running here,
with the (G) patches for german keyboards.

I've used this shell since 1987, and still find it amazing how compact
(including many commands and an editor) and compatible it is.

All it would need to be well suited for the future would be fixing of the
"mem" command (which hangs under Mint) and the addition of job control.

-klaus-

4466. floppy died

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 12:58:19 UTC
From: greg@walrus.encore.com
Message-ID: <greg.747061099@walrus>
Source record: 36961

My floppy disk made an loud buzzing noise last night while I was running Minix (it had been showing some errors, but continued to run, so I just assumed it was bit-rot on the disk). Now it no longer reads anything from the disk when I boot. If I try to format a new diskette, it runs till the end, then makes the same long, loud buzzing noise. (was the drive about to fail anyway, or did minix do something the drive didn't like? Dunno)

Any suggestions? Is it completely broken, or does it just need recalibration somehow. Where should I look for a used-drive, assuming that one can be had for less than it would cost to fix this one.

Thanks,
-greg

4467. Re: MiNT devices

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 13:15:03 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CCs4t3.BHK@hermes.hrz.uni-bielefeld.de>
Source record: 36960

In article <...>, Chris Herborth writes:
|> ... I'd like to know if theres any easy way of getting useful
|> information from the devices in /dev... It'd be truly fantastic if
|> /dev/kbd or /dev/console had as its "last modified" time the time of the
|> last keystroke... This doesn't look to be the case; all of the times
|> seem to be the current time. It'd be just as great if the mouse device
|> had the same timestamp features. :-\
|>
|> Is there any way to get useful information from using stat() or
|> something on the devices?

Your're right, they do return the current time, so I don't think stat() will offer you anything. But I've been hacking on the biosfs part of mint for some time and have added ownership and so to the /dev/* entries and made them report the booting time, so I doubt it will be difficult to persuade them to report the last-key-pressed time. I think I'll have a look at this, only point is that you can't absolutely do this without doing something in the kernel code. I was just thinking about mailing ERS my ideas, perhaps I should wait to include this one also. Eric, are you listening? What about this? Does anybody perhaps think this would slow down the devices too much?

TeSche
--
Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de
PMail1: Muehlenstrasse 73, D-33607 Bielefeld, Germany, ++49/521/295189
PMail2: Wiesenstrasse 28, D-32545 Bad Oeynhausen, Germany

4468. HARD DRIVES BY MAIL ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 15:58:04 UTC
From: whitbeck@equinox.unr.edu
Message-ID: <1993Sep3.155804.4009@unlv.edu>
Source record: 36962

Can anyone provide recommendations for a mail-order
SCSI HD?
I'd like >100M (120/130....)

how about scsi tape drives while were at it?

Mike

4469. Re: Extended VDI (GDOS) calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 19:06:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A4102@MS.maus.de>
Source record: 36979

In article <746831780snz@falcon.demon.co.uk>, Alex Kiernan
(alex@falcon.demon.co.uk) wrote:
>Yes they're the extended open/update/inquire calls which have something of
>a hokey-cokey existence in GDOS (in in 1.1, out in FSM, back in in Speedo -
>I believe; feel free to shake it all about at this point :-)

Well, it's not a question of which GDOS you use, only the type of the installed
printer drives matters (all Atari drivers for raster devices should have
them).

4470. Re: PORTING ST STUFF TO MSDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 20:13:34 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1993Sep03.201334.5774@donau.et.tudelft.nl>
Source record: 36964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2662agINNjdm@life.ai.mit.edu> dmb@case.ai.mit.edu (David Baggett) writes:

>In article <H.eg.SMBhUpFU9Ys@semprini.tdkcs.waterloo.on.ca>
cherborth@semprini.tdkcs.waterloo.on.ca writes:
>>>[porting to DOS]
>>
>>Ew, yuck. It'd be a rather hellish mess; after all, things that we take
>>for granted (flat memory, being able to access > 640k, etc) are either
>>difficult or really, really arcane under DOS. Segments (yah, I like
>>looking at those 1M image arrays in 64k chunks...) and the famous 640k
>>limit (actually a 1088k limit these days) are death.

>This depends on whether you need to support < 386 machines or not. If
>you don't have to, get DJGPP (the DOS version of the GNU C/C++
>compiler) and use it. It creates protected mode executables, which
>means that all of the above is irrelevant and you get a nice flat
>memory model with no brain-damaged limits, just like you're used to.
>It evens gives you virtual memory. Porting Unix stuff is often trivial
>with DJGPP.

>>Try OS/2 or linux; it'll make life much easier (well, Linux sure won't,
>>unless you know much about unix systems administration... I sure don't).

>This will work too.

Having just ported a Atari GEM program to MS-Windows, I can speak from
experience.

It can be done, even without these tools, but it isn't much fun. The
segments do indead pervade (pervert) everything, and you must surely
watch your step.

I must add, though, that programming for MS-Windows is much easier than
for GEM: it is much more modern, and given its history even surprisingly
consistent. Yeah, yeah, I know, it does have its problems, but compared
to GEM...

One thing that surprised me was the sorry state of C compilers.
Turbo C and Borland C, supposedly the points of origin of Pure C, are
certainly *inferior* to Pure C. Yes, they have C++, but the shell is less
easy to use, and what realy surprised me was that Borland C is easily a
factor two *slower* than Pure C, even on my 486SX at 33Mhz.

Finally, if you plan porting a GEM program to MS-Windows, forget about
trying it with judicious use of #ifdef or something like that. GEM
and MS-Windows are too different for that.

=-=-=-=
C. van Reeuwijk e-mail: C.vReeuwijk@ET.TUDelft.NL

4471. How Do I Put a Variable in an Alert Box?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 22:48:42 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <VFmB0B1w165w@sys6626.bison.mb.ca>
Source record: 36971

I'm writing a program in LaserC and want to have an alert box in it which contains "variables"--that is, I want to be able to change what the message, or a certain button says.

Can anyone tell me how this is done?

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4472. jgraph port to ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-03 23:12:37 UTC
From: whitbeck@equinox.unr.edu
Message-ID: <1993Sep3.231237.19262@unlv.edu>
Source record: 36973

Has jgraph (postscript graphing program) been ported to the ST?

I tried to do so using MWC. There are some long file names and long variable names to fix but that was not the problem.

A list of pointers is made and the address of the list gets corrupted on return from a subroutine call. I suspected a stack overflow problem (overfull?) and bumped _stlsize up to a big number (20000L...eventually 80000L) but to no avail.

If anyone could point me to a jgraph.ttp or could compile it using gcc (my ST is only 1M) I'd appreciate it.

BTW, If you have a postscript printer (or use gs or ...) this is a great little graphing program. I use it with TeX quite a bit on the Sun at work.

Jgraph is available via anonymous ftp to princeton.edu, in the file pub/jgraph.Z. This file is a compressed shell bundle file.

Jgraph is also available from netlib, a mail archive server. To acquire jgraph from netlib, send a mail message to netlib@ornl.gov with nothing but the text:

send jgraph.shar from jgraph

Thanks,

Mike W

4473. Re: floppy died

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-04 00:21:55 UTC
From: BillMoore@cup.portal.com
Message-ID: <89658@cup.portal.com>
Source record: 36984

The noise, I believe and have experienced, comes from the disk head trying to seek past track 80 or track 82, depending on your disk drive.

The causes in my case have been a bad Fat entry pointing to a sector past track 80. In Minix, possibly the same thing is happening, a pointer somewhere to a track greater than 80.

By the way, I have observed that the louder the sound, the farther the head is trying to move when it hits the end.

Good Luck!

4474. Re: Ram Gizmo with 8 megs... possi

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-04 05:03:45 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Sep04.050345.56384@yuma.ACNS.ColoState.EDU>
Source record: 36972

In article <A43482@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:
>Bet you won't find 2 MB SIMMs. SIMM modules use DRAM chips, and these grow by
>
>So we had 1, 4, 16, 64, 256, 1024 and 4096 KBit DRAMs and will soon have 16384
>KBit thingies, but NO 2048 KBit chips and thus no 2048 KByte SIMMs.
>
>bye, Peter

Yes, there is 2MB SIMMs. Just ask Mac mail order place. However, whethere the
RAM Gizmo knows how to handle it is uncertain. (Even in the case of Mac, not
every Mac can handle those 2MB SIMMs.)

Tang
sytang@lamar.colostate.edu

4475. Re: ST's that DOZE OFF once in a while ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-04 06:38:06 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CCtH3I.8AD@sdf.lonestar.org>
Source record: 36969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

==========
It literally echoed my typework within a delay, varying from 1 to 4
seconds. SCARY!
==========

This is a common bug in the computer. I get it pretty often. Usually, the delay isn't timer based but your keyboard will lag behind by a few characters or you could move the mouse to make the rest of the characters appear. Mouse clicks are delayed in a similar manner.

A related bug is "phantom typist" in which instead of lagging behind it does the opposite and "lags ahead". It literally takes the last few characters or words that you typed and repeats them infinitely until you reboot. Don't type too fast and don't move the mouse whiel typing 1000 words per minnute or anything. It seems the problem is in the microcode for the keyboard processor or something. JUst try your best to save what you were doing (if possible) and reboot (warm reboot will do it).

4476. Re: Extended VDI (GDOS) calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-04 09:24:07 UTC
From: alex@falcon.demon.co.uk
Message-ID: <747134647snz@falcon.demon.co.uk>
Source record: 36795

In article <A4102@MS.maus.de> Julian_Reschke@ms.maus.de writes:

>In article <746831780snz@falcon.demon.co.uk>, Alex Kiernan
>(alex@falcon.demon.co.uk) wrote:
>>Yes they're the extended open/update/inquire calls which have something of
>>a hokey-cokey existence in GDOS (in in 1.1, out in FSM, back in in Speedo -
>>I believe; feel free to shake it all about at this point :-)
>
>Well, it's not a question of which GDOS you use, only the type of the installed
>printer drives matters (all Atari drivers for raster devices should have
>them).

Sorry, thats what I meant really!

--
Alex Kiernan
alex@falcon.demon.co.uk

4477. Re: How Do I Put a Variable in an Alert Box?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-04 12:28:05 UTC
From: pt91js@bengan.pt.hk-r.se
Message-ID: <PT91JS.93Sep4132805@bengan.pt.hk-r.se>
Source record: 36966

In article <VFmB0B1w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:

> I'm writing a program in LaserC and want to have an alert box in it which
> contains "variables"--that is, I want to be able to change what the
> message, or a certain button says.

> Can anyone tell me how this is done?

Try the sprintf()-function.

```
...
int err=35;
char message[256];
sprintf(message,"[1][Error %d][ %s | %s ]",err,"Ok","Cancel");
form_alert(1,message);
...
err=34;
sprintf(message,"[1][Error %d][ %s | %s ]",err,"ok","cancel");
form_alert(1,message);
...
```

```
< ************************************************************************
< * John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
< * INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
< ************************************************************************
```

Name: Johan Svanstr&#65533;m |||
Address: Tranb&#65533;rsv&#65533;gen 23 |||
S-372 38 Ronneby / | \
Sweden ATARI
Email: pt91js@pt.hk-r.se

--

Name: Johan Svanstr&#65533;m |||
Address: Tranb&#65533;rsv&#65533;gen 23 |||
372 38 Ronneby / | \
Email: pt91js@pt.hk-r.se ATARI

4478. Networkin F030 <--> 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-04 12:58:35 UTC
From: anderss@edb.tih.no
Message-ID: <CCtypo.8AL@edb.tih.no>
Source record: 36968

I'd tryed to connect my F030 and my 1040 STE with MIDI network, but with no luck.
Does anyone have a MIDI net-prog. or tried an with sucsess ??
Please gimme some help !!

4479. AEO mailing list

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-04 14:47:24 UTC
From: milu@stud.uni-sb.de
Message-ID: <26a9ps$ptr@stud.uni-sb.de>
Source record: 36963

Hello,

I've been searching for a mailing list to get the atari online explorer
magazine every month. Can someone help me?

Thanks,

/\/\ichael

4480. Re: ST's that DOZE OFF once in a w

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-04 19:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A43794@M4.maus.de>
Source record: 36844

> QUESTIONS: * What the ??? happened ? Sleepy keyboard processor ??

That's a rare bug in early TOS versions; the event handler gets VERY slow every now and then. Wordplus is an expert for generating this effect...

4481. Re: Q: changing to 68020

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-04 22:48:28 UTC
From: monnier@di.epfl.ch
Message-ID: <26b5vs$bi9@disun41.epfl.ch>
Source record: 36970

In article <262cie$kie@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>In article <26246r$nra@vuokko.uta.fi> tyjori@uta.fi (Johan Rimminen/uta.fi) writes:
>>
>>Well, I got Motorola MV68020 (running at 15 MHz.)
>>As far as I know that is pin-compatible to original 68000.
>
>No, it is CODE 68000 compatible. It is not 68000 PIN-compatible at least for
>one simple reason: 32bit data bus/32 bit address bus !

And actually, it's not even really code compatible (the user-mode differences are pretty limited (mainly "move SR/CCR, <reg>"), but non-negligeable in supervisor mode)

Stefan

4482. Register usage in gcc--which are fixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-05 02:39:59 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <26bjhv$hr@geraldo.cc.utexas.edu>
Source record: 36965

Hi,

I am trying to program some inline assembler in a C routine with gcc, and I seem to be fighting with the compiler for use of the registers. The assembler code uses all of the data registers and a0-a5. If I test the assembly code by including it in a "main" C routine, it compiles and works fine. But when I put it in my real C SUBroutine, I get a compilation error telling me that the contents of a fixed or reserved register have been "spilled". I know that gcc uses a6 for the stack frame, but what is a5 used for? Is there some way to steal this register back from the compiler, or do I need to rewrite my code? Does this have anything to do with the fact that the code is now in a subroutine, or that there are many other routines in the same C source file?

Thanks for any help.

-Tim Gallivan
timg@landau.ph.utexas.edu

4483. Re: Ram Gizmo with 8 megs... possi

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-05 04:52:10 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <747212082.AA00270@dswhq.omahug.org>
Source record: 36845

In a message of <04 Sep 93 05:03:45>, Shoou-yu tang (1:286/2) writes:

St> Yes, there is 2MB SIMMs. Just ask Mac mail order place. However,
St> whethere the
St> RAM Gizmo knows how to handle it is uncertain. (Even in the case of
St> Mac, not
St> every Mac can handle those 2MB SIMMs.)

The RAM Gizmo will not handle 2MB SIMMs. The reason is quite simple. The only 2MB SIMMs in existence that I am aware of are all 32, 36, or 40 bit wide 72 pin SIMMs, and about the only thing at this point that uses them is the MAC and some workstations. The RAM Gizmo is designed to use industry standard, buy-em-anywhere, 8 or 9 bit wide 30 pin SIMMs, which are widely used in IBM PC compatible machines, and also the Atari STe machines.

Later,
Gizmo

4484. Re: Atari UUCP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-05 16:40:22 UTC
From: Paul_Tuijnman@p19.f202.n281.z2.fidonet
Message-ID: <9309051749.AA38711@f202.n281.z2.fidonet>
Source record: 36980

> FLAGS PVT
> REPLYADDR uwe@tirka.gun.de
> MSGID: tirka.gun.de m0oUNab-0002GrC
> REPLYADDR uwe@tirka.gun.de
> Hi Paul,

Hi Uwe,
>
> : fields in (X)HOSTS. No matter what I have tried it appears that
> UUCICO : can't handle more than the THREE initial fields (login,
> password and : spooldir), whereas my host's systems does need FIVE..
> ?

> Do you mean, that uucico isn't able to do a correct chat? Or do i
> misunderstand you? It seem to me that all you need is an entry in the

No, you're right. Sorry for my late reply btw; your mail got routed through
to my 'other' host, whose system died five minutes after he left for a
holiday.

All GFA BASIC UUCICOs (supplied with Hermes and Mercury) can't handle a
flexible chatscript; the former UUCICO maintainer confirmed this. A
temporary solution woul be to change UUCICO so that it would ALWAYS needs
five statements in a chat file instead of three, but I didn't come across
any recent listings yet.

> systems file like this (adapt it to what form of configfiles hermes
> uses) Name ACU 38400 Number magic1 mailer magic2 U ogin: you assword:
> secret ?
> Did i misunderstand your problem or is UUCICO not able to handle the
> login like this? If the last is true: Put it where it belongs in
> (/dev/null)(
> and get a working uucp.

As I'm rather new to this medium I'm not sure what you're referring to..

> There is an (experimental) port of the taylor uucp.
> nox@jelal.north.de (Juergen Lock) did the port (and perhaps answers
> questions). It seems to work, but won't run without MiNT.

I have MTOS and I found Taylor UUCP. Currently efforts are being made to
get it to work..

Paul

|Paul_Tuijnman@nextjk.wlink.nl| \ | / ~~ boom!/\ ~~ |
| FidoNet 2:500/130.2123 |- * - ~~~~ __\/_____ |

```
| or 2:281/202.19 | / | \ _/\_argh! \ / |
| tel/fax +31 50416932 | \ / -- \ / |
| Groningen - Netherlands |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| *** | Battle in Bathtub (anonymous) |
>

--- Bermuda v1.20
```

4485. hard drive, monitor, mouse problem!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 02:51:01 UTC
From: richardson@sscl.uwo.ca
Message-ID: <1993Sep5.225101.1@sscl.uwo.ca>
Source record: 36981

I seem to be having a weird problem with my hard drive, monitors, and mouse! The mouse (a replacement -- 'beetle mouse') works fine on OTHER computers; the computer itself works with other mice (like the old clunky Atari job I must now use...shudder). The mouse and computer do NOT work together. Along with this problem I noticed a screen flicker...I didn't connect the 2 problems until I tried running a program off disk, without the HD up at all. The flickering, which I have since noticed becomes worse during HD access, disappeared...and the beetle mouse works!!! Does anyone know what could be causing the HD to interfere with both video AND mouse functioning? Also, why with just the newer mouse (which has run since last christmas with the HD okay? Any ideas or suggestions would be much appreciated. While the flicker is annoying, it does not affect use of ANY software.
--
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

4486. Floppy power cable help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 03:15:59 UTC
From: cjohnson@tartarus.uwa.edu.au
Message-ID: <26ea1f$f4o@uniwa.uwa.edu.au>
Source record: 36976

Hello world,

I recently gained a non-working Atari STf, and I'm trying to get it working.

I've sus'd most things out, but I don't know which way round the floppy power cable is soldered into the board.

I assume it goes into the board just to the right of the power supply, but I can't tell which way to put it in, and I don't feel like giving the floppy 12v when it's expecting 5.

Any help would be great.

Thanx in advance,

Chris.
--
Christopher A. Johnson ||| // _/
cjohnson@tartarus.uwa.edu.au / | \ \\ // ((sig under contruction
johnson@swanee.ee.uwa.edu.au - | - \X/ ~ >

4487. Need program or way to bypass bad sectors on hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 04:28:28 UTC
From: winters@access.digex.net
Message-ID: <26ee9c$dtj@access.digex.net>
Source record: 36982

I got hold of an old Supra Drive Atari Hard Disk 30MB that crashed
a few years ago. The Supra Drive Hard Disk Utilities program
(written about 1986) will not format drive, due to "too many bad
sectors". The person who gave me the drive said that there is probably
not more than 5 to 10% bad sectors on this disk. Is there any PD
software out there that can handle this MFM Seagate drive that is
in the Supra Drive case I have. It is an ancient huge looking box!!
I suppose the best thing to do, obviously, is to throw the
drive away and screw in another one, but I am curious to see if
I can salvage this thing! :--) I saw a bunch of PD programs out on
the net, but don't have the foggiest to which one (if any) might
work. If I have to, might try writing program to do this, but first
I want to see if anyone has ran into this before. Thanks for any advice
you can give me, since I am really excited to being close to having a
hard drive (so I can run Minix, which I also just got - looks slick!!)

---- Mike Winters

4488. Re: Atari UUCP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 08:07:50 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <KQ1GBVSJ@heaven7.in-berlin.de>
Source record: 36841

In <2c76bf77@p2123.f130.n500.z2.fidonet>, Paul_Tuijnman@p2123.f130.n500.z2.fidonet writes:

: I'd therefore kindly ask you for some help. Is it possible to add this
: feature to UUCICO? If not, is there some other way of getting around this?

Hi,

I'm very sorry to tell you that this is a misfeature of the Atari UUCICO that
cannot -- to the best of my knowledge -- be circumvented. Since I do not have
a copy of the UUCICO sources, I can't really do anything about it. As soon
as the person maintaining the UUCICO itself breaks down this barrier, I'd
be very happy do adapt Hermes to access this new feature.
--
__ | Martin P. Ibert, F|rstenweg 11, D-13589 Berlin-Spandau (Germany);
( )__ | martini@heaven7.in-berlin.de; Phone: +4930-3753479, Fax: -3753699
( )_ |---
(_________) | All that we see or seem/is but a dream within a dream. --- E.A.P.

Hi, I am not a signature virus. Why don't you just copy me into your signature?

4489. Re: Register usage in gcc--which are fixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 08:18:33 UTC
From: kuehn@cscs.ch
Message-ID: <1993Sep6.081833.26057@cscs.ch>
Source record: 36987

In article hr@geraldo.cc.utexas.edu, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
> The assembler code uses all of the data registers and a0-a5. If I test
> the assembly code by including it in a "main" C routine, it compiles and
> works fine. But when I put it in my real C SUBroutine, I get a
> compilation error telling me that the contents of a fixed or reserved
> register have been "spilled". I know that gcc uses a6 for the stack
> frame, but what is a5 used for? Is there some way to steal this register
> back from the compiler, or do I need to rewrite my code? Does this have
> anything to do with the fact that the code is now in a subroutine, or
> that there are many other routines in the same C source file?
>
I remember that the compiler uses a2 and d2 as being not corrupted during
subroutines, so it would be a good idea to leave them out or to save them
on the stack and restore them later.
Maybe youwant to get this info directly from gcc, so compile a file with
some functions in it with the -S (capital-S) to produce assembly output
of the file. Then look at the moveml instructions at the beginning and at
the end of the functions; these should contain the saved list of registers.

Hope this helps
Ulrich

4490. in need for german TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 09:57:30 UTC
From: s0635537@let.rug.nl
Message-ID: <s0635537.1.747309450@let.rug.nl>
Source record: 36988

Is there anybody out there who could supply me with a German TOS-version? Preferably a new one, but I won't complain anyway. If this miracle would be to much taken of the Divine Powers, could anyone tell me where I could get this thing?

Awfully thanks, Duco Dokter

This is a historical moment... J. Cleese

4491. Re: Pure C & shell

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 11:39:40 UTC
From: marc@targon.UUCP
Message-ID: <3543@targon.UUCP>
Source record: 36990
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <261l2c$dll@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
|Hi all.
|I got a problem with Pure C:
|I set the env variable SHELL=c:\bin\sh.ttp at bootup with GEMENV.
|When I run Pure C, asking from menu "TOS shell" it tries to load
|something but returns immediately to Pure C.
|If I call Pure C from sh, it works.
|My shell is Okami (latest version).

That is because Pure C loads its shell from the shell_p system
variable rather than from the SHELL environment variable.
When you start Pure C from the desktop, shell_p is not set,
so it is impossible to use the shell escape. If you start from
within some shell that sets shell_p, the shell can be called.

Marc

4492. Example device drivers for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 13:40:51 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Sep06.144051.1@gst-soft.demon.co.uk>
Source record: 36809

Are there docs, or maybe sample source code available that show how to write a device driver (.xdd) for MiNT? I've noticed it now supports it, but there are no docs in mint108s.zoo.

CW

==========
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==========

4493. Re: Ram Gizmo with 8 megs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 15:17:13 UTC
From: erlingh@idt.unit.no
Message-ID: <1993Sep6.151713.16284@ugle.unit.no>
Source record: 36842

Peter_missel@m4.Maus.De,
In a message on 2 September, wrote :

PR>
PR> >out there could confirm this for me BEFORE i run out & buy 2MB simms.
PR>
PR> Bet you won't find 2 MB SIMMs. SIMM modules use DRAM chips, and these gro
PR> factor 4, since adding one address line to a DRAM chip doubles the number
PR> lines AND columns of bits in the DRAM chip...
PR>
PR> So we had 1, 4, 16, 64, 256, 1024 and 4096 KBit DRAMs and will soon have
PR> KBit thingies, but NO 2048 KBit chips and thus no 2048 KByte SIMMs.

Sorry, but this is wrong. Atleast IBM uses 2 MB simms for some PS2 models.
This I know positively, since I installed several of these this summer :-)
You are probably correct in that the RAM gizmo doesn't know how to handle
these though.

PR>
PR> bye, Peter
PR>

Cheers, Erling

~ ATP/Unix 1.40 ~ Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Don't save the whale !

4494. Re: Ram Gizmo with 8 megs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 16:55:35 UTC
From: kuehn@cscs.ch
Message-ID: <1993Sep6.165535.12991@cscs.ch>
Source record: 36846

In article 16284@ugle.unit.no, erlingh@idt.unit.no (Erling Henanger) writes:
> Peter_missel@m4.Maus.De,
> In a message on 2 September, wrote :
> Sorry, but this is wrong. Atleast IBM uses 2 MB simms for some PS2 models.
> This I know positively, since I installed several of these this summer :-)
> You are probably correct in that the RAM gizmo doesn't know how to handle
> these though.

Are you sure that these SIMMs are 8 bit wide and not 16? This would make much more sense, because (at least what I know of) you can buy ram chips only with 1 or 4 mbit (note: bits!) which is due to the multiplexing of address lines.

Ulrich

4495. GCC memory requirements

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 18:54:58 UTC
From: sourada@iastate.edu
Message-ID: <sourada.747341698@du248-15.cc.iastate.edu>
Source record: 36986

(Not again! :-)

Is it still possible (with 2.4.x, etc.) to make something as big as GCC itself on a 4MB ST (with lots of hard drive space)?

I've been having trouble getting even fairly small stuff to compile (I had to do a few things by hand when compiling MiNT, for example, because I ran out of memory with make in there...) Am I doing something wrong, and/or is there a way to make the various utilities involved use less memory?

Thanks,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

4496. Re: Example device drivers for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 19:26:33 UTC
From: alex@falcon.demon.co.uk
Message-ID: <747343593snz@falcon.demon.co.uk>
Source record: 36817

In article <1993Sep06.144051.1@gst-soft.demon.co.uk> cwood@gst-soft.demon.co.uk writes:

> Are there docs, or maybe sample source code available that
> show how to write a device driver (.xdd) for MiNT? I've
> noticed it now supports it, but there are no docs in
> mint108s.zoo.

Its basically the same as doing a normal device driver only you don't need to TSR and if you return a DEVDRV != 1L the kernel installs it for rather than needing to Dcntl(). I updated Dave Gymer's (now gone Linuxing) to do this if you're interested (as a precursor to a SCSI.XDD which I now, sort of, have).

--
Alex Kiernan
alex@falcon.demon.co.uk

4497. jaguar specs wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 21:16:43 UTC
From: watchman@ludd.luth.se
Message-ID: <1993Sep6.211643.448@ludd.luth.se>
Source record: 36989

If atari has published any specs for the jaguar here on internet,
or if anybody have them, then I would appreciate to receive
them

Thanks in advance!

Joachim

4498. Re: Mint Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-06 21:54:37 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Sep6215437@kropotkin.gnu.ai.mit.edu>
Source record: 36847

In article <2548.2C88F0E4@mechanic.fidonet.org> Bryan.Hall@p0.f2703.n206.z1.FIDONET.ORG (Bryan Hall) writes:

> Just a quick question...
>
> Is it possible to somehow pass a
>working file handle (actually a pipe in this instance) between
>processes? Normally I use a comm routine that just forks that allows
>two process's to write into a pipe (created with pipe). Under mint,
>Pfork runs the child process until it finishes, which doesn't allow
>the parent to contribute to the pipe. While I can easily create a
>named pipe and share data between a parent and child process, I can't
>figure out a way without fork to have two children writting into the
>pipe at the same time.

Have a look at the tfork() function in the MiNT-gcc library (if you don't want to download the whole library to see this function, let me know and I'll send it to you.

The tfork() function will create a new thread of the currently running program, and begin execution at a specified function address.

Also, if a child created by Pfork() then Pexec()'s another program, the parent process will wake up. You can preserve a file handle across the Pexec() by using Fcntl() to clear that descriptor's close-on-exec flag. If the child then knows what descriptor was opened (perhaps passed to it in a command line parameter from the parent) it can read and write the pipe and communicate with the parent.

Good luck...
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

4499. Re: Gulam Sources available ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 02:23:44 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <747375004.2@mettav.royle>
Source record: 36849

Take a gander at what Klaus did spout on 03 Sep 93 ....

KB> What is the latest version ? I've got 1.03.04.05 G of 121887 running
KB> here, with the (G) patches for german keyboards.
KB>
Where did you get this as I have 1.00.00.00 and would like a newer
version.

KB> All it would need to be well suited for the future would be fixing
of
KB> the "mem" command (which hangs under Mint) and the addition of
job
KB> control.
It also has a problem if run through a large screen (seems to write directly to
the screen so the command line remains in exactly the same place).
Mind you i'ved aliased the mem command to a little pd memory utility so it runs
that instead.

Spencer spencer@mettav.royle.org
****

* Origin: Faster than you can say "spencer@mettav.royle.org"
(100:1011/0.2)

4500. Re: Ram Gizmo with 8 megs... possi

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 03:13:20 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.Js_AKzh10FE@semprini.tdkcs.waterloo.on.ca>
Source record: 36853

In <A43482@M4.maus.de>, Peter Missel writes:
> >out there could confirm this for me BEFORE i run out & buy 2MB simms.
>
> Bet you won't find 2 MB SIMMs. SIMM modules use DRAM chips, and these grow by
> factor 4, since adding one adress line to a DRAM chip doubles the number of
> lines AND columns of bits in the DRAM chip...
>
> So we had 1, 4, 16, 64, 256, 1024 and 4096 KBit DRAMs and will soon have 16384
> KBit thingies, but NO 2048 KBit chips and thus no 2048 KByte SIMMs.

Macs can use 2M SIMMS, which are advertised in the Mac magazines.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4501. Re: Ram Gizmo with 8 megs... possi

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 03:30:21 UTC
From: dragnet@crl.com
Message-ID: <26gv8d$bqg@crl.crl.com>
Source record: 36848

Chris Richards (Chris.Richards@f712.n286.z1.fidonet.org) wrote:
: In a message of <04 Sep 93 05:03:45>, Shoou-yu tang (1:286/2) writes:

: St> Yes, there is 2MB SIMMs. Just ask Mac mail order place. However,
: St> whethere the
: St> RAM Gizmo knows how to handle it is uncertain. (Even in the case of
: St> Mac, not
: St> every Mac can handle those 2MB SIMMs.)

: The RAM Gizmo will not handle 2MB SIMMs. The reason is quite simple. The only
: 2MB SIMMs in existence that I am aware of are all 32, 36, or 40 bit wide 72 pin
: SIMMs, and about the only thing at this point that uses them is the MAC and
: some workstations. The RAM Gizmo is designed to use industry standard,
: buy-em-anywhere, 8 or 9 bit wide 30 pin SIMMs, which are widely used in IBM PC
: compatible machines, and also the Atari STe machines.

Argh!

Chris, there are 256K, 512K, 1MB, 2MB, 4MB, 8MB and 16MB 30-pin SIMMs.
The newer Macs which use 30 pin SIMMs (like the IIci, IIsi) support all
of these.

The 72 pin SIMMs were first widely used for IBM PS/2s and the like, and
are really catching on in the PC clone and Mac market. Major PC clone
manufacturers have used them for a while. Sun also switched from 30 pin
about a year ago. I wouldn't say the "only" thing that uses them are
Macs and "some" workstations...

--dean

4502. Re: Mint 1.04 + Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 07:06:02 UTC
From: petep@info.isbiel.ch
Message-ID: <26hbsq$ga8@vega.info.isbiel.ch>
Source record: 36850

> Mint is now TOS (Sep 1 1993)
> Mint 1.04
> PRELIMINARY PureC compiled version!

> pid 0(MINT): syntax error in mint.cnf: near path

i found "my error". if you put the option -P (absolute calls) in the PureC .prj file the Mint will work correctly. unfortunately the compiler and linker didn't mark this error.

by the way, could someone mail my an aes-falcon (v>4.00) and the mint-config.-cpx, because i got an "old" Falcon030 (4mb/65mb hd, without Mint and Speedo)

thanks

4503. Concordance.PRG?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 07:10:41 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-070993090725@nod.eng.umu.se>
Source record: 36851

I'm in urgent need of a concordance program that will run on both the ST and the TT. It has to be able to treat large (very large, indeed) text files.

Thus my question: Is there such a beast available out there in the PD/SW world?

Any suggestions and/or addresses to possible FTP-sites would be most welcome?

Mid godum gliwstafum!

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

4504. Re: Extended VDI (GDOS) calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 08:41:48 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CCz6tp.EzJ@cs.bham.ac.uk>
Source record: 36889

In article <A4102@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>In article <746831780snz@falcon.demon.co.uk>, Alex Kiernan
>(alex@falcon.demon.co.uk) wrote:
>>Yes they're the extended open/update/inquire calls which have something of
>>a hokey-cokey existence in GDOS (in in 1.1, out in FSM, back in in Speedo -
>>I believe; feel free to shake it all about at this point :-)
>
>Well, it's not a question of which GDOS you use, only the type of the installed
>printer drives matters (all Atari drivers for raster devices should have
>them).

Are the calls documented anywhere, like Atari's DocSupport packages?

As an aside, how do you tell if Speedo is running and not FSM? The
vq_vgdos() call returns the same value for both. I've noticed that the
'FSMC' cookie value points at '_SPD' for Speedo - is this a good test?

4505. Re: Before Dawn

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 08:54:50 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c8cc5aa138357@discworld.oche.de>
Source record: 36857
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <H.eg.2zJKRBO9UHA@semprini.tdkcs.waterloo.on.ca>,
Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:

CH>Before Dawn also locks up as soon as it tries to save the screen if
CH>there's a mouse accelarator loaded (!). This could just be my system,
CH>but it happens with both maccel3 and SilkMouse (my favourite).

Before Dawn 1.25 works fine on my system. I am using:
DCF_TIME
HPHC
HSMODEM1
MACCEL
PFIX_CB
SELECTRIC
TAPEDVR3
plus
TAKE-OFF2
Chamï¿½leon+FuzzyClock
XControl 1.31
Before Dawn
Select

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Magrat was annoyed. She was also frightened, which made her even more
annoyed. It was hard for people when Magrat was annoyed. It was like being
attacked by damp tissue.
-- (Terry Pratchett, Witches Abroad)

4506. Converting GNU C object files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 10:46:10 UTC
From: FARAMIR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CCzCKz.BFt@bernina.ethz.ch>
Source record: 36852

Hi!

Does anybody know if there is a utility available that converts
GNU C object files to standard DRI format?

Or an utility that converts the GAS assembler output to standard
Motorola assembler?

Thanks in advance,

Greetings, Martin.

= Martin Braschler, Brunngasse 16, CH-4124 Schoenenbuch, Switzerland =
= Internet: faramir@ezinfo.vmsmail.ethz.ch / MausNET: Martin Braschler @ FR =
= -- =
= This signature is $hareware. If you read it, pay $10 to the address above, =
= or else discontinue reading it within 14 days =

4507. Re: Ram Gizmo with 8 megs... possi

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 14:44:44 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <747414327.AA00272@dswhq.omahug.org>
Source record: 36869
Body handling: HTML body converted to readable text

In a message of <06 Sep 93 20:30:21>, deaN brunettE (1:286/2) writes:

db> Chris, there are 256K, 512K, 1MB, 2MB, 4MB, 8MB and 16MB 30-pin
db> SIMMs. The newer Macs which use 30 pin SIMMs (like the IIci, IIsi)
db> support all of these.

Indeed? Hmmm....gonna have to get newer data books I guess. I've got data books from TI, Motorola, NEC, Toshiba, and Mitsubishi and none of them indicate the existence of 2M or 8M 30-pin SIMMs. Could you suggest a manufacturer for me?

db> from 30 pin about a year ago. I wouldn't say the "only" thing that
db> uses them are Macs and "some" workstations...

Sorry, my mistake. I didn't put the proper qualifier in there. I should have said 'The only thing that uses 72 pin SIMMs are the Macs and some workstations."

Later,
Gizmo

4508. Re: Converting GNU C object files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 15:40:14 UTC
From: smppolan@reading.ac.uk
Message-ID: <smppolan.747416414@reading>
Source record: 36854

FARAMIR@EZINFO.VMSMAIL.ETHZ.CH (Martin Braschler) writes:

>Hi!

>Does anybody know if there is a utility available that converts
>GNU C object files to standard DRI format?

>Or an utility that converts the GAS assembler output to standard
>Motorola assembler?

>Thanks in advance,

>Greetings, Martin.

>= Martin Braschler, Brunngasse 16, CH-4124 Schoenenbuch, Switzerland =
>= Internet: faramir@ezinfo.vmsmail.ethz.ch / MausNET: Martin Braschler @ FR =
>= -- =
>= This signature is $hareware. If you read it, pay $10 to the address above, =
>= or else discontinue reading it within 14 days =

Well.... I would like something to do it the other way, ie convert dri format
files to gnu objects... is there such a beast?

Please reply via mail, as I don't often get the chance to read the groups.

Andrew.

Andrew Pollard	JANET INTERNET
3 Meadow Road, Earley	smppolan@uk.ac.reading smppolan@reading.ac.uk
Reading, RG6 2EU, UK.	
(0734) 352529.	Insert witty quote in here.....
--
Andrew Pollard	JANET INTERNET
3 Meadow Road, Earley	smppolan@uk.ac.reading smppolan@reading.ac.uk
Reading, RG6 2EU, UK.	
(0734) 352529.	Insert witty quote in here.....

4509. Mint and the Screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 15:43:42 UTC
From: smppolan@reading.ac.uk
Message-ID: <smppolan.747416622@reading>
Source record: 36855

Hello World,

For a while I have been using MiNT (0.96, 1.04, 1.08) and GCC 2.3.3pl2 with MntLibs34 and have noticed that when a program writes a lot of stuff on a line the cursor does not wrap onto the next. ie

```
#include "stdio.h"
int main()
{
int a;
for (a = 0; a < 85; a++) printf("%d", a%10);
printf("\n");
return(0);
}
```

prints up
12345678901234567890123456789012345678901234567890123456789012345678901234567894
not
123456789012345678901234567890123456789012345678901234567890123456789012345678901234

Am I doing anything silly, or should it do this :-)

Another question:
Has anybody got a working version of the rg program to run gem programs from tcsh (I can't get it to work).

Another question (again):
Is there a working version of the ramfs ramdisk for MiNT, the version I have seems to very quickly run out of memory when copying files into it (even from the desktop).

[I have a 4Mb STe - not sure of the TOS version, 1.6?]

Any responses also by mail please, as I don't often get the chance to read the news.

Andrew.

Andrew Pollard	JANET INTERNET
3 Meadow Road, Earley	smppolan@uk.ac.reading smppolan@reading.ac.uk
Reading, RG6 2EU, UK.	
(0734) 352529.	Insert witty quote in here.....
--
Andrew Pollard	JANET INTERNET
3 Meadow Road, Earley	smppolan@uk.ac.reading smppolan@reading.ac.uk
Reading, RG6 2EU, UK.	

| (0734) 352529. | Insert witty quote in here..... |

4510. non modal dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 16:01:06 UTC
From: randyh@sad.hp.com
Message-ID: <CCzr5v.H6z@srgenprp.sr.hp.com>
Source record: 36877

Hello all,

I'm interested in how to write non-modal dialogs (multitos friendly).
I'm thinking that you make a window, do an obj_draw() of your tree centered
in the window and then do your own form_do using evnt_multi? Even if this
is correct I'm still a bit wanting on the actual mechanics. I've never
even done a dialog that was not canned, using form-alerts and the great
stuff Ian Lapore did in gemfast 1.8. So if anyone has any code they would
like to send me I would really appreciate it. I am using Heat and Serve C
but code wrtten for another compiler would also be fine.

Thanks, Randy
--
/*****************************/*****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/*****************************/

4511. Re: Mint and the Screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 16:25:44 UTC
From: sourada@iastate.edu
Message-ID: <sourada.747419144@vincent1.iastate.edu>
Source record: 36856
Body handling: Inline uuencoded payload not displayed: wrapon.tos

In <smppolan.747416622@reading> smppolan@reading.ac.uk (Andrew D. Pollard) writes:
> For a while I have been using MiNT (0.96, 1.04, 1.08) and GCC 2.3.3pl2 with
>MntLibs34 and have noticed that when a program writes a lot of stuff on a line
>the cursor does not wrap onto the next. ie

The VT52 emulator in TOS (and consequently MiNT) defaults to no line wrap. If
you want to turn wrap on, print ESC v. I either put ESC v in a text file and
cat it, or run this program:

[Inline uuencoded payload not displayed: wrapon.tos]

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

4512. Re: Converting GNU C object files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 18:56:09 UTC
From: alex@falcon.demon.co.uk
Message-ID: <747428169snz@falcon.demon.co.uk>
Source record: 36816

In article <CCzCKz.BFt@bernina.ethz.ch> FARAMIR@EZINFO.VMSMAIL.ETHZ.CH writes:

>...
>Or an utility that converts the GAS assembler output to standard
>Motorola assembler?
>...

mit2mot on a.a.u.e

--
Alex Kiernan
alex@falcon.demon.co.uk

4513. Re: HARD DRIVES BY MAIL ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 19:47:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep7.194727.7579@newshost.lanl.gov>
Source record: 36859

In article 4009@unlv.edu, whitbeck@equinox.unr.edu (Michael Whitbeck) writes:
>Can anyone provide recommendations for a mail-order
>SCSI HD?
>I'd like >100M (120/130....)
>
>how about scsi tape drives while were at it?

A good starting point is always TOAD Computers, 800-448-8623 or 410-544-6943.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4514. Mint 1.08

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 20:05:58 UTC
From: Bryan.Hall@p0.f2703.n206.z1.FIDONET.ORG
Message-ID: <2660.2C8F4E11@mechanic.fidonet.org>
Source record: 36882

Where can Mint 1.08 sources be found on internet? I may have missed the info (sorry). I assume these, like 1.04 was, are compilable with PureC.

Also, I am having difficulty with the Signal handler fuction Psignal. Although I can pass the address of my routine to mint, when a signal comes in, the requested routine is not executed, instead the program aborts.

Thanks.. "MICRO"

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!206!2703.0!Bryan.Hall
Note: The opinions stated in this post are only my own!

4515. Re: Mint and the Screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 20:07:44 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <26ipmgINN2d8e@rs1.rrz.Uni-Koeln.DE>
Source record: 36858

In <smppolan.747416622@reading> smppolan@reading.ac.uk (Andrew D. Pollard) writes:

>Hello World,

> For a while I have been using MiNT (0.96, 1.04, 1.08) and GCC 2.3.3pl2 with
>MntLibs34 and have noticed that when a program writes a lot of stuff on a line
>the cursor does not wrap onto the next. ie

[code example deleted]

>Am I doing anything silly, or should it do this :-)

The VT52 emulator can be set to a "wrap at end of line" mode by printing
Esc-v and to a "discard end of line" mode by printing Esc-w. I think
when the ST wakes up, the console is in the "discard" mode, so to get
the wrap around behavior, you could insert 'printf("\033v");' somewhere
before printing that long line.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4516. Re: Ram Gizmo with 8 megs... possi

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 20:12:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep7.201254.12413@newshost.lanl.gov>
Source record: 36860

In article AKzh10FE@semprini.tdkcs.waterloo.on.ca, cherborth@semprini.tdkcs.waterloo.on.ca (Chris Herborth) writes:
>In <A43482@M4.maus.de>, Peter Missel writes:
>> >out there could confirm this for me BEFORE i run out & buy 2MB simms.
>>
>> Bet you won't find 2 MB SIMMs. SIMM modules use DRAM chips, and these grow by
>> factor 4, since adding one adress line to a DRAM chip doubles the number of
>> lines AND columns of bits in the DRAM chip...
>>
>> So we had 1, 4, 16, 64, 256, 1024 and 4096 KBit DRAMs and will soon have 16384
>> KBit thingies, but NO 2048 KBit chips and thus no 2048 KByte SIMMs.
>
>Macs can use 2M SIMMS, which are advertised in the Mac magazines.

Not to beat a dead horse, but SIMMs are available in 1, 2, 4, 8, 16 and 32 Mb sizes. I haven't seen a 64Mb SIMM just yet, but I hear they are (or soon will be) available for those who have the cash. I myself just bought a single 8Mb SIMM for a Mac.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4517. Re: Q: changing to 68020

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 21:13:35 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <GMT07Sep.93.15227@work1.rhrz.uni-bonn.de>
Source record: 36861

80 ns RAMs + a 16 MHz CPU wouldn't help much since the rest of the logic is too slow. Please also consider that the ST's ram is actually running and accessible with the speed of a 16 MHz 68000. So the CPU and the video logics can access the ram in a time multiplexed way without the need of wait cycles. (The macs of that time did multiplex with one wait cycle, din't they?)
I wouldn't touch this part of the ST's logic.

If You were in Germany, I would offer You a used 16 MHz 68000 based accelerator with 8 k of cache for a good price (i upgraded to a 68030/68881 a while ago).

M. Ritzert

4518. Re: Register usage in gcc--which are fixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 21:30:16 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <GMT07Sep.93.18067@work1.rhrz.uni-bonn.de>
Source record: 36862

GCC uses all available registers. You cannot rely on anything except that
d0/d1 (and, as far as i remember, also a0/a1) need not be saved, since these
reggies are used to return results of a function. You might check
the math lib code for the memory mapped 68881 board which i contributed a while
ago to the distribution. I forgot the details since a switched to a sparc clone a
while ago.

Hope that helps

M. Ritzert

4519. Re: Gulam Sources available ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 21:37:47 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <GMT07Sep.93.25604@work1.rhrz.uni-bonn.de>
Source record: 36863

gulam 1.03.... is on most ftp servers including atari.archive.umich.edu.
The problem with the large screen has been solved. It runs even with the
fragmented overscan screens. You should urgently get the latest version since
1.00.00... (the oldest beta version as far as i remember) still has many many
bugs, such as memory leaks. It also triggered file system bugs in tos 1.02.

Regards,

M.Ritzert

4520. Re: Converting GNU C object files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 22:05:27 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <GMT07Sep.93.30061@work1.rhrz.uni-bonn.de>
Source record: 36864

gnu.o -> dri executable can be done with gcc-ld. But dri.o and dri.exe differ :-(

A solution might be "disassembling" the gnu objects, eventually formally as a large bunch of words, and reassembling that with a dri compatible assembler.

Only practical if You have to convert a few files, see below. Well, and You lose the symbol table and thus cannot use global variables. It worked for me when i ported my 68881-lib from gcc to a different compiler.

If You can live with such restrictions: it should be possible to use gdb/gas for the opposite direction (i didn't try).

I did that successfully and used Heimsoeth/Borlands MAS/BUG. But there exist both assemblers and disassemblers in the PD (assembler: e.g. that of sozobon c; disassembler: i have a very old pd disassebler for the plain 68000 lying around, unfortunately a purely interactive .TOS application. I did not try dirty tricks like popen'ing to it.)

M. Ritzert

4521. Expanding a 4M TT-RAM board??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 22:46:35 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Sep7.154635.4736@arizona.edu>
Source record: 36866

I've got and Atari-made TT-RAM expansion board which has 4 SIMM slots and came with 4 1-meg SIMMs. I've been told by some people (who were just guessing) that this board requires four of the same type SIMMs, so if I want to expand it I need to get four 4-meg SIMMs and throw all the 1-meg ones away. Is this true, or could I put, say, one or two 4-meg SIMMs in and leave the rest at 1-meg, giving me 7 or 10 megs on the board?

Also, does would it be possible to put 16-meg SIMMs on the board?

Also again, there's some jumper-switches on the board--would they need to be changed (and if so, how?) if the SIMMs are changed?

-thanks

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

4522. How Do i convert GnuC docs to a readable format?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 22:52:58 UTC
From: wilsont@rahul.net
Message-ID: <CD0A8A.EH5@rahul.net>
Source record: 36865

After trying about 15 different line lengths for dvi2tty.ttp converting
lib-card.dvi, i gave up.

Can someone point me to another dvi->ascii converter?
or, how do I get the TeX files to 80coulum ascii without the whole
TeX package?

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

4523. Taylor: passwd format under MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-07 23:45:58 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <2c8d1d55@p2123.f130.n500.z2.fidonet>
Source record: 36875

Hello,

Currently I'm trying to get Taylor UUCP under Mint to work (anyone made it
yet?) and I need a PASSWD file in \ETC. Anyone know what that should
contain?
And what shell works nice under MTOS?
Any tips/hints/advices ('I'd stop right there if I were you') welcome!

Thanks,

Paul

Paul_Tuijnman@nextjk.wlink.nl	\	/ ~~ boom!/\ ~~
FidoNet 2:500/130.2123	- * - ~~~~ __\/_____
or 2:281/202.19	/	\ _/_argh! \ /
tel/fax +31 50416932	\ / -- \ /
Groningen - Netherlands	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
***	Battle in Bathtub (anonymous)

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)

4524. TT Serial Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-08 00:50:36 UTC
From: ktessner@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.Jg00vtAcla6@sanity.tdkcs.waterloo.on.ca>
Source record: 36878

Okay guys, I'm writing a term program for the ST, but it would be nice for it to support the TT/Mega STE (Falcon???) as well, and I am wondering about accessing the other serial ports. I know that the Serial1 port is driven by another MFP chip, and the address, but I'm wondering if it has access to critical signals like RTS/CTS and DTR... I didn't find the CTS on the MFP bit where it is for modem1, and the other two I have no clue where to look for. If anyone has a summary of how these signals are addressed and where, I'd really appreciate it. Modem2 and Serial2 I'm already getting info on, so I'm really just after the serial1 stuff. Thanks

Kevin Tessner
ktessner@sanity.tdkcs.waterloo.on.ca

4525. Re: Converting GNU C object files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-08 03:11:14 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.QP85Lv_tjzU@harvee.billerica.ma.us>
Source record: 36868

In <smppolan.747416414@reading>, Andrew D. Pollard writes:
>FARAMIR@EZINFO.VMSMAIL.ETHZ.CH (Martin Braschler) writes:
>>Does anybody know if there is a utility available that converts
>>GNU C object files to standard DRI format?
>
>>Or an utility that converts the GAS assembler output to standard
>>Motorola assembler?
>
>Well.... I would like something to do it the other way, ie convert dri format
>files to gnu objects... is there such a beast?
>
>Please reply via mail, as I don't often get the chance to read the groups.

there is a toolkit associated with the GNU linker et.al called BFD (binary
file descriptor). BFD is used to read and write different format object files.
snag a copy of GAS from prep.ai.mit.edu:/pub/gnu to get a copy of BFD

which reminds me, do the folks producing the ST ports of GCC do it via BFD?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: 617.630.4687 (w) esj@ruby.polaroid.com
source of the public's fear of the unknown since 1956

4526. Re: Example device drivers for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-08 09:00:06 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Sep08.100006.1@gst-soft.demon.co.uk>
Source record: 36811

TITLE: Re: Example device drivers for MiNT?

> Its basically the same as doing a normal device driver only you don't need
> to TSR and if you return a DEVDRV != 1L the kernel installs it for rather
> than needing to Dcntl(). I updated Dave Gymer's (now gone Linuxing) to do
> this if you're interested (as a precursor to a SCSI.XDD which I now, sort of,
> have).

Pardon my ignorance, but I have never written a device driver
properly, only that installs itself as a TSR and does lots of
naughty things that MiNT doesn't know about. If you please
the source would be most helpful.

CW.

==========
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==========

4527. Re: Mint and the Screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-08 09:09:12 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Sep8110912@issan.informatik.uni-dortmund.de>
Source record: 36867

>>>>> In article <26ipmgINN2d8e@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
|> In <smppolan.747416622@reading> smppolan@reading.ac.uk (Andrew D. Pollard) writes:

|> >Hello World,

|> > For a while I have been using MiNT (0.96, 1.04, 1.08) and GCC 2.3.3pl2 with
|> >MntLibs34 and have noticed that when a program writes a lot of stuff on a line
|> >the cursor does not wrap onto the next. ie

|> [code example deleted]

|> >Am I doing anything silly, or should it do this :-)

|> The VT52 emulator can be set to a "wrap at end of line" mode by printing
|> Esc-v and to a "discard end of line" mode by printing Esc-w. I think
|> when the ST wakes up, the console is in the "discard" mode, so to get
|> the wrap around behavior, you could insert 'printf("\033v");' somewhere
|> before printing that long line.

Or put this in your mint.cnf to make wrap around the default at startup:

```
echo ^[v
# ^^ replace with single ESC character
```

Greetings, Andreas

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4528. TOS 1.04 Patches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-08 11:13:04 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.bmm9dAF8_MA@albemuth.equinox.gen.nz>
Source record: 36872

Hi there,

In a few days I'm about to upgrade my old trusty 1040STFM to TOS 1.04
What patches do I need to be running ?? I know there is an archive of
"official" Atari ones, but what else should I run to make things safe
and easy??

Any advice would be welcome as I'm rather anxious that I don't lose any
data due to misadventure.

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921
|"Any man making a pun should be drawn and quoted"

4529. Re: ICD BBS phone number

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-08 13:57:52 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <26kod0$3dv@cismsun.univ-lyon1.fr>
Source record: 36870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
CD's address :
ICD, Inc.
1220 Rock Street
Rockford, IL 61101-1437

Voice: (815) 968-2228
BBS: (815) 968-2229
FAX: (815) 968-6888

Bye

Patrice
```

4530. german -> english translators

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-08 16:17:16 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <26l0ic$r5b@sol.ctr.columbia.edu>
Source record: 36873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know where the source code for any german -> english translators are ? I'm trying to follow a German mailing list (the MiNT-ip list), and it's a pain to have to take home the mail I get so I can read it.

I've looked with archie, but there are so many references to 'german' out there that it's useless. (There are even more references to 'english' :-)

All help appreciated.

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

4531. Re: german -> english translators

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-08 17:39:52 UTC
From: schang@ee.ryerson.ca
Message-ID: <26l5d8$nrm@hermes.acs.ryerson.ca>
Source record: 36874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:
: Does anyone know where the source code for any german -> english
: translators are ? I'm trying to follow a German mailing list (the
: MiNT-ip list), and it's a pain to have to take home the mail I get
: so I can read it.

: I've looked with archie, but there are so many references to 'german'
: out there that it's useless. (There are even more references to
: 'english' :-)

: All help appreciated.

: Simon.

: --
: ____
: \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
: / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
: ~~~~~~

Well you can try GER2EN30.LZH. Its available on atari.archive.umich.edu
on applications/other or something like that.
GER2EN30 is free. You can use it as much as you want. If you want
CV-Translator v1.0 (German, Dutch, Spanish, French, Italian, Portuguese
--> English) you've to send $US20. The address is in the program.
You can also reach the author on carlos_varela@pleiades.org or .com .

Good Luck.

4532. Re: Example device drivers for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-08 22:04:35 UTC
From: alex@falcon.demon.co.uk
Message-ID: <747525875snz@falcon.demon.co.uk>
Source record: 36812

In article <1993Sep08.100006.1@gst-soft.demon.co.uk> cwood@gst-soft.demon.co.uk writes:

>TITLE: Re: Example device drivers for MiNT?
>
>> Its basically the same as doing a normal device driver only you don't need
>> to TSR and if you return a DEVDRV != 1L the kernel installs it for rather
>> than needing to Dcntl(). I updated Dave Gymer's (now gone Linuxing) to do
>> this if you're interested (as a precursor to a SCSI.XDD which I now, sort of,
>> have).
>
> Pardon my ignorance, but I have never written a device driver
> properly, only that installs itself as a TSR and does lots of
> naughty things that MiNT doesn't know about. If you please
> the source would be most helpful.

I checked today, discovered I hadn't actually done it (i'd just hacked it
into my SCSI code), but backed it back into ps0.c; I'll grab it out of the
office tomorrow & put it up on a.a.u.e.

--
Alex Kiernan
alex@falcon.demon.co.uk

4533. XACC/Gl. Readable Mem.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 07:07:32 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.w&ZJ8kHOsqg@elfhaven.ersys.edmonton.ab.ca>
Source record: 36815

Hi,

I have been reading about the XACC-Protocol, and it mentions that when you pass your application message (when you start your program) that you have to pass a string. Then it says that the string you pass has to be in global-readable memory.

How do I do this? That's one thing it doesn't say...:)

One person suggested that I needed to use Mxalloc(), but my library (dLibs) does not seem to have that call. Is there something I am missing?

This also raises another question. Do I have to do the same thing with operating system calls like mn_title() (this may not be the correct name; it is a function that allows you to change the strings in the menu entries of your resources)?

I do not think that the second is likely, since all previously written applications which did this would then crash. Right?

Please respond by E-Mail, and I will summarize the responses (since this may be a topic of general interest to other readers of this newsgroup).

--
() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

4534. Re: Example device drivers for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 07:29:53 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Sep09.082953.1@gst-soft.demon.co.uk>
Source record: 36813

```
> TITLE: Re: Example device drivers for MiNT?
>
> I checked today, discovered I hadn't actually done it (i'd just hacked it
> into my SCSI code), but backed it back into ps0.c; I'll grab it out of the
> office tomorrow & put it up on a.a.u.e.

Thanks,

CW.

===============================================================================
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
===============================================================================
```

4535. Re: non modal dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 09:00:01 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <26mrai$cn3@tuegate.tue.nl>
Source record: 36884

randyh@sad.hp.com (Randy Hosler) writes:

>I'm interested in how to write non-modal dialogs (multitos friendly).
>I'm thinking that you make a window, do an obj_draw() of your tree centered
>in the window and then do your own form_do using evnt_multi? Even if this
>is correct I'm still a bit wanting on the actual mechanics. I've never
>even done a dialog that was not canned, using form-alerts and the great
>stuff Ian Lapore did in gemfast 1.8. So if anyone has any code they would
>like to send me I would really appreciate it. I am using Heat and Serve C
>but code wrtten for another compiler would also be fine.

As it so happens, I have done this. The mechanism you describe is
correct, but it is a bit more complicated. Using evnt_multi you will
need to adjust a.o. the resource ob_x and ob_y values to move the dialog
too after a WM_MOVED message. If you get a mous click from evnt_multi
you will need to do an objc_get to find out which object was below the
mouse pointer and then simulate e.g. the edit functions of edit objects.
Quite a bit so to say. Luckily there are libraries that do this for you.
Unfortunately there are none to my knowledge for H&S C. I use H&S C too
and have just (yesterday evening) translated a Pure C wniddial lib to
H&S C. Once I have tested this lib I will put it up for download on some
site (probably ftp.cs.ruu.nl, I'll announce it in advance).
If someone has a working ar for creating H&S C libs I would be most
grateful. At the moment I would only be able to ditribute the lib as an
object file.

Erlend.

4536. Re: TOS 1.04 Patches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 09:03:33 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <26mrh5$cod@tuegate.tue.nl>
Source record: 36885

john@albemuth.equinox.gen.nz (John Collis) writes:

>Hi there,

>In a few days I'm about to upgrade my old trusty 1040STFM to TOS 1.04
>What patches do I need to be running ?? I know there is an archive of
>"official" Atari ones, but what else should I run to make things safe
>and easy??

>Any advice would be welcome as I'm rather anxious that I don't lose any
>data due to misadventure.

Don't worry, TOS 1.4 is very stable. Use the patches Atari provides.
Then change the poolfix program for poolfix92 which is a bit better.
Then add a good serialfix program like serialfix 1.1 or hsfix1.4
Accent 2.06 is nice too if you want to be able to type extended asci
characters, especially foreign characters.
That is about it.

Erlend.

4537. Re: non modal dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 09:16:33 UTC
From: stigj@dhhalden.no
Message-ID: <stigj.49.2C8EF471@dhhalden.no>
Source record: 36881

In article <CCzr5v.H6z@srgenprp.sr.hp.com> randyh@sad.hp.com (Randy Hosler) writes:
>From: randyh@sad.hp.com (Randy Hosler)
>Subject: non modal dialogs
>Date: Tue, 7 Sep 1993 16:01:06 GMT

>Hello all,

>I'm interested in how to write non-modal dialogs (multitos friendly).
>I'm thinking that you make a window, do an obj_draw() of your tree centered
>in the window and then do your own form_do using evnt_multi? Even if this
>is correct I'm still a bit wanting on the actual mechanics. I've never
>even done a dialog that was not canned, using form-alerts and the great
>stuff Ian Lapore did in gemfast 1.8. So if anyone has any code they would
>like to send me I would really appreciate it. I am using Heat and Serve C
>but code wrtten for another compiler would also be fine.

>Thanks, Randy
>--
> /*****************************/****************************/
> // |\ | | _ | // Randy Hosler //
> // |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
> // |\ . | | \/ _> | _ | // 707-794-3677 //
> /*****************************/****************************/

There is an excellent PD-library for Pure-C that does this and a lot
of other things. The library is egem_113.lzh in pub/atari/programming on
ftp.cs.tu-berlin.de

Stig

_/_/ _/_/ A _/_/ _/_/ | E-mail: stigj@dhhalden.no
_/ _/ _/ _/ S _/ _/ _/ _/ | Snail-mail: Stig Jrgensen
_/ _/ _/ T _/ _/ _/ I | Hovslagerveien 7C
_/ _/ E _/ _/ N | N-1712 Grlum
_/ _/ R _/ _/ D | Norway

4538. Re: Mint and the Screen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 09:21:08 UTC
From: gero@uni-paderborn.de
Message-ID: <26msi4$opv@news.uni-paderborn.de>
Source record: 36880

In article 747416622@reading, smppolan@reading.ac.uk (Andrew D. Pollard) writes:
>prints up
>12345678901234567890123456789012345678901234567890123456789012345678901234567894
>not
>12345678901234567890123456789012345678901234567890123456789012345678901234567890
>1234
>Am I doing anything silly, or should it do this :-)

Both of it: Have you ever read a table with VT52-sequences? One of them
activates, another one de-activates the auto-line-wrap, what means the
automatic line-break after a line becomes too long. I could look after it,
but I'm not at home near my ST.

```
==============================================================================
---------------------- "If there are two or more ways to do something,
| Gero Zahn, a/k/a | and one of those ways can result in a catastrophe,
|gero@uni-paderborn.de| then someone will do it."
---------------------- Murphy's Law
==============================================================================
```

4539. Re: Taylor: passwd format under MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 09:32:00 UTC
From: tj@ais-dortmund.de
Message-ID: <26mt6g$gqp@aiscube.AIS-Dortmund.DE>
Source record: 36887

```
Paul_Tuijnman@p2123.f130.n500.z2.fidonet wrote:
: Hello,

: Currently I'm trying to get Taylor UUCP under Mint to work (anyone made it
: yet?)

yep !
Taylor 1.04 works fine here on my ST running MiNT 1.08 and MINIXFS.
I compiled it without bigger problems using gcc2.33 and MintLibs PL34.

: and I need a PASSWD file in \ETC. Anyone know what that should
: contain?

It' just a "normal" passwd file as on most *IX machines.
format:
<user>:<crypted password>:<UID>:<GID>:<username>:<dir>:<startup-program>

an entry for uucp should look like:
uucp:*:5:5:Mr.UUCP:/usr/lib/uucp:/usr/lib/uucp/uucico

this would result in execution of uucico, as soon as someone logs
in as uucp.
But remember, that Taylor uses it's own passwd file in "newconfigdir"
Here is a passwd file fromm the "sample" directory of the original
Taylor 1.04 Sources:

-------

# This is an example of passwd, the call in password file for Taylor
# UUCP. To use it, you must compile the package with
# HAVE_TAYLOR_CONFIG set to 1 in policy.h (that is the default), copy
# this file to newconfigdir as set in Makefile.in (the default is
# /usr/local/conf/uucp), and edit it as appropriate for your system.

# Everything after a '#' character is a comment. To uncomment any of
# the sample lines below, just delete the '#'.

# This file is used when uucico is invoked with the -l or -e argument.
# uucico will then prompt for a login name and password. The login
# name is looked up in this file to check the password (the system
# password file, /etc/passwd, is not checked). This permits uucico to
# completely take over a port, allowing UUCP access to remote systems
# but not permitting remote users to actually log in to the system.

# The format is just login-name password.
Uairs foobar

-----
```

: And what shell works nice under MTOS?
i had no problems with "ash" and "bash", although the bash needs a lot
of memory.

: Any tips/hints/advices ('I'd stop right there if I were you') welcome!

At the moment, i'm in my office and cannot look for the changes i had
to do for compiling Taylor, so i try to remember the most important things:
- watch out for the "mode" parameter in fopen. I changed all modes to
binary ("r" becomes "rb", "w" becomes "wb" and "a" becomes "ab")
but i think this can also be done using correct information in the
UNIXMODE enviroment variable.
- use BSD tty handling. I only had problems with the TIOCNOTTY settings,
causing my modem not to answer anymore.
- there was a definition missing for , i think ist was ENOENT, but i'm
not sure. You'll see during compilation :-)
- In the beginning the UUXQT had some problems in unlinking the L.* files
in the SPOOLDIR. After changing SPOOLDIT to V2, these problems were gone.
So, if you prefer another SPOOLDIR type, expect the problem mentioned
above

hmmm, Guess that's all. Hope it helps.
Anyway, please let me know if you have it running.

: Thanks,
you're welcome !
: Paul

Theo

--
------- Theo Janssen ----- tj@ais-dortmund.de -- - Theo_Janssen@un.maus.de ----
_____ Don't force it, use a bigger hammer ! _____

4540. Elvis: Last version?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 11:34:32 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Sep9.113432.14093@ibr.cs.tu-bs.de>
Source record: 36883
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there!

I'm looking for the last version of elvis (vi-clone) for
atari. The last version i have seen is elvis16 beta dated
16. Nov 1992.
Since there is a version 17 available (on PC) i'm wondering if
someone has ported this to the st?

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

4541. Re: Taylor: passwd format under MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 12:00:16 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Sep9.120016.11536@zaphod.earth.ox.ac.uk>
Source record: 36888

In article <2c8d1d55@p2123.f130.n500.z2.fidonet>
p2123.f130.n500.z2.fidonet!Paul_Tuijnman@nextjk.wlink.nl writes:
>Hello,
>
>
>Currently I'm trying to get Taylor UUCP under Mint to work (anyone made it
>yet?) and I need a PASSWD file in \ETC. Anyone know what that should
>contain?

It's identicle to the BSD Unix passwd format, ie.

username:encrypted password:uid:gid:GCOS:home dir:shell

>And what shell works nice under MTOS?

Erm, what shell do you want?

There's Ash (Bourne shell reimplementation), tcsh, ksh... etc etc etc

>Any tips/hints/advices ('I'd stop right there if I were you') welcome!

May I suggest you get a copy of my init package. I know it hasn't got a
version of cron but it should have everything else you need (init, getty,
login, syslog, passwd etc etc etc).

At the moment the latest release does have a bug in login and su which will
be fixed in the next release. Also, it's a source only release until such
time as I have the time to write an installer program.

My init(8) package can be found on atari.archive in
atari/Mint/Utilities/inisrc11.tgz. It's a gzipped tar archive. You'll need a
Minix partition to extract it and build it.

>Thanks,
>
>Paul
>
>|Paul_Tuijnman@nextjk.wlink.nl| \ | / ~~ boom!/\ ~~ |
>| FidoNet 2:500/130.2123 |- * - ~~~~ __\/_____ |
>| or 2:281/202.19 | / | \ _/_argh! \ / |
>| tel/fax +31 50416932 | \ / -- \ / |
>| Groningen - Netherlands |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
>| *** | Battle in Bathtub (anonymous) |
>
>--- Bermuda v1.20
> * Origin: *--No Point in Yelling--* (2:500/130.2123)

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4542. Re: Before Dawn

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 12:50:06 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.OpBAJZ291Ko@semprini.tdkcs.waterloo.on.ca>
Source record: 36791
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2c8cc5aa138357@discworld.oche.de>, Michael Schwingen writes:
> In <H.eg.2zJKRBO9UHA@semprini.tdkcs.waterloo.on.ca>,
> Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
>
> CH>Before Dawn also locks up as soon as it tries to save the screen if
> CH>there's a mouse accelarator loaded (!). This could just be my system,
> CH>but it happens with both maccel3 and SilkMouse (my favourite).
>
> Before Dawn 1.25 works fine on my system. I am using:
[...]
> MACCEL
[...]
> plus
> TAKE-OFF2
[...bunch of accs...]

What TOS version, how much RAM? I've got TOS 1.04 and 4M. I've ftp'd
but still haven't tried BeforeDawn 1.25; if I have a problem, I'll
probably bug the author in email... ;-)

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4543. Re: Converting GNU C object files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 12:52:00 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.lDYszoi5mRo@semprini.tdkcs.waterloo.on.ca>
Source record: 36792

In <CCzCKz.BFt@bernina.ethz.ch>, Martin Braschler writes:
> Hi!
>
> Does anybody know if there is a utility available that converts
> GNU C object files to standard DRI format?

The opposite is possible; look on atari.archive for dri2gnu.* (or
something very much like that).

> Or an utility that converts the GAS assembler output to standard
> Motorola assembler?

Again, look on atari.archive for a (recent) program called mit2mot.* (or
something like that).

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4544. Re: How Do i convert GnuC docs to a readable format?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 12:54:28 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.XeizLnkA5NA@semprini.tdkcs.waterloo.on.ca>
Source record: 36793

In <CD0A8A.EH5@rahul.net>, Timothy Wilson writes:
> After trying about 15 different line lengths for dvi2tty.ttp converting
> lib-card.dvi, i gave up.
>
> Can someone point me to another dvi->ascii converter?
> or, how do I get the TeX files to 80coulum ascii without the whole
> TeX package?

I found a program on atari.archive called 'detex.ttp' (sorry, I'm not
sure what the archive name would be) that just strips all TeX formatting,
leaving you with the plain text. If you can't find it, I'll email it
to you (it's very small).

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4545. Re: Extended VDI (GDOS) calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 13:43:16 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <26nbtk$v2a@info2.rus.uni-stuttgart.de>
Source record: 36886

In <CCz6tp.EzJ@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

> In article <A4102@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
> >In article <746831780snz@falcon.demon.co.uk>, Alex Kiernan
> >(alex@falcon.demon.co.uk) wrote:
> >>Yes they're the extended open/update/inquire calls which have something of
> >>a hokey-cokey existence in GDOS (in in 1.1, out in FSM, back in in Speedo -
> >>I believe; feel free to shake it all about at this point :-)
> >
> >Well, it's not a question of which GDOS you use, only the type of the installed
> >printer drives matters (all Atari drivers for raster devices should have
> >them).
>
> Are the calls documented anywhere, like Atari's DocSupport packages?
yes.
>
> As an aside, how do you tell if Speedo is running and not FSM? The
it's documented that you have to look for cookie called FSMC that
contains the value _SPD

> vq_vgdos() call returns the same value for both. I've noticed that the
> 'FSMC' cookie value points at '_SPD' for Speedo - is this a good test?
it's the one and only
>
Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-7000 Stuttgart 60 | Und sterben.
[D-70327 Stuttgart] |

4546. Re: non modal dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 14:01:23 UTC
From: richards@elmer.orl.mmc.com
Message-ID: <1993Sep9.140123.29970@iplmail.orl.mmc.com>
Source record: 36890

I would be very interested in non-modal dialog functions for HSC.

Larry Richardson
richards@foghorn.orl.mmc.com

4547. Re: non modal dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 16:28:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.659231@cix.compulink.co.uk>
Source record: 36814

In article <CCzr5v.H6z@srgenprp.sr.hp.com>, randyh@sad.hp.com (Randy Hosler) writes:
>Hello all,
>
>I'm interested in how to write non-modal dialogs (multitos friendly).
>I'm thinking that you make a window, do an obj_draw() of your tree centered
>in the window and then do your own form_do using evnt_multi? Even if this
>is correct I'm still a bit wanting on the actual mechanics. I've never
>even done a dialog that was not canned, using form-alerts and the great
>stuff Ian Lapore did in gemfast 1.8. So if anyone has any code they would
>like to send me I would really appreciate it. I am using Heat and Serve C
>but code wrtten for another compiler would also be fine.
>
>Thanks, Randy

You got it. The main difficulty is that the whole program should only use
one evnt_multi that is setup in a way that will handle all types of events
and form handling.
The worst part is editable objects...

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one
pays for being for being clever"

4548. Re: Ram Gizmo with 8 megs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-09 18:57:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A44790@M4.maus.de>
Source record: 36832

>PR> So we had 1, 4, 16, 64, 256, 1024 and 4096 KBit DRAMs and will soon
>have
>PR> KBit thingies, but NO 2048 KBit chips and thus no 2048 KByte SIMMs.
>
>Sorry, but this is wrong. Atleast IBM uses 2 MB simms for some PS2
>models.
>This I know positively, since I installed several of these this
>summer :-)
>You are probably correct in that the RAM gizmo doesn't know how to handle
>these though.

Well, just to be more exact: "Standard" SIMMs are 8 (or 9) bit wide, thus
cannot be 2 MB (see above). 72 pin SIMMs are 32 (or 36) bit wide, and cannot be
2 MB either.

IF there are 16 bit SIMMs around, they truly CAN be 2 MB.

bye, Peter

4549. Falcon Video Connector Help & Some Tips

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-10 00:37:03 UTC
From: scotty@verdix.com
Message-ID: <1993Sep10.003703.29553@verdix.com>
Source record: 36794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello fellow netters...

Please help me with the following request if you get a chance. Afterwards I will share some possibly useful information regarding getting the Falcon squared away.

I'd like to adapt my Falcon's VGA video connector plug so that it will allow my multisync monitor to display true color mode. Unfortunately it programs the Falcon to think that I have a VGA monitor, which disables the true color mode in the "set video" dialog.

I believe this is done using the pins M0 and M1 on the video connector. Can someone please tell me how these pins are connected for VGA and for an Atari Monitor adapter?

Toad Computers is planning on selling a switchable adapter, but they have no idea when it will be available just now...

Here are some possibly useful tips I have extracted on setting up the Falcon030:

1. My Falcon's internal IDE drive had the dreaded spin-up, spin-down problem when I first took it home. It was obvious from the sound it makes when the room is relatively quiet; the drive also seems to take forever booting up and loading certain programs (alas, Nethack was a good test).

My dealer had no information on how to fix the problem; they said that some of the 65 Meg drives on earlier units had been replaced, but none of the machines with Conner 84 Meg drives had the problem. They recommended that I call Atari, which I did.

The Atari Rep I spoke to was unusually helpful. He said that a metal shield had been installed incorrectly on the left side of the IDE drive, and that it needed to be moved to the right side of the drive in order to make proper contact with the top shield.

This shield is a bent piece of metal (ie. spring) which compresses when the top shield is put in place. The orientation of the bend (to the left) must remain the same when the shield is moved to the right side of the drive. This is important, because otherwise the speaker won't fit anymore.

I had this fix done, and the problem is all gone! Booting takes 10 seconds or so now, where it used to take a few minutes sometimes.

2. Having trouble setting up GCC on your Falcon? I sure did! Some of the programs I was trying to use just wouldn't work. If you're going to use the TOS filesystem, here's a combination I found useable:

BASH 1.10, GNU Executables ver. 2.4.1, Gnu Libs & Includes ver "93", G++ Libs and includes ver. 20. Compiler.h has the number of streams specified, but this is determined in stdio.h; comment out the #define in compiler.h and you're in business. You don't have to guess: GCC-CC1P(LUS) will point out

history saves. Since the TOS filesystem shortens both of these to .BAS, I made my ~/.bashrc (.BAS) read-only. This sacrifices .bash-history; there's probably a better way to do this on a TOS filesystem, but it works.

Lastly, all of the command files in /BIN need to have their .TTP or .TOS extensions removed for BASH. Without this renaming, you'll either have to type ls.ttp to get your directory, or alias all of the names with exten-sions to those without (yech)!

3. This one is of interest to those who have LQ800 compatible graphics printers. My 24 pin Epson ActionPrinter L-1000 is one. Try the following Speedo GDOS printer drivers, in this order: LQ570, NEC P-Series, and the Star NB-24 driver. My printer requires the NB-24 driver because it can only handle 180x180 graphics mode. The first two drivers use 360x360 DPI. I got this from the Atari Rep as well. Thanks!

Well, hope these hints help some of those who bother to read this far. And thanks again to anyone who can help me with that video connector!

Scott Chilcote

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

4550. Re: Converting GNU C object files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-10 03:43:46 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Sep9234346@acae127.cadence.com>
Source record: 36799

> In <smppolan.747416414@reading>, Andrew D. Pollard writes:
> >FARAMIR@EZINFO.VMSMAIL.ETHZ.CH (Martin Braschler) writes:
> >>Does anybody know if there is a utility available that converts
> >>GNU C object files to standard DRI format?

gcc-ld takes a bunch of .o's in gnu-aout format and puts out a
DRI format executable, but i dont think this is what you were asking
for.

> >>Or an utility that converts the GAS assembler output to standard
> >>Motorola assembler?
> >

yes, there are perl scripts that go both ways, GAS <-> Moto
assembler. they should be on A.A, or i should be able to dig them up.
Both the scripts do most of the job, but do get confused sometimes.
Compiler generated asm usually they handle quite well.

> >Well.... I would like something to do it the other way, ie convert dri format
> >files to gnu objects... is there such a beast?
> >
> >Please reply via mail, as I don't often get the chance to read the groups.

yes, there is a thing called gst2gnu on A.A that will do this.
Sorry mail to you seemed to bounce earlier so i am posting.

> there is a toolkit associated with the GNU linker et.al called BFD (binary
> file descriptor). BFD is used to read and write different format object files.
> snag a copy of GAS from prep.ai.mit.edu:/pub/gnu to get a copy of BFD
>
> which reminds me, do the folks producing the ST ports of GCC do it via BFD?
>
no. its not easy to describe the DRI format to BFD.

currently gcc-ld is a (horrible) hack :-)

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4551. Re: TOS 1.04 Patches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-10 06:09:04 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <747720604.0@mettav.royle>
Source record: 36803

On 08 Sep 93 at 23:13:04 (John Collis) wrote the
following:

> In a few days I'm about to upgrade my old trusty 1040STFM to TOS
1.04
> What patches do I need to be running ?? I know there is an archive
of
> "official" Atari ones, but what else should I run to make things
safe
> and easy??

I don't know about patches but I would back up your HD if you have one, I have heard of people losing all the data on their HD after installing the new TOS version. This is possibly due to the new non-BGM partition size increase from 16mb to 32mb in TOS 1.04 and
above.

-Paul-

--
~=~=~=

4552. Re: Mint 1.08_B.Hall

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-10 06:38:24 UTC
From: petep@info.isbiel.ch
Message-ID: <26p7d0$3n7@vega.info.isbiel.ch>
Source record: 36796

> Where can Mint 1.08 sources be found on internet?

i got it from ftp.uni-muenster.de (mint108.zoo). the mint108.zoo is compilable with PureC (Hint: put the option -P :absolute calls in your .prj file then it will work fine).

4553. XBRA help please...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-10 10:29:54 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Sep10.112954.1@gst-soft.demon.co.uk>
Source record: 36820

I want to install my own TRAP handler, and would like to use the XBRA stuff to install it. If such a description could be fitted into an email message I would be grateful if someone could help me. Apart from the installing, once installed I presume that once the TRAP is called and control is redirected to my handler, I am in Supervisor Mode, and hence do not have normal access to the User stack where my parameters are. Do I have move the USP to the SSP and put it back again later, so that I can access the parameters, or is all that transparent and part of XBRA? Or am I talking absolute rubbish, and completely got the wrong end of the stick?

Cheers.

CW.

==========
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==========

4554. Eagle Sonic

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-10 12:36:20 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CD51oL.55H@ztivax.zfe.siemens.de>
Source record: 36797

Hi,

I'm considering to buy an Eagle Sonic accellerator for the Falcon. Does anybody have experiences with this stuff?

Mike

4555. Re: Eagle Sonic

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-10 14:59:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.663713@cix.compulink.co.uk>
Source record: 36821

In article <CD51oL.55H@ztivax.zfe.siemens.de>, michi@km21.zfe.siemens.de (Michael Klug) writes:
>Hi,
>
>I'm considering to buy an Eagle Sonic accellerator for the Falcon. Does
>anybody have experiences with this stuff?
>
Get a copy of GEMBench and maybe another benchmark and test it out. I only had a quick run with it and the results were dissapointing.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one
pays for being for being clever"

4556. Re: Ram Gizmo with 8 megs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-10 17:40:40 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c90b6545fc3f1@discworld.oche.de>
Source record: 36798

In <1993Sep6.165535.12991@cscs.ch>,
Ulrich Kuehn (kuehn@cscs.ch) wrote:

UK>Are you sure that these SIMMs are 8 bit wide and not 16? This would make much
UK>more sense, because (at least what I know of) you can buy ram chips only with
UK>1 or 4 mbit (note: bits!) which is due to the multiplexing of address lines.

That are the normal ones, but it is not impossible to build 2MBit DRAMs.
And it is absolutely no problem to put the double number of nornmal DRAMs
plus a little decoder logic on a single *8 or *9 SIMM to get a 2M SIMM. I
haven't seen this yet, but that does not mean that they do not exist.

cu
Michael

--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
The only time Crowley had bought petrol was once in 1967, to get the free
James Bond bullet-hole-in-the-windscreen transfers, which he rather fancied
at the time.
-- (Terry Pratchett & Neil Gaiman, Good Omens)

4557. Re: Before Dawn

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-10 20:15:26 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c93824a4c74@discworld.oche.de>
Source record: 36818
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <H.eg.OpBAJZ291Ko@semprini.tdkcs.waterloo.on.ca>,
Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:

CH>What TOS version, how much RAM? I've got TOS 1.04 and 4M. I've ftp'd
CH>but still haven't tried BeforeDawn 1.25; if I have a problem, I'll
CH>probably bug the author in email... ;-)

4M Ram, german TOS 1.04 with the usual set of patches and WINX 2.0 in ROM.

cu
Michael

--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!

4558. Re: Mint 1.08

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-11 04:01:21 UTC
From: rchan@terapin.com
Message-ID: <rchan.03hl@terapin.com>
Source record: 36800

Bryan.Hall@p0.f2703.n206.z1.FIDONET.ORG (Bryan Hall) writes:

> Where can Mint 1.08 sources be found on internet? I may have missed the
in
>fo (sorry). I assume these, like 1.04 was, are compilable with PureC.
>
> Also, I am having difficulty with the Signal handler fuction Psignal.
Alth
>ough I can pass the address of my routine to mint, when a signal comes in, the
r
>equested routine is not executed, instead the program aborts.
>
>Thanks.. "MICRO"
>
>--
>Internet: mechanic.fidonet.org
>UUCP: ...!myrddin!mechanic!206!2703.0!Bryan.Hall
>Note: The opinions stated in this post are only my own!

Try archive.umich.edu or the mirror at wuarchive.wustl.edu

Ronald Chan || USDA Agricultural Research Service
A Pocket Knight *--{----------- || Crop Improvement & Utilization
rc@wet.UUCP or rc@wet.com || Albany, California
rchan@terapin.com || rchan@pw.usda.gov

4559. MiNT (finally :-}

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-11 04:36:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1451@usdtsg.DaytonOH.NCR.COM>
Source record: 36801

Well, I have a couple questions regarding compiling Mint 1.08 (nope, not the same questions as before - since I finally got it to compile!!!). Anyways, my questions are based on doing this:

-I took the MNTLIB34 as my mintlibs, and also made copies of the m* files (like miio.olb) with the Gnu names (i.e. I have the same file called GNU.OLB and MINT.OLB, etc). Was this a reasonable thing to do, or would would recommend a different setup than that? (I did this since I was having some difficulty with -mint etc)...

-there are two programs apparently being called from the "makefile" that I don't seem to have: PRGFLAGS and STRIP - what do these programs do, and where could I find them if I need them? I simply commented them out from the makefile...

-is there *any* way to get Mint and Warp9 working nicely together (faster screen updates would be fast, and since I already have Warp9, I'd like to try to stay that route -otherwise maybe I'd go for NVDI)...

-I compiled Mint with both GCC 2.3.3 and 2.4.2 (I think the latter is the right number); anyways I noticed that 2.4.2 produces a slightly larger mint.prg file (by about 20k) - just curious why; I may try using the latest version of GCC (2.4.5?) and see what that does

-I think some of the problems I had along the way had to do with having my LIB files mixed and matched (don't ask how - I can't remember, I just deleted them and unarchived only certain ones) - thought that may help someone maybe...

--well, so far, I have Mint 1.08 loaded in with a number of other things (including ConNect at the moment) and everything seems to be working ok so far (at least as good as when I'd have 0.95 in); to yunz unix gurus compiling the source may be commonplace (?) but I feel like I've accomplished something (then again, I feel I've accomplished something when I drag myself out of bed :-) speaking of which, it's getting late...

--I did all my compiling on Minix partitions - would I have had the same successes/failures if I had used a TOS partition? just curious (minix partitions are cool - but why do they limit filenames to like 15 characters?)

...well, if anyone has any answers/comments to some of my questions it'd be appreciated (and yet another thanks to the numerous folks who've helped me so far :-)

Robert Anisko
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"no, you don't have a problem if you talk to a teddy bear; however, if the bear talks back, then call me as soon as you can..."

4560. TT-quantum PROBLEM ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-11 06:49:46 UTC
From: mluoto@klaava.Helsinki.FI
Message-ID: <26rsea$4gg@klaava.Helsinki.FI>
Source record: 36802

Hello there,
Here's a nice deb time story a la ATARI that's about to
drive me nuts !!! I bought a Quantum Pro Drive 170S awhile ago to
replace my little 48meg seagte (the internal drive in my TT) ....

Then when I installed it the fun started: the computer would not
acnowledge it... when with syquest ???

so get this: I've got two places for scsi-devices (currently) one
intern, (that means the box beside motherboard etc) wich has flat-cable
and is connected to TT's main power source and then I have one external
that has a cable coming from TT's back panel and a separate power source
!

The deal is that both drives work fine if syquest(44mb removable) is
connected as intern (scsi-addres = 0) and quantum as extern (scsi-addres
= 1)..... also both drives do work fine if only one of them is connected
in either intern or extern place with scsi-addr = 0 ... but if I put
quantum as intern (scsi-id = 0) and syquest as extern (scsi-id = 1) the
TT doesn't recognize the quantum... but does find and boot the syquest
???

also all combinations of such where the intern drive would have scsi-id
other than 0 don't work....

so what am I to do ? hook the intern drive with another cable from TT's
back panel ???

Guru's Please... !

--
email: Markku.Luoto@Helsinki.Fi # Literally "living in my office"
(will find me where ever...) # . . .
fax: +358-0-4524015 ***from 6.Sept->*** # ...But underestanding is the
voice: +358-0-426114 *** -5091656) ***** # beginning of acceptance...

4561. 3D Buttons - How?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-11 07:02:42 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.Mj3Jz2cYUVg@elfhaven.ersys.edmonton.ab.ca>
Source record: 36741

Hi,

Is there something special that I have to do to my resource tree in order
for the buttons to be 3D under MultiTOS? They just "invert" now. Any
help would be appreciated.

--
() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

4562. Re: TT-quantum PROBLEM ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-11 11:09:39 UTC
From: alex@falcon.demon.co.uk
Message-ID: <747745779snz@falcon.demon.co.uk>
Source record: 36787

In article <26rsea$4gg@klaava.Helsinki.FI> mluoto@klaava.Helsinki.FI writes:

>The deal is that both drives work fine if syquest(44mb removable) is
>connected as intern (scsi-addres = 0) and quantum as extern (scsi-addres
>= 1)..... also both drives do work fine if only one of them is connected
>in either intern or extern place with scsi-addr = 0 ... but if I put
>quantum as intern (scsi-id = 0) and syquest as extern (scsi-id = 1) the
>TT doesn't recognize the quantum... but does find and boot the syquest
>???

Check inside your TT close to the external DB25 that you have the terminating
resistor packs fitted; my (admittely _very_ early developer TT) didn't and no
way would any SCSI work realiably with anything attached to the outside
world until they were fitted.

--
Alex Kiernan
alex@falcon.demon.co.uk

4563. Re: MiNT (finally :-}

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-11 12:13:21 UTC
From: kuehn@cscs.ch
Message-ID: <1993Sep11.121321.437@cscs.ch>
Source record: 36804

In article 1451@usdtsg.DaytonOH.NCR.COM, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> -there are two programs apparently being called from the "makefile"
> that I don't seem to have: PRGFLAGS and STRIP - what do these programs
> do, and where could I find them if I need them? I simply commented them
> out from the makefile...

Strip just strips the symbol table out of the binary, so you gain a little
disk space. prgflags is a program that lets you set some flags which are
interpreted by the loader when a program is started. I remember that the
makefile for mint 1.07 did something like
prgflags 7 7 mint.prg
where the first arg is a mask. The bits mean, that mint gets loaded into
TT ram, mallocs from TT ram and something I dont remember :-)
(These things could be wrong, so please correct me if they are).

> --I did all my compiling on Minix partitions - would I have had the same
> successes/failures if I had used a TOS partition? just curious (minix
> partitions are cool - but why do they limit filenames to like 15 characters?)

This limit is introduced by the time you set up the partition via minit.
It has a feature to choose the max. name length (I think it is the -n option)
to be 2^n-2 but this has to be lower than a certain limit about which exact
value I am not sure at the moment, but it is said something about it in the
docs.

4564. MultiTOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-11 15:50:58 UTC
From: michael@tapestry
Message-ID: <26ss52INNk83@ymir.cs.umass.edu>
Source record: 36805
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just bought MultiTOS and so far I haven't been able to install it. To avoid collisions with other software, I configured my system not to boot with other auto programs or accessories (except Xboot, although I can't see why that one would introduce problems). When I double-click on the install program, it creates a window with a title and just hangs, never even filling in the contents of the window.

My machine is a Mega 2 upgraded to 4 megs on the motherboard, hard-drive software is ICD version 5.1.0. I also have a JRI genlock (supposed to be invisible to software) and an AT-Speed card installed.

Has anyone had a similar problem or any idea what might be wrong? I backed up the installation disk without any problems, so at first glance it doesn't seem like a faulty disk.

Thanks for any information.

Michael Kieras
michael@cs.umass.edu

4565. Re: Taylor: passwd format under MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-11 17:37:54 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.zmLrb&OLgkc@semprini.tdkcs.waterloo.on.ca>
Source record: 36834

In <2c8d1d55@p2123.f130.n500.z2.fidonet>, Paul_Tuijnman@p2123.f130.n500.z2.fidonet writes:
> Currently I'm trying to get Taylor UUCP under Mint to work (anyone made it
> yet?) and I need a PASSWD file in \ETC. Anyone know what that should
> contain?

It'd be really fantastic if someone with a working Taylor UUCP setup could
post a really detailed description of their system setup... I've never seen
a hints & tips for getting it to work on an Atari machine.

> And what shell works nice under MTOS?
> Any tips/hints/advices ('I'd stop right there if I were you') welcome!

tcsh works really great; if you like bash and ksh, there are also ports
of those available.
--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4566. Mint help:what files needed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-11 20:17:19 UTC
From: marshall@cs.uq.oz.au
Message-ID: <15355@uqcspe.cs.uq.oz.au>
Source record: 36806

What is the bare minimum mint configuration? How much disk space is needed?
which files are essential? Thanks.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4567. ConNect and cursors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-12 02:12:25 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1453@usdtsg.DaytonOH.NCR.COM>
Source record: 36808

When I upgraded to ConNect 2.20, I noticed when I tried to use VI
on the system here that the arrow cursor keys didn't seem to give the
correct results. Then I realized why - I had the cursor key setup wrong.

I mention this in case anyone else runs into this. In the Setup/Emulation
screen, make sure that you have "Appl. Cursor Keys" set instead of
"Normal Cursor Keys." Then VI and stuff will work fine!

Anyways, back to real life... (what's that? :-)

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

4568. Help me figure out GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-12 05:04:00 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Sep11.230400.1577@rivers.acc.uwrf.edu>
Source record: 36807

HELP!

I've recently picked up the spreadsheet Opus, and in order to run it I have to have GDOS installed.

Can anyone give me information on GDOS? I need to know where to find it, what files it needs, and any discussion would be helpful.

THANX IN ADVANCE!
--

Larry Imm -- larry.o.imm@uwrf.edu

4569. Re: TOS 1.04 Patches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-12 10:09:17 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Sep12.100917.21285@rhrk.uni-kl.de>
Source record: 36810

Paul.Civati@mettav.royle.org (Paul Civati) writes:

>heard of people losing all the data on their HD after installing the new TOS
>version. This is possibly due to the new non-BGM partition size increase from
>16mb to 32mb in TOS 1.04 and
>above.

No, this change won't have any effect on people using TOS >= 1.04 instead of
older versions. It may be dangerous to use TOS 1.00 or 1.02 on drives
partitioned under TOS 1.04 or newer, instead.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4570. Dead 1040stfm (suggestions wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-12 12:51:27 UTC
From: s883334@minyos.xx.rmit.OZ.AU
Message-ID: <26v60g$339@aggedor.rmit.OZ.AU>
Source record: 36822

My 1040STFM was incorrectly connected to a replacement power
supply and sounded like it fried itself for a few seconds... Since then
(and not suprisingly :-) when I've powered it up with a correctly wired
power supply, I've got no response from it at all, other than the power
light in the bottom left corner of the keyboard coming on.
I'm no hardware wizz, but I can wield a soldering iron and
navigate my way around a schematic, so if anyone has any suggestions as
to what is likely to have been blown, or worthwhile checking (if it
can be narrowed down - don't wworry if I have to test every single chip),
then I'd like to have a go at it myself, rather than try and find a repairer
and forking out a lot of money....
Are there any online repair guides for the st ?

James.

4571. Re: Eagle Sonic

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 00:00:07 UTC
From: magnus.thylander@troedp4.ct.se
Message-ID: <2c92091c@troedp4.ct.se>
Source record: 36819

> Hi,
>
> I'm considering to buy an Eagle Sonic accellerator for the Falcon.
> Does anybody have experiences with this stuff?

I'm also interested in an accelerator, do you have some specs and prices on the
Sonic for me??

```
*****************************************************************
* Greetz, Magnus.Thylander@troedp4.ct.se//\ //\ *
* CoSysOp on: // \ // \ *
* //\ \/ // \/ *
* \\ / \\ \/ *
* \\/ ARCASTIC \\/ XISTENCE *
*****************************************************************
```

4572. Re: non modal dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 00:28:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15368@uqcspe.cs.uq.oz.au>
Source record: 36823

randyh@sad.hp.com (Randy Hosler) writes:

>I'm interested in how to write non-modal dialogs (multitos friendly).
>I'm thinking that you make a window, do an obj_draw() of your tree centered
>in the window and then do your own form_do using evnt_multi?

Yep.

GEM++ does this for the GEMformwindow class (which has GEMwindow and GEMform
as base classes). If you're into C++ and GEM, GEM++ gives this and many other
more higher level interfaces to GEM.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4573. Re: Converting GNU C object files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 07:34:31 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Sep13.073431.1890@zaphod.earth.ox.ac.uk>
Source record: 36825

In article <BAMMI.93Sep9234346@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>> In <smppolan.747416414@reading>, Andrew D. Pollard writes:
>> >FARAMIR@EZINFO.VMSMAIL.ETHZ.CH (Martin Braschler) writes:
>> >>Does anybody know if there is a utility available that converts
>> >>GNU C object files to standard DRI format?
>
> gcc-ld takes a bunch of .o's in gnu-aout format and puts out a
>DRI format executable, but i dont think this is what you were asking
>for.

It actually generates objects in SunOS (Sun-3) object format. The Atari GCC ld links these into a TOS executable... if only it could keep a Sun format symbol table at the end. :-)

[Stuff deleted]
>> there is a toolkit associated with the GNU linker et.al called BFD (binary
>> file descriptor). BFD is used to read and write different format object files.
>> snag a copy of GAS from prep.ai.mit.edu:/pub/gnu to get a copy of BFD
>>
>> which reminds me, do the folks producing the ST ports of GCC do it via BFD?
>>
> no. its not easy to describe the DRI format to BFD.
>
> currently gcc-ld is a (horrible) hack :-)

It would also be nice if the version of ar we use used the same format as the sun too.. it'd make my cross-development system easier to maintain. :-)

>cheers,
>--
>--
>bang: uunet!cadence!bammi jwahar r. bammi
>domain: bammi@cadence.com
>GEnie: J.Bammi
>CIS: 71515,155

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4574. Re: XBRA help please...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 08:49:37 UTC
From: kuehn@cscs.ch
Message-ID: <1993Sep13.084937.9858@cscs.ch>
Source record: 36826

In article 1@gst-soft.demon.co.uk, cwood@gst-soft.demon.co.uk (Chris Wood) writes:
>
> I want to install my own TRAP handler, and would like to use
> the XBRA stuff to install it. If such a description could be
> fitted into an email message I would be grateful if someone
> could help me. Apart from the installing, once installed I
> presume that once the TRAP is called and control is
> redirected to my handler, I am in Supervisor Mode, and hence
> do not have normal access to the User stack where my
> parameters are. Do I have move the USP to the SSP and put it
> back again later, so that I can access the parameters, or is
> all that transparent and part of XBRA? Or am I talking
> absolute rubbish, and completely got the wrong end of the
> stick?

For XBRA, you just stick some data right in front of your entry point:

```
long xbra_magic
long prg_id
long old_pointer_value
-> entry point
```

the xbra_magic is just 'XBRA' put into a long value. Your program id should also be ascii readable, but must not start with a '_' because those are reserved for Atari.

As you have to write the lowlevel trap handler anyway in assembler (at least that is the best way) you have access to the user stack pointer by specifying usp as address register. But be sure to check if the system was in super mode before the trap, because in this case all the data is on the super stack! Better do not replace the ssp with the usp, get a pointer to the data and use ist via va_args or kind of that.

Regards,
Ulrich

4575. Re: ConNect and cursors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 09:27:37 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CDACy2.ECx@dscomsa.desy.de>
Source record: 36824

In article <1453@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> When I upgraded to ConNect 2.20, I noticed when I tried to use VI
>on the system here that the arrow cursor keys didn't seem to give the
>correct results. Then I realized why - I had the cursor key setup wrong.

Right. This is a bug in 2.20 resulting from my effords to get rid of a bug
in vt220. You can only solve this problem by entering the emulations dialog,
leavin it with OK and then saving the SETup.

Sorry about this bug - the next version (2.50 including fax and a faster
z-modem upload) will work fine again.

Wolfgang

4576. Re: Mint help:what files needed?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 11:03:23 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <271k1r$79k@sol.ctr.columbia.edu>
Source record: 36827

In article <15355@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris G.M.) writes:
} What is the bare minimum mint configuration? How much disk space is needed?
} which files are essential? Thanks.

The bare minimum for MiNT is mint.prg. To do anything with it however,
you're going to need some other programs. A realistic minimum setup
would be:

C:\auto\mint.prg
C:\toswin.acc
C:\mint\bin\mintshel.ttp
C:\mint\bin\rm.ttp
C:\mint\bin\mv.ttp
C:\mint\bin\cp.ttp
C:\mint\bin\tcsh.ttp

Which ought to come to about .5 Mb. Set your PATH variable in tcsh to
be C:\mint\bin and you'll be away. Select 'TOS programs' from the
accessory menu, and run tcsh.ttp. All should be sweetness and light.

Simon.

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

4577. Getting terminal size info with mintlibs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 11:51:46 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <271msi$7ik@tuegate.tue.nl>
Source record: 36828

While I was hacking a curses library for use with H&S C, I found that the lib automatically installed 80 as the term width and 25 as the term height. I do not want this, so I am looking for a more flexible solution, that will also work when I am in 40 column mode, have installed another TOS font so I get 50 lines, or e.g. use TOSWIN and have a 128 x 43 window. How do I find out? I think that on Unix systems I need to use the termcap library, but I do not have such a thing for H&S C and neither do I have a termcap file. Nor do I want one, because everybody should be able to run my program. So how do I solve the problem? I guess there must be something in the Mintlib, but I hhave no idea where. Any help is appreciated.

Erlend.

4578. Re: XBRA help please...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 13:06:59 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Sep13.140659.1@gst-soft.demon.co.uk>
Source record: 36660

TITLE: Re: XBRA help please...

> Regards,
> Ulrich

Cheers for that I shall have a go, and see what sort of
crashes I can enduse!

CW.

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

4579. How Can I Tell If There Are Windows Open?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 13:09:41 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <uaeT0B3w165w@sys6626.bison.mb.ca>
Source record: 36833

Is there a way I can tell if there are any windows open?

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4580. Re: Dead 1040stfm (suggestions wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 14:18:38 UTC
From: bcc@lanai.Eyring.COM
Message-ID: <1993Sep13.141838.12624@fcom.cc.utah.edu>
Source record: 36830

In article <26v60g$339@aggedor.rmit.OZ.AU> s883334@minyos.xx.rmit.OZ.AU (James Alan Hall) writes:
> My 1040STFM was incorrectly connected to a replacement power
>supply and sounded like it fried itself for a few seconds...

I did something similar, and it proved to be a burned out trace in an inner layer of the mother board -- near impossible to locate and bridge, so we swapped the mother board.

> I'm no hardware wizz, but I can wield a soldering iron and
>navigate my way around a schematic, ...

I think that there are schematics available from SAMS books, although I haven't seen them -- you will probably also want a logic probe and an oscilloscope; a logic analyzer might prove useful as well.

> ... I'd like to have a go at it myself, rather than try and find a repairer
>and forking out a lot of money....

A used 1040 only runs about $US 150; how long can you work on it before your time is worth more than the machine?

> Are there any online repair guides for the st ?
Sorry, can't help there.
--
Brian Cooper bcc@Eyring.COM
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

4581. Re: TOS 1.04 Patches

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 14:37:23 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <112117@hydra.gatech.EDU>
Source record: 36829

>Then change the poolfix program for poolfix92 which is a bit better.

Has the "bugs" the author of this program claims to have fixed ever been substantiated as real? From what I recall, the author never states examples of what breaks.

One bug he claims to fixed is calling the memory pool compaction routine after Mshrink(). Is this really necessary? Certainly Alan Pratt is not perfect, but I find it hard that he would omit this if there really was a bug here.

The other "bug" he claims to fix has to do with preserving register D1. My understanding is that registers D0-D2 and A0-A2 are not preserved by GEMDOS therefore any program that breaks because D1 changes is the one with the bug, not poolfix.

I used poolfix3 for a long time and never encountered any problems with any programs.

--
Opinions expressed are my own.

4582. GNU C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 14:41:18 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <747946342.AA00286@dswhq.omahug.org>
Source record: 36755

I'm trying to make sense out of the listing at Atari Archive. Can someone out there PLEASE tell me what files I need to get in order to have a working version of GNU C? Bear in mind that I don't have ANYTHING right now, so I'll be starting from scratch. Also, does anyone know where I can get these files in FidoNet? Getting stuff from aa is a real pain for me right now.

Thanks in advance.

Later,
Gizmo

4583. Re: Getting terminal size info with mintlibs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 14:57:15 UTC
From: randyh@sad.hp.com
Message-ID: <CDAs7G.95B@srgenprp.sr.hp.com>
Source record: 36831

```
Erlend Nagel (error@blade.stack.urc.tue.nl) wrote:
: While I was hacking a curses library for use with H&S C, I found that
: the lib automatically installed 80 as the term width and 25 as the term
: height. I do not want this, so I am looking for a more flexible
: solution, that will also work when I am in 40 column mode, have
: installed another TOS font so I get 50 lines, or e.g. use TOSWIN and
: have a 128 x 43 window. How do I find out? I think that on Unix systems
: I need to use the termcap library, but I do not have such a thing for
: H&S C and neither do I have a termcap file. Nor do I want one, because
: everybody should be able to run my program. So how do I solve the
: problem? I guess there must be something in the Mintlib, but I hhave no
: idea where. Any help is appreciated.

: Erlend.

Use getenv() from dlibs. I can't remember for sure the variable names,
maybe ROWS or LINES and COLUMNS. I know Toswin sets these vars also.

char *lines;
int num_lines;

if ((lines = getenv("LINES") != NULL)
num_lines = atoi(lines);
else
num_lines = 24;

Randy
--
/*****************************/****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | \_ | // 707-794-3677 //
/*****************************/****************************/
```

4584. What makes TURBOMONO.PRG tick?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 19:34:44 UTC
From: cwilliso@tuba.aix.calpoly.edu
Message-ID: <1993Sep13.193444.171492@zeus.aix.calpoly.edu>
Source record: 36835

Hello, I was just curious as to how the program TURBOMONO.PRG acheives
it's great speeds. It speeds up my archiver, FLASH, and even some other
applications: What is it doing to the TOS?

Chris.

--
((((((|)))))))
|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|)))))))

4585. What exactly does wind_update do?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-13 23:44:06 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <CDBGLJ.Fyu@ccu.umanitoba.ca>
Source record: 36836

While programming myself a nice little personalized database program, I've come across a couple of little questions concerning the AES.

In particular, I'm curious as to when wind_update(BEG_UPDATE) should be called and what it does.

I've been tinkering around a bit and it seems to me that it might make sense (and be easier) to wind_update(BEG_UPDATE) immediately after my event_multi call. Then I could wind_update(END_UPDATE) before my next event_multi. This seems to make sense considering I do not want any menus to be popped down or any scroll bars to be moved when my program is executing a menu command, for instance. Would this be a good idea?

I guess that leads in to the following question: What exactly does the wind_update do? After doing a BEG_UPDATE, can, for example, STalker still d/l in the background? Or does a BEG_UPDATE freeze the AES completely?

Can dialog boxes still function correctly if I have called a universal BEG_UPDATE after my event_multi?

Maybe I should just use wind_update for when I am redrawing the screen? If yes, then what would I use to freeze the AES while I'm doing heavy calculations, for instance?

And to top it all off, will any of these be considered "bad" for use with Multi-TOS? (I now have TT 3.01)

One last question, are there any libraries available (or even some text documentation) on how to make & implement "non-modal" (?) dialog boxes?

Thanks to anyone who wades through my miserably organized message, and help is welcome!!! Talk later.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
==========

4586. Help: need Atari monitor info

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 00:49:02 UTC
From: root@ve6bc.ampr.ab.ca
Message-ID: <CDBJLr.6GA@ve6bc.ampr.ab.ca>
Source record: 36742

Greetings Atari users,

I have some simple questions that I hope one of you can answer for me. I have inherited an orphaned colour monitor that was used with some kind of Atari machine. This is all I know. The monitor is not an Atari model. Can someone give me a quick rundown on what types of monitors were/are used with Atari machines? Things like horizontal scan rates, vertical refresh rates, signal types (TTL, analog) bandwidth, dot-pitch and resolution would be very helpful.

I am trying to determine if I can press this unit into service on a PC, and if so, how.

Thanks...

--

Doug MacKintosh - Amateur Radio VE6BC - Edmonton, Alberta, Canada
e-mail: doug@ve6bc.ampr.ab.ca - Friends don't let friends run DOS.

4587. Re: Falcon Video Connector Help & Some Tips

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 01:53:10 UTC
From: Lexicor@world.std.com
Message-ID: <CDBMKn.3v3@world.std.com>
Source record: 36837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You want to mess aroundto display "True Color'" on your Falcon on your VGA Monitor at 640x480? I'd be interested to know what your results are..

In VGA Mode "True Color" is only displayable at 320x480, however if I am correct, hardware converters are available to display higher resolutions on a Falcon with "True Color" eg. like Blow Up'030. In the "MS" modes it appeared to be able to have the option "True Color".

I think the highest it can go is 448x544 in the "TC" mode...anyone have more experience on Blow Up'030?

4588. Re: What exactly does wind_update do?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 02:11:27 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <27398flNN1for@rs1.rrz.Uni-Koeln.DE>
Source record: 36838

In <CDBGLJ.Fyu@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:

>I've been tinkering around a bit and it seems to me that it might make
>sense (and be easier) to wind_update(BEG_UPDATE) immediately after my
>event_multi call. Then I could wind_update(END_UPDATE) before my next
>event_multi. This seems to make sense considering I do not want any menus
>to be popped down or any scroll bars to be moved when my program is
>executing a menu command, for instance. Would this be a good idea?

>I guess that leads in to the following question: What exactly does the
>wind_update do? After doing a BEG_UPDATE, can, for example, STalker still
>d/l in the background? Or does a BEG_UPDATE freeze the AES completely?

For all I know, wind_update(1) (that's BEG_UPDATE) tells the AES
that now you're doing some drawing on the screen. The AES will
then not do any graphics itself, i.e. it will not drop down any
menus or move any windows. It was said, I recall, that it might
be a good idea to do a wind_update(BEG_MCTRL) before updating
too, in order to prevent the AES from switching the top window
during the update. Of course, after finishing the screen update,
it is necessary to call wind_update(END_MCTRL) and
wind_update(END_UPDATE), otherwise no menus are available anymore
and no window can be moved -- the AES would appear frozen forever
to the user.
Since wind_update(BEG_UPDATE) does not freeze anything, it just
suppresses AES graphics operations, calling it should not stop
things in the background. Of course, it depends on how the
software does thing sin the background -- some may depend on all
other programs to do AES calls regularly because they rely on the
AES' cooperative multitasking capabilities.
Regarding the question about your evnt_multi() loop, I'd say it
depends on what your program does in response to the events. If
all events just cause a screen update and not any significant
computation beyond that, you could proceed as you suggested. But
if there are events that lead to possibly more time consuming
operations, I think it's not such a good idea, as it would leave
the user with a frozen screen for the duration of the compuation.
If things may take quite some time, e.g. sorting of your
database, you should consider to put some evnt_timer(0) calls in
your loops of these routines to allow for cooperative
multitasking. On single-tasking Ataris, it can be a good idea to
lock the screen to avoid jams in the AES event queue (they can be
lethal), but it's nice to entertain users with a progress bar or
some other current status report for the duration of the

computation.

>Can dialog boxes still function correctly if I have called a universal
>BEG_UPDATE after my event_multi?

I haven't tried that, but I wouldn't expect them to. To lock the
screen for dialog boxes, use form_dial(FMD_START).

>Maybe I should just use wind_update for when I am redrawing the screen?

Generally, that's the idea.

>If yes, then what would I use to freeze the AES while I'm doing heavy
>calculations, for instance?

Just do something to entertain the user and tell them what you're
doing, and at what speed. It can make a lot of difference -- as
much as the difference between going to have a cup of coffee
while your program is running vs. pressing the reset button...

>And to top it all off, will any of these be considered "bad" for use with
>Multi-TOS? (I now have TT 3.01)

Try to lock the screen as little as possible with MultiTOS. If
you still want to entertain the user, do that in a little
separate window rather than in a dialog box. From my personal
point of view, there's not that much need to entertain MultiTOS
users while doing lengthy computation because they can entertain
themselves by going ahead with other business.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4589. GCC 2.3.3: Bignum assumed to be binary bit-pattern

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 02:18:39 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2739lvINNp7s@rs1.rrz.Uni-Koeln.DE>
Source record: 36839

Hi GCC gurus,

when I compile my project on my Atari TT using gcc 2.3.3 (I havent
gotten around downloading 2.4.5 yet), I get the curious message:

d:/abfall/cc230.s: 10586: Bignum assumed to be binary bit-pattern
d:/abfall/cc230.s: 10666: Bignum assumed to be binary bit-pattern

The resulting executable seems to run flawlessly, so it seems the
assumption made by the assembler (I guess it must be making it) seems to
be correct.
I wonder, though, what is it that causes this message? How could I track
it back to something in my C source code?
The code compiles withoug any complaint on unix boxes with both gcc and
other compilers, so I don't think I'm doing anything odd in my code
involuntarily.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4590. How to use makefile w/ SOZOBON C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 03:34:11 UTC
From: cwilliso@tuba.aix.calpoly.edu
Message-ID: <1993Sep14.033411.147813@zeus.aix.calpoly.edu>
Source record: 36840

Hello Sozobon lovers,

I need to know how to use the make program in the SOZOBON package.
I dont like using the mupfel shell, but my compiling specs. are too
complicated to enter on the short line presented after double clicking
on cc.ttp.

Usually I compile with a command similar to this:

cc -o myprog.prg myprog.c graphics.a libm.a vdifast.a aesfast.a

How do I set up a makefile to accomplish this?

Thanks in advance.

Chris.

--
((((((|)))))))
|Chris Willison / (cwilliso@tuba.calpoly.edu) / CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|)))))))

4591. Re: What exactly does wind_update do?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 07:41:30 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCDC2p6.BCI@netcom.com>
Source record: 36743

In article <CDBGLJ.Fyu@ccu.umanitoba.ca> umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
>I've been tinkering around a bit and it seems to me that it might make
>sense (and be easier) to wind_update(BEG_UPDATE) immediately after my
>event_multi call. Then I could wind_update(END_UPDATE) before my next
>event_multi.

This isn't a good way to use wind_update. wind_update(BEG_UPDATE) locks the screen so that no other application (or accessory) can write to the screen, and wind_update(END_UPDATE) releases the screen to allow other applications to write again. If your program "hogs" this semaphore, other programs (under MultiTOS) or accessories (like STalker) will have trouble keeping their displays updated.

It's best to use wind_update() only in those situations where it's absolutely necessary; for example, while displaying a dialog box, and while updating windows.

You generally should *not* try to freeze the AES while your program is doing calculations, since in fact this is precisely when the user is most likely to be bored and wish to do some other work (or maybe play a game :-)).
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp

4592. Re: 3D Buttons - How?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 07:46:56 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCDC2y9.Bu5@netcom.com>
Source record: 36744

In article <H.eg.Mj3Jz2cYUVg@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>Is there something special that I have to do to my resource tree in order
>for the buttons to be 3D under MultiTOS? They just "invert" now. Any
>help would be appreciated.

Yes. You need to set certain bits in ob_flags for any objects you want to
make 3D. The bits are 9 and 10, and the meanings are as follows:
0x000 not a 3D object
0x200 3D indicator (e.g. a radio button)
0x400 3D background object (e.g. the background of a dialog box)
0x600 3D activator (e.g. an ordinary "OK" button)

(I could have the bits wrong, I'm working from memory: this message is
no substitute for a developer's kit :-)).
--
Eric Smith ersmith@netcom.com ersmith@atari.uucp
All opinions expressed above are my own.

4593. system calls from supervisor mode

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 07:57:08 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <14042@hardy.rl.ac.uk>
Source record: 36745

Which BIOS, XBIOS, GEMDOS, LineA, VDI & AES calls can be safely made from supervisor mode?
Also what registers do VDI/AES preserve/trash?
The developer docs seem contradictory on the first question and silent on the second.

Steven

4594. Re: How Can I Tell If There Are Windows Open?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 08:15:24 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CDC49p.AJC@cs.ruu.nl>
Source record: 36746

In <uaeT0B3w165w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (John Perry) writes:

>Is there a way I can tell if there are any windows open?

In single tasking TOSes, you can wind_get(0, WF_TOP, ...). If any window
(i.e. not 0) is returned, there are windows open. If 0 is returned, the
desktop is on top. In MultiTOS however, this may not mean there are no open
windows, because there may be no top window at all. This is done to allow
keyboard events to go to an active application which has no open windows.
But if I'm right, WF_TOP returns more info under MultiTOS; I think it
also returns the second topmost window.
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4595. Re: What exactly does wind_update do?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 08:40:27 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.747996027@groucho>
Source record: 36747

umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:

>I've been tinkering around a bit and it seems to me that it might make
>sense (and be easier) to wind_update(BEG_UPDATE) immediately after my
>event_multi call. Then I could wind_update(END_UPDATE) before my next
>event_multi.

That's exactly how I do it most of the time. Don't know if it's good practice
though, and since I know nothing about MultiTOS, I'm not sure about
MT-consequences either...

>Can dialog boxes still function correctly if I have called a universal
>BEG_UPDATE after my event_multi?

Yes. If you had tried, you'd known.

>One last question, are there any libraries available (or even some text
>documentation) on how to make & implement "non-modal" (?) dialog boxes?

Just this week I downloaded egem_113.lzh from ftp.cs.tu-berlin.de. It's a Pure
C library (with sources!) for using flying-dials, non-modal-dials, etc. Looks
very good and very 'clean'. Only drawback is that the source isn't documented,
so it will take some time to fully understand what's going on.
If you use Pure C, the easiest way is to compile the library with debug-infos,
and then run the example-application in the debugger.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

4596. Re: What exactly does wind_update do?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 12:18:23 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CDCFIo.Cn8@cs.ruu.nl>
Source record: 36748

In <hjv.747996027@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>>I've been tinkering around a bit and it seems to me that it might make
>>sense (and be easier) to wind_update(BEG_UPDATE) immediately after my
>>event_multi call. Then I could wind_update(END_UPDATE) before my next
>>event_multi.
>
>That's exactly how I do it most of the time. Don't know if it's good practice
>though, and since I know nothing about MultiTOS, I'm not sure about
>MT-consequences either...

Well, it is officially bad practice under MultiTOS, but if you do move
your update calls as close to the drawing actions as possible your application
will become terribly slow. The only `nice' programs that run OK in the
Multi AES environment are programs which do not do any continuous work such
as changing mouse forms, checking rectangles, flashing the cursor, etc.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4597. Mega-STE keyboard problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 14:03:46 UTC
From: tapp@uvphys.phys.uvic.ca
Message-ID: <1993Sep14.210636.26195@sol.UVic.CA>
Source record: 36752

Does anybody have any idea which part is likely to be faulty in a Mega-STE keyboard when the LEFT SHIFT key generates the wrong codes in combination with certain other keys such as A, F, etc.?

All character codes are generated correctly with the RIGHT SHIFT key and most, but not all, are correct with the LEFT SHIFT key.

The problem is within the keyboard unit, because it goes away when the keyboard unit is swapped with another.

I notice that there are two chips in the keyboard unit: an HD6301 microprocessor and a 74LS244 buffer.

Thanks.

Bob Tapp, University of Victoria
tapp@uvphys.phys.UVic.CA

4598. Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 14:16:26 UTC
From: gvc87r@ecs.soton.ac.uk
Message-ID: <274jnq$hdt@bright.ecs.soton.ac.uk>
Source record: 36749

Hello, does anybody know if the Overscane hardware/software
modification to be found on the umich archive works for the STe?

I am hesitant to go ahead with the mod without being sure.

4599. Re: Dead 1040stfm (suggestions wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 14:43:48 UTC
From: rincewind@discworld.oche.de
Message-ID: <2c963c245c9dff@discworld.oche.de>
Source record: 36751

In <26v60g$339@aggedor.rmit.OZ.AU>,
James Alan Hall (s883334@minyos.xx.rmit.OZ.AU) wrote:

JAH> I'm no hardware wizz, but I can wield a soldering iron and
JAH>navigate my way around a schematic, so if anyone has any suggestions as
JAH>to what is likely to have been blown, or worthwhile checking (if it

Connect a colour monitor and describe what you see.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"What's a philosopher ?" said Brutha.
"Someone who's bright enough to find a job with no heavy lifting,"
said a voice in his head.
-- (Terry Pratchett, Small Gods)

4600. how can I get GCC working on my Mega 4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-14 14:45:32 UTC
From: HAEHNELM@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CDCMBy.F6q@bernina.ethz.ch>
Source record: 36750

Hi there

Can anybody out there tell me how I can get working GCC?
I don't know what the different TTP's are for. Which one ist the compiler
and how does it work? Is there any documentation for GCC somewere on an
FTP-Site. Is a shell for GCC available and where can I get it?

Thanks for answering my questions
Martin

e-Mail : frog@stud.ee.ethz.ch
or martinh@ifr.ethz.ch

4601. Monst2, Reset

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 00:22:58 UTC
From: smppolan@reading.ac.uk
Message-ID: <smppolan.748052578@reading>
Source record: 36753

Hello World,
Thanks everyone who told me about the ESC v/w thingy for wrapping the cursor.
Now a couple of other questions....

1. I have a 4mb STe with tos 1.62 and whenever I press the reset button (or CTRL-ALT-DEL), the machine does not reset immediately.. the screen goes 'fuzzy' for a bit (random data on the screen) and then 2 bombs come up. Pressing the reset button again then works (but not the CTRL-ALT-DEL). Is there a problem with tos 1.62?

2. I have Monst2.02 and since I upgraded to an STe, I have foubnd that I can't look at code in the rom (ie. looking at the long word in $118 to find the keyboard interrupt code). All I get is a * in the disassembly window. I am upgrading to DevpacST version 3 anyway, but am I doing anything wrong. (I'm sure that when I had my ST it was OK to do this).

Thanks a lot (please reply via mail as well as to the group, as I read mail far more often than this group).

Andrew.
(smppolan@reading.ac.uk)

--
Andrew Pollard	JANET INTERNET
3 Meadow Road, Earley	smppolan@uk.ac.reading smppolan@reading.ac.uk
Reading, RG6 2EU, UK.	
(0734) 352529.	Insert witty quote in here.....

4602. Re: GCC 2.3.3: Bignum assumed to be binary bit-pattern

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 00:48:39 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <275op7INN2fei@rs1.rrz.Uni-Koeln.DE>
Source record: 36754

In <2739lvINNp7s@rs1.rrz.Uni-Koeln.DE>, I wrote:

>when I compile my project on my Atari TT using gcc 2.3.3 (I havent
>gotten around downloading 2.4.5 yet), I get the curious message:

>d:/abfall/cc230.s: 10586: Bignum assumed to be binary bit-pattern
>d:/abfall/cc230.s: 10666: Bignum assumed to be binary bit-pattern
^^^^^^^^^
This is my TMPDIR, in case anyone wondered.

Well, this is not why I follow up to my own posting... I messed with the compiler flags tonight and found out that the messages (they became more in the meantime) only occur when using the -m68881 flag. Next, I generated the assembler code (gcc -S) and assembled the resulting output. And indeed, the messages were reproduced. I checked the lines, and they read:

fmoved #0x7fffffffffffffff,fp0

As I already said, I have never learned fpu code, but from my faint assembler knowledge I guess that an fpu register is initialized here. Probably to DBL_MAX? I have some auto variables initialized to that. Anyway, it seems the assembler burps because it would rather have the value represented as something like 1.19e+308 or whatever, so it should be nothing to worry about.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4603. Re: What exactly does wind_update do?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 07:00:07 UTC
From: pontus.skold@stacken.ct.se
Message-ID: <2c9635f2@stacken.ct.se>
Source record: 36756

Trevor Eaton Cordes said:

> I've been tinkering around a bit and it seems to me that it might
> make sense (and be easier) to wind_update(BEG_UPDATE) immediately after
> my event_multi call. Then I could wind_update(END_UPDATE) before my
> next event_multi. This seems to make sense considering I do not want
> any menus to be popped down or any scroll bars to be moved when my
> program is executing a menu command, for instance. Would this be a
> good idea?

The wind_update is (supposed to be) used to stop menus and such from popping down while you're updating your window... On MultiTos, having it locked at updating most of the time is probably not a good idea, since it would disable the ability to change program...

> I guess that leads in to the following question: What exactly does
> the wind_update do? After doing a BEG_UPDATE, can, for example,
> STalker still d/l in the background? Or does a BEG_UPDATE freeze the
> AES completely?

Well, it should freeze...

> Can dialog boxes still function correctly if I have called a
> universal BEG_UPDATE after my event_multi?

Probably, since a dialog box will disable the menu ... Try it out is the best I suppose...

> Maybe I should just use wind_update for when I am redrawing the
> screen? If yes, then what would I use to freeze the AES while I'm doing
> heavy calculations, for instance?

Do you want to stop people from even accessing the menu ??? I think I would consider that quite bad, since I wouldn't be able to change to another program (in MTOS), or go in a accessory or anything...

> One last question, are there any libraries available (or even some
> text documentation) on how to make & implement "non-modal" (?) dialog
> boxes?

It really isn't that hard, if you think it could be of any use, I think I can (someway) send you RezFooler (it's a program for the Falcon I've written, but the interesting bit is the windowed diaolgs.... Assembler...

/Pontus (pontus@stacken.ct.se)

4604. Falcon HD formatting help needed...all help welcome!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 08:08:42 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep15020842@flammulated.owlnet.rice.edu>
Source record: 36757

Hi! I just recently got a falcon, and am trying to format this old Western Digital 300MB SCSI drive I happen to have.

I'm using the ICD SCSI Pro utilities, and I can use IDCHECK to see the ID of the drive I want to format - it shows up as IBM 31006 (or something close to that). However, ICDFORMAT will not present the drive under the list of SCSI devices to format!!

I have also tried using the HDX that came with the Falcon, but no luck there either... it says that the drive in question is not responding when I try to format.

I remember reading that parity must be disabled to work, so could this be the problem? I tried using the ICD SCSI program to probe the drive, but the only command I can get it to respond to is the Inquery. If it is this, does anyone out there either know how to disable the parity or have Western Digitals name & address? Or is my drive most likley toast...

P.S. - It does (sometimes) spin up, so I think the drive is OK...

Thanks,
--
---> Kendall Gelner (kendall@rice.edu)

4605. VME BUS ON AN ST ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 08:18:30 UTC
From: x740756@server1.tiuk.ti.com
Message-ID: <CDDz2v.Fzy@csc.ti.com>
Source record: 36758

Hi all,

I've just read an article in alt.binaries.pictures.misc which had these few lines in it:-

> ....
> I've used a b/w real time video digitiser (from Matrox) on an Atari ST
> with VME bus extension. PAL has approx. 600 lines per picture.But as the
> digitiser uses this memory as an 512x512 array, the scanned pictures were
> only 512 times 512 (and as the normal TV picture is not quadratic shaped,
> the ratio between width and height was wrong). Additionally, the frame
> grabber had problems aligning the two frames. Therefore I've skipped
> every second horizontal line and every fourth vertical pixel. That makes
> a resolution of 384x256.........
>

I'm not particularly interested in the scanner stuff, what I want to know is there a commercially available VME bus extension that can be added to an Atari STE (or any ST for that matter) ????????

I don't care about case-cutting or doing any soldering etc as I am a 2nd year Microelectonics student !!

Please E-mail ANY information on this subject BEFORE THE END OF THIS WEEK - I will not be here after *FRIDAY* (got to go back to University).

Any E-mails will be awnsered from here or from Uni. when I get back and get an account setup (they wouldn't give me one last year - meanies !!!!!)

Thanks in advance,

Andrew.

==
= /// = A baby is Gods =
= .signiture space to @ @ = opinion that =
= let, apply within. > = the world should =
= _/ = go on. =
==

4606. Help Transfer files to IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 08:59:13 UTC
From: c9225801@cc.newcastle.edu.au
Message-ID: <1993Sep15.185913.1@cc.newcastle.edu.au>
Source record: 36759

How do I take files on disk form my 1040 st to an IBM.
I need to do this to print an assignment.

Wayne.

4607. Using an NEC Multisync XL with an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 10:40:22 UTC
From: simonh@waffle.inmos.co.uk
Message-ID: <1993Sep15.104022.10940@inmos.co.uk>
Source record: 36760

I have the chance of buying a very cheap NEC multisync XL monitor (model JC2001VMEE) which I would like to use with my 1040 STE. Is this possible, and if so how do I connect it up? Which resolution modes would this work in? Any help will be appreciated.

Please reply to nivenj@isnet.inmos.co.uk, as I'm using someone else's account.

John

4608. Looking for Matrix GmbH

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 10:48:10 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CDE60B.Evy@bailgate.gpsemi.com>
Source record: 36763
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

In the FAQ for hardware there is a section about Graphic Cards for the ST
which talks about boards from a company called Matrix Datensystem (Germany)
or Matrix GmbH but there is no address for them in the faq.

Does anyone know how I could contact them ?(preferably by english e-mail -
but a snail mail would do)

Thanks,

Martin
--

==
== Martin Kite == E-mail (Internet) - mkite@lincoln.gpsemi.com ==
============================ (from Janet) - mkite@com.gpsemi.lincoln ==
==
Being "a bear of very little brain", I can't even spare the time to think
of a witty comment - there are more important things in life ...

4609. Re: Help Transfer files to IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 11:38:40 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <276us0$ue@cismsun.univ-lyon1.fr>
Source record: 36762

In article <1993Sep15.185913.1@cc.newcastle.edu.au> c9225801@cc.newcastle.edu.au writes:
>
>
> How do I take files on disk form my 1040 st to an IBM.
>I need to do this to print an assignment.
>
> Wayne.
>

St's GEMDOS filesystem is compatible with PC's (MS)DOS. Just format a 3.5"
on the PC, and copy the files on it with your atari. That's all...
If these are ASCII files, no problem. If these files come from a WP prog,
both WP on the ATARI and the PC must be compatible...

If your ST is a STE or more recent, you can also format the disk on the atari.
Otherwise you'll need to use a special formater (there are many of them free/
shareware on the net) that formats in PC mode or format on the PC.

Patrice

4610. Re: Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 12:30:00 UTC
From: hesche@mark.cs.tu-berlin.de
Message-ID: <276uc0$d75@news.cs.tu-berlin.de>
Source record: 36761

In article <274jnq$hdt@bright.ecs.soton.ac.uk> gvc87r@ecs.soton.ac.uk (Gary Chambers) writes:

> Hello, does anybody know if the Overscane hardware/software
> modification to be found on the umich archive works for the STe?

Its not possible, as long as you haven't access to the wafers for the STe-Chips.

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

4611. I'd like to place my GUI platform demo on the net, how?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 12:51:34 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CDE8yL.56H@ryn.mro4.dec.com>
Source record: 36767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How do I place a file on the net for public consupmtion these days?

I have developed a Motif-like GUI platform, and an icon editor layered on top of it. It's an early version, but I'm curious to hear feedback, and determine if it runs on recent equipment (I have a 1040ST).

Thanks,

John Miskinis

4612. MiNT and MEGA's ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 13:32:01 UTC
From: x740756@server1.tiuk.ti.com
Message-ID: <CDEDLE.JM2@csc.ti.com>
Source record: 36766

Hi All,

I've recieved one awnser to my previous post, "VME BUS ON AN ST ????",
from Alan Edwards. He pointed out that a MEGA has a VME bus and quite
a few other bits and pieces which make it much better than my present
STE.

It's quite possible that I could 'change' to a MEGA STE by selling my
Atari STE.
I currently have a 4Mb STE with an 80Mb quantum drive (SD driver
software from Gastiener) which is full of MiNT/GNU stuff.

Is all the MiNT etc stuff compatible with a MEGA. I know it uses
TOS 2.06 which should be okay, but I'd just like to be sure !

Similarly will my hard drive hardware/software be ok ??

Please E-mail, before Friday as I'm not going to be at this address
after then. If I get a new address (and internet access) I will post
again.

Thanks in advance

Andrew.

P.S. Does anyone know how the graphics boards, eg Crazy Dots, which use
the VME bus affect the screen memory and its start address. Do they
Provide 'new` screen memory that is mapped into the address range of
the bus, ie writing to the screen would go to the VME bus as opposed
to main memory.

```
==========================================================================
= /// = A baby is Gods =
= .signiture space to @ @ = opinion that =
= let, apply within. > = the world should =
= \_/ = go on. =
==========================================================================
```

4613. bbs near Harlow/North London?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 13:33:10 UTC
From: jab2@stl.stc.co.uk
Message-ID: <JAB2.93Sep15133310@bhars243.stl.stc.co.uk>
Source record: 36764

I have easy access to this net. but my nearest and dearest doesn't
& he's just got his modem going
Anyone know a good place he could dial up to use it?
Preferably local rate from Harlow (most of North London qualifies)
But a good one elsewhere in U.K. would be better than nothing.
Please email if you know any good numbers, or where else I should
enquire, as I'm off to a meeting for the rest of the week & might miss
your reply.

Jennifer

4614. Re: Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 13:34:50 UTC
From: djs@jet.uk
Message-ID: <1993Sep15.133450.15109@jet.uk>
Source record: 36765

In <274jnq$hdt@bright.ecs.soton.ac.uk> gvc87r@ecs.soton.ac.uk (Gary Chambers) writes:

>Hello, does anybody know if the Overscane hardware/software
>modification to be found on the umich archive works for the STe?

>I am hesitant to go ahead with the mod without being sure.
I have never seen an Overscan mod that works with the STe. That model
combined two chips (Shifter and MMU?) onto one chip, and you no longer had
access to the necessary signals.

If anyone has found a solution please tell me; I would like overscan too.
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4615. Re: Help Transfer files to IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 13:55:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1455@usdtsg.DaytonOH.NCR.COM>
Source record: 36768

In article <1993Sep15.185913.1@cc.newcastle.edu.au> c9225801@cc.newcastle.edu.au writes:
>
>
> How do I take files on disk form my 1040 st to an IBM.
>I need to do this to print an assignment.
>
> Wayne.

The fastest and most straightforward way is to get a PC-formatted
floppy (double density) and just save (or copy) your files to it. The
ST will read/write PC floppies directly, which can then be put
directly into a PC.

(getting a little messier, if your ST has TOS 1.4 or later, then formatting
from the desktop *should* be PC compatible; there are also some programs
(like Pumpup) that will format a PC-compatible floppy as well)...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

4616. Re: GCC 2.3.3: Bignum assumed to be binary bit-pattern

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 15:20:02 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.748106402@vega>
Source record: 36771

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>Next, I generated the assembler code (gcc -S) and
>assembled the resulting output. And indeed, the messages were
>reproduced. I checked the lines, and they read:

> fmoved #0x7fffffffffffffff,fp0

>As I already said, I have never learned fpu code, but from my
>faint assembler knowledge I guess that an fpu register is
>initialized here. Probably to DBL_MAX? I have some auto
>variables initialized to that. Anyway, it seems the assembler
>burps because it would rather have the value represented as
>something like 1.19e+308 or whatever, so it should be nothing to
>worry about.

The pattern above represents IEEE NaN (Not-a-Number) and there is
no way to write it as "1.19e+308 or whatever". Saying that
I have no way to tell if a code which produced this assembler in
the first place was correct or not.

Other patterns you may have problem with inputting in "not a bit form"
include '0x7ff0000000000000', with is Infinity, and signed forms of
the above.

Michal Jaegermann
ntomczak@vega.math.ualberta.ca

4617. Re: Looking for Matrix GmbH

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 15:58:06 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <277e2e$f7@bigboote.WPI.EDU>
Source record: 36769
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
MATRIX Daten Systeme GmbH
Talstrasse 16
D-7155 Oppenweiler
Tel: 07191-4099
Fax: 07191/4089

Hope I could help...

Yat
```

4618. Re: Help Transfer files to IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 16:09:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDEKw9.JEq@barclays.co.uk>
Source record: 36776

I can't believe how often this comes up! :-)
Format a disk on the IBM (720K) and then the ST can read/write to it as
required. Ditto the PC.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4619. Mega STE 16 Mhz, how

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 16:24:50 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Sep15.162450.27623@ibr.cs.tu-bs.de>
Source record: 36770
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sometimes i have to start right into a shell (ksh) because
i need the extra memory to print some PS files using
GhostScript.

I have the feeling GS is much slower and i'm wondering
if the ST runs with 8 Mhz w/o cage instead of 16 Mhz w cage.

Is there a way to set the CPU Speed without GEM?

Thanks in advance

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

4620. Where to find PGP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 16:48:37 UTC
From: tyjori@uta.fi
Message-ID: <277h15$5an@vuokko.uta.fi>
Source record: 36772

Right, Where I find PGP (pretty good privacy for ST)

I read PGPv2.3 documents and there were mentioned that it
exists, but they didn't unfortunately mentioned where.

Let me know.

-jr

--

Johan E Rimminen EMail tyjori@uta.fi University of Tampere

4621. TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 20:01:19 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <ogZrGDa00iUzM7I3wX@andrew.cmu.edu>
Source record: 36773

I'm interested in getting a TT mainly to do DTP work with Calamus SL. I talked to Toad Computers and they said Atari was no longer producing TTs. Does anybody know where I could find a new TT? Or, is there a better option? I currently have a Mega ST running the 1.2 TOS.

David Watson
Carnegie Mellon University

4622. Re: Mega-STE keyboard problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 20:52:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep15.205230.27624@newshost.lanl.gov>
Source record: 36775

In article 26195@sol.UVic.CA, tapp@uvphys.phys.uvic.ca (Bob Tapp) writes:
>Does anybody have any idea which part is likely to be faulty in a
>Mega-STE keyboard when the LEFT SHIFT key generates the wrong codes in
>combination with certain other keys such as A, F, etc.?
>
>All character codes are generated correctly with the RIGHT SHIFT key and
>most, but not all, are correct with the LEFT SHIFT key.
>
>The problem is within the keyboard unit, because it goes away when the
>keyboard unit is swapped with another.
>
>I notice that there are two chips in the keyboard unit: an HD6301
>microprocessor and a 74LS244 buffer.

Before you go spending your money on keyboard components that might not be faulty, try the easy fixes first. Disassemble the keyboard and carefully removing the plastic overlay. With a soft eraser, carefully rub the electrical contact on the overlay that corresponds with the left shift key. Just rub it enough to clean off the oxidation a bit. Then reassemble the keyboard and try it again. I agree it does NOT sound like the culprit, but it's worth a try.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4623. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-15 21:21:05 UTC
From: thopman@uoguelph.ca
Message-ID: <278101$936@nermal.cs.uoguelph.ca>
Source record: 36774

David L Watson (dw4g+@andrew.cmu.edu) wrote:
: I'm interested in getting a TT mainly to do DTP work with Calamus
: SL. I talked to Toad Computers and they said Atari was no longer
: producing TTs. Does anybody know where I could find a new TT? Or, is
: there a better option? I currently have a Mega ST running the 1.2 TOS.

: David Watson
: Carnegie Mellon University
If you've got a Mega, you might want to consider SST by Gadgets by Small. It's a 68030 board, and I believe you can get it as fast as 50 MHz. Of course, if it uses the MegaBus slot (and I believe it does), you can't put in a graphics board if you want one. If I were you, and I had my heart set on a TT, I'd call around to other mail order places (Rising Star comes to mind, as do D & P Computers). If you were really desparate, you might even consider contacting Atari.

THeo

4624. Re: Monst2, reset

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 00:12:46 UTC
From: smppolan@reading.ac.uk
Message-ID: <smppolan.748138366@reading>
Source record: 36777

Hello again.

I got a couple of responses about the reset problem with my 4Mb STe, Tos 1.62

The stuff I run in my Auto folder (usually) is

1. wrapon.prg: Basically a CConout of ESC v to turn on wrapon
2. medrez.prg: XBIOS setscreen to set medium rez.
3. Cache150.prg: FAT/Directory caching
4. Foldr100.prg: Extra folders
5. hfsel.prg: Hisoft extended file selector
6. mintnp.prg: Mint 1.08

And I still get the problem that when I press Reset of CTTR-ALT-DEL, the #
machine resets and them bombs with 2 bombs and a further Reset works (but
not CTRL-ALT-DEL).

Hope someone can throw some light on this.

Andrew.

PS. I'm pretty sure I never had this problem before.

PPS. Re Monst2. If I set the disassembly window to $00e00030, or something
similar, all I get is * in the disassembly window.

--
Andrew Pollard	JANET INTERNET
3 Meadow Road, Earley	smppolan@uk.ac.reading smppolan@reading.ac.uk
Reading, RG6 2EU, UK.	
(0734) 352529.	Insert witty quote in here.....

4625. Re: Monst2, reset

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 00:24:35 UTC
From: smppolan@reading.ac.uk
Message-ID: <smppolan.748139075@reading>
Source record: 36778

Just tried taking all of my auto folder stuff out, and the reset (or CRTL-DEL-ALT) thing still doesn't reset immediately.

I ahve a 4Mb STe with Tos 1.62 (01.01.90)

Andrew.

--
Andrew Pollard	JANET INTERNET
3 Meadow Road, Earley	smppolan@uk.ac.reading smppolan@reading.ac.uk
Reading, RG6 2EU, UK.	
(0734) 352529.	Insert witty quote in here.....

4626. Re: GCC 2.3.3: Bignum assumed to be binary bit-pattern

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 00:34:28 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <278cakINN1np0@rs1.rrz.Uni-Koeln.DE>
Source record: 36779

In <ntomczak.748106402@vega> ntomczak@vega.math.ualberta.ca (N Tomczak-Jaegermann) writes:

>aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>> fmoved #0x7fffffffffffffff,fp0

>The pattern above represents IEEE NaN (Not-a-Number) and there is
>no way to write it as "1.19e+308 or whatever".

Sorry for the uneducated guess.

>Saying that
>I have no way to tell if a code which produced this assembler in
>the first place was correct or not.

I found out where the fmoved instruction originates from. In my
math-688.h file, in the definition of the pow() function, the
instruction:

```
__asm ("fmove%.d %#0x7fffffffffffffff,%0" /* quiet NaN */
: "=f" (value)
: /* no inputs */);
```

From the context in the .s file I mentioned previously, I
concluded that the pow() function might be responsible for the
strange fpu instruction, and moreover, the messages and asm
instructions are reproduced by a minimal program:

```
#include <math.h>

void main(void)
{
(void) pow(12.3, 1.23);
}
```

when compiled with 'gcc -Wall -m68881 -c'.

The result of all this is that the NaN is obviously intended, and
unless the fmove can have undesired effects under certain
circumstances, there probably is no problem. The "Bignum" message
does not indicate any error in the C code (unless calling pow()
is considered an error ;-).

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4627. 520STFM->1040 dip ram upgrade needs resistors???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 01:27:17 UTC
From: ocia@tekig5.pen.tek.com
Message-ID: <11506@tekig7.PEN.TEK.COM>
Source record: 36780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was told by one source that if I found empty pads (to drop 256k x 1 dip ram into) in a 520STFM that I would also need to add some series resistors to make the ram upgrade work. Another person disagreed.

Has someone actually personally really done such an upgrade themselves and can state whether there are some resistors involved or not? I am assuming that these might be series resistors to reduce overshoot but I don't know.

While I am here, anyone have an old upgrade for a 520 they would part with?
How about a double sided floppy drive mechanism?
How about a scsi interface card? (had a deal settled but then no answer to mail)

thanks
please reply by email if at all possible
Don Taylor
posting from the group account but this is a personal question

4628. Re: Getting terminal size info with mintlibs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 04:07:17 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Sep16000717@acae127.cadence.com>
Source record: 36643

In article <271msi$7ik@tuegate.tue.nl> error@blade.stack.urc.tue.nl (Erlend Nagel) writes:

> While I was hacking a curses library for use with H&S C, I found that
> the lib automatically installed 80 as the term width and 25 as the term
> height. I do not want this, so I am looking for a more flexible
> solution, that will also work when I am in 40 column mode, have

get the window size using

```
struct winsize winsize;
ioctl(0, TIOCGWINSIZ, &winsize)

rows = winsize.ws_row;
cols = winsize.ws_col;
```

to get notification of window size changes (dynamically) install a
signal handler for SIGWINCH, and in the handler you can do a ioctl
TIOCWINSIZ to get the new size.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4629. wind_update question #2: When using P_Exec

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 05:01:11 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <CDFKLz.517@ccu.umanitoba.ca>
Source record: 36781

Thanks to all for the help with wind_update when redrawing & doing calcs.

Now I am wondering what the correct/required calls I need to make before Exec'ing another program from within my database program. One program my program calls often is a .TTP prg, which (obviously) shouldn't have a mouse cursor visible.

What I am currently doing is shutting down my menu bar, closing my windows, Graf_Mouse(M_OFF)'ing the mouse cursor and executing the program. Should I be using v_hide_c instead of Graf_Mouse? (What's the difference anyways?) Do I need to shut down the menu & windows?

I also execute a program which isn't fully GEM (no menu or standard dialogs) but uses the mouse. How should I go about preparing to exec this?

Thanks for all the help guys! My GEM books don't have any information like this in them.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
==========

4630. wind_update question #3: When writing to a file

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 06:24:47 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <CDFoHB.Fq4@ccu.umanitoba.ca>
Source record: 36782

I've adopted Eric Smith's suggestion of not freezing the screen during calculations, but rather deferring user event input by a friendly message, or simply just ignoring events.

Incorporating that into my program, I have come across a variation of the problem which I think might have to be handled differently: What should I do during a file write? Wouldn't the user accidentally pulling down a menu interrupt the file write, and maybe cause problems with the write itself? Or am I just worrying again?

Also, I still am not sure about this: When my prg is doing some heavy calculations for a couple of minutes, what happens if someone pulls down a menu (since I am not freezing the screen anymore)? If someone just pulls down a menu, and DOESN'T click on an item (ie just leaves it hanging there), does my calculation still proceed in its calculations? Or does my program suspend for the duration that the menu bar is just "hanging"?

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
==========

4631. Re: wind_update question #2: When using P_Exec

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 07:24:52 UTC
From: kuehn@cscs.ch
Message-ID: <1993Sep16.072452.24964@cscs.ch>
Source record: 36784

In article 517@ccu.umanitoba.ca, umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
> Now I am wondering what the correct/required calls I need to make before
> Exec'ing another program from within my database program. One program my
> program calls often is a .TTP prg, which (obviously) shouldn't have a
> mouse cursor visible.
>
I think the right thing to do depends very much on whether you are starting
it under the normal sinle TOS or under MultiTOS (maybe also Magix?).
Under normal TOS, you inform the AES via shel_write that you intend to start a
TOS program, then start it yourself via Pexec (to pass environment and to get
the return value). Under MultiTOS, this will surely fail.
Either you can start it with Pexec, but then you have to take care about its
terminat output and input. The other possibility is to start it via a new
shel_write mode, the program is then executed under control of a terminal
emulator such as toswin. But in this case I dont know how to get the return
value.

> What I am currently doing is shutting down my menu bar, closing my
> windows, Graf_Mouse(M_OFF)'ing the mouse cursor and executing the program.
> Should I be using v_hide_c instead of Graf_Mouse? (What's the difference
> anyways?) Do I need to shut down the menu & windows?
>
Dont use v_hide_c, as this will confuse the AES! I think it is a good idea, to
do a wind_new() to shut all the windows and shut down the menu bar before
starting the program. But remember that you have to open all the windows after
returning from that program.

> I also execute a program which isn't fully GEM (no menu or standard
> dialogs) but uses the mouse. How should I go about preparing to exec this?
>
Rewrite it to use fully GEM, as this will fail under MultiTOS anyway. Sorry,
but this is simply a bad behavior of a program.

Ulrich

4632. Re: I'd like to place my GUI platform demo on the net, how?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 07:36:43 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <27952b$lfk@cismsun.univ-lyon1.fr>
Source record: 36783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CDE8yL.56H@ryn.mro4.dec.com> miskinis@korg.enet.dec.com (John Miskinis) writes:
>
>How do I place a file on the net for public consupmtion these days?
>
>I have developed a Motif-like GUI platform, and an icon editor layered
>on top of it. It's an early version, but I'm curious to hear feedback,
>and determine if it runs on recent equipment (I have a 1040ST).
>
>Thanks,
>
>_John Miskinis_

In all anonymous FTP sites, there is generally a directory that can be accessed in write mode just for this purpose. You make an archive of your package, you FTP/put it on the "incoming" (or anything like this) folder of the site of your choice, and you generally send a mail to the FTP administrator... Read the README files in the sites for more appropriate information.

Patrice

4633. Re: Mega STE 16 Mhz, how

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 07:49:01 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2795pd$lmb@cismsun.univ-lyon1.fr>
Source record: 36785

In article <1993Sep15.162450.27623@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
>Sometimes i have to start right into a shell (ksh) because
>i need the extra memory to print some PS files using
>GhostScript.
>
>I have the feeling GS is much slower and i'm wondering
>if the ST runs with 8 Mhz w/o cage instead of 16 Mhz w cage.
>
>Is there a way to set the CPU Speed without GEM?
>

Look in FTP sites in directories like STE/Mega or STE.. You may find a programm called MHZ that allows you to switch between 8 MHz and 16MHz + cache with a key combination.

Patrice

4634. Problems with Maxtor LXT200SY Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 12:44:32 UTC
From: me@tartufo.pcs.com
Message-ID: <me.748183472@tartufo>
Source record: 36788

I'm trying to connect a Maxtor LXT200SY drive (3 1/2 inch 200MB SCSI drive)
to my ST using a Ge-Soft SCSI adapter. Unfortunately the ST just won't
recognize it, although I *did* switch parity off and the beast works
properly on a PC and my Workstation here at work. Has anybody heard
of problems with that type of drive?

Michael
Michael Elbel, Digital-PCS GmbH, Muenchen, Germany - me@dude.pcs.dec.com
Intelligenz is sowieso nur wat fuer Doofe - Mia
Fermentation fault (coors dumped)

4635. Re: Before Dawn

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 12:47:18 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.RhbQ5apIDls@semprini.tdkcs.waterloo.on.ca>
Source record: 36670
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2c93824a4c74@discworld.oche.de>, Michael Schwingen writes:
> In <H.eg.OpBAJZ291Ko@semprini.tdkcs.waterloo.on.ca>,
> Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca) wrote:
>
> CH>What TOS version, how much RAM? I've got TOS 1.04 and 4M. I've ftp'd
> CH>but still haven't tried BeforeDawn 1.25; if I have a problem, I'll
> CH>probably bug the author in email... ;-)
>
> 4M Ram, german TOS 1.04 with the usual set of patches and WINX 2.0 in ROM.

The new version of BeforeDawn works very well on my system; if I load the SilkMouse mouse accelarator, it still locks up. I'll have to send a copy of this accelarator to the author to see if he can track down the problem.

I've also found that I can load more than one ACC (as long as I don't try to use XControl) under MiNT if I load The Chameleon as well. If I try to open Chameleon, GEM suffers an Address Error and dies, but the other ACCs work normally. This is _very_ weird.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4636. Re: How Can I Tell If There Are Windows Open?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 13:28:52 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.SHxM1Ae0bMQ@semprini.tdkcs.waterloo.on.ca>
Source record: 36671

In <uaeT0B3w165w@sys6626.bison.mb.ca>, John Perry writes:
> Is there a way I can tell if there are any windows open?

Look at the screen! :-)

Sorry.

Um, if you're not running MultiTOS or WinX, you can wind_create() until
it fails; normal TOS is limited to 7 created windows. 7 - # of
wind_create()s you did will be the number of open windows. Maybe.

That's probably about the only way, and it's pretty gross.

--
------------------==------------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4637. Re: MiNT (finally :-}

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 13:31:38 UTC
From: cherborth@semprini.tdkcs.waterloo.on.ca
Message-ID: <H.eg.WMh4_QKdRwc@semprini.tdkcs.waterloo.on.ca>
Source record: 36672

In <1451@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> --I did all my compiling on Minix partitions - would I have had the same
> successes/failures if I had used a TOS partition? just curious (minix
> partitions are cool - but why do they limit filenames to like 15 characters?)

Actually, I had this complaint, but then found the -n parameter to
minit.ttp... minit -V -P -n x drive: gives you a V2 filesystem, with
the partition protected by a 'null disk' (is that the safest?) and
x * 16 - 2 as the maximum length of a filename. I used -n 2 and now I'm
much happier!

--
------------------==----------------
cherborth@semprini.tdkcs.waterloo.on.ca
Chris Herborth

4638. loosing characters trying tor read from midi port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 13:37:21 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Sep16.133721.4829@news.cs.brandeis.edu>
Source record: 36789
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

i have this function read_note() that
1. throws awa anything it read s from midi port
until it hits an note ON message
2. reads note number and velocity
3. sends that note on message to midi port (to hear
the note)
4. throws anything it reads from midi port until
it hits note OFF message corresponding to note and
channel from (1).
5. playes that note off

my problem is that it sometimes rather erraticall loses
the note off in step (4). i'm prett sure my keyboard
does send it always because my sequencer (probably
a better progtram than min :-) never loses note off.

this seems to happen especially often when i play on
and off very quickly (that is release key bery quickly)
so i don't think it's a question of buffer size

anyonw has any idea what's going on?

thanks
jacob

4639. ICD utils for TOS 1.6?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 13:48:55 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993Sep16.074650.17161@peavax.mlo.dec.com>
Source record: 36786

Hi People,

I have recently acquired an STe running TOS 1.6. My ICD Desktop program complains that it won't run with this level of TOS (it previously ran on an ST with TOS 1.4). What version of the ICD utils do I need? Are they at atari.archive?

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

4640. Re: wind_update question #3: When writing to a

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 14:54:13 UTC
From: kuehn@cscs.ch
Message-ID: <1993Sep16.145413.12277@cscs.ch>
Source record: 36790

In article Fq4@ccu.umanitoba.ca, umcordes@ccu.umanitoba.ca (Trevor Eaton Cordes) writes:
> Incorporating that into my program, I have come across a variation of the
> problem which I think might have to be handled differently: What should I
> do during a file write? Wouldn't the user accidentally pulling down a
> menu interrupt the file write, and maybe cause problems with the write
> itself? Or am I just worrying again?
>
The only reason that could happen is when executing the critical error
handler, because otherwise the AES will not get any CPU time (under normal TOS).
Even under Multitos the AES does not get any CPU time during file write,
because MINT does not preempt a program while ein supervisor mode; that might
change sometime, but then there will be also a mint-aware hd-driver which does
not need to get a lot of cpu time.

> Also, I still am not sure about this: When my prg is doing some heavy
> calculations for a couple of minutes, what happens if someone pulls down a
> menu (since I am not freezing the screen anymore)? If someone just pulls
> down a menu, and DOESN'T click on an item (ie just leaves it hanging
> there), does my calculation still proceed in its calculations? Or does my
> program suspend for the duration that the menu bar is just "hanging"?
>
It depends on what your program does. If your are using MultiTOS, then you
program will not be locked up as long as it does not try to do some output
on the screen. If a menu is dropped down, basicly the screen manager calls
wind_update() itself to lock out all other screen operations.

Ulrich

4641. Re: Networkin F030 <--> 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 15:22:30 UTC
From: Theo_Runia@f301.n282.z2.fidonet
Message-ID: <2c9884cb@f301.n282.z2.fidonet>
Source record: 36673

In a message of <Sat 4 Sep 93 13:58>, Anders Skar (anderss@edf.tih.no)
writes:

AS> I'd tryed to connect my F030 and my 1040 STE with MIDI network, but
AS> with no luck.
AS> Does anyone have a MIDI net-prog. or tried an with sucsess ??

I have my 520 ST(2.5 Mb 16 mhz upgraded) connected via midi to my F030.

I use Mikenet for this. Mikenet is shareware but a demo verson is going
around the BBS's around here (Netherlands/europe). The demo versions only
differs from the full version in the fact that you cant save the
configuration, but you can have a look at it.

I am have been running it for quite a while no, I use it to run a second
phoneline for the BBS on.

I have the program under the name MKNT13D.ZIP on my BBS (+31-58-153849).
But it you should be able to find it at the better atari file
archives/bbs's.

Gr. *-Theo-* (theo@nextjk.wlink.nl)

- Developer of QuickBBS ST -

--- JetMail 0.92beta
* Origin: The Atari BBS Connection +31-58-153849 HST/V32bis (2:282/301)

4642. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 17:05:44 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <wga9ncq00WBL85FT0Q@andrew.cmu.edu>
Source record: 36641

Excerpts from netnews.comp.sys.atari.st.tech: 15-Sep-93 Re: TT by
Theodore L Hopman@uoguel
> If you've got a Mega, you might want to consider SST by Gadgets by Small
> It's a 68030 board, and I believe you can get it as fast as 50 MHz. Of
> course, if it uses the MegaBus slot (and I believe it does), you can't
> > put in a graphics board if you want one.

If I would be able to somehow add a graphics card and a SST, would
that result in a more powerful computer than a TT for less money? Is it
smart to invest in the TT as a new computer. I feel rather ancient with
my Mega, but I'm not sure how much support there is/will be for the TT.
From what I understand nothing Atari is making or plans to make in the
near future is as powerful as the TT. Is this right?

4643. CPP v1.04 released

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 17:19:13 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <748199951@amazon.cs.duke.edu>
Source record: 36659
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Version 1.04 of my stand-alone C preprocessor should now be available
from atari.archive. The main bug fixes over 1.02 (and the short-lived
1.03) are:

- #undef is now handled properly.
- If cpp can't find the specified #include file, it will now properly
say so, instead of trying to open it in the last place it looked.
- The '\xhh' escape sequence was being handled completely and utterly
wrong; it now works properly.

Thanks to Andreas Schwab and Thorsten Roskowetz for pointing out most of
these bugs.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4644. pic-converter for GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 17:47:44 UTC
From: Rasmin van Kessel <ULCI@IBM3090.RZ.UNI-KARLSRUHE.DE>
Message-ID: <27a8s0$cpp@nz12.rz.uni-karlsruhe.de>
Source record: 36642

Hallo,

I'm looking for a program that converts the picture-GIF format into
a picture format for the atari-st.

I'm happy about any help.

Bye, Rasmin

4645. Unix-like test for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 18:16:12 UTC
From: sourada@iastate.edu
Message-ID: <sourada.748203372@vincent2.iastate.edu>
Source record: 36644

I feel a little guilty for posting about such a small thing, but anyway: is there a (standalone) version of test for MiNT. I can't seem to find one and don't feel much like compiling one if there's one out there.
Thanks -- Steven Ourada

--
This .signature Copyright 1993 Steven Ourada --- sourada@iastate.edu
See COPYING for details

4646. Help! Transfer problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 18:52:46 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDGn3y.66y@ecf.toronto.edu>
Source record: 36645

I hope someone can help me out in this little problem I have...
Okay, I have this .wav soundfile that I want to hear on my Ste.
The problem is it's 1.2 meg's and about 930K compressed!!! That makes it impossible for me to transfer onto an IBM diskette (the only transfer computers available connected to the Unix boxes here)!! I've tried zip, lharc, and compress (16bit) to try to get it down to manageable size but as above the lowest I could get it was about 930k. If I could get the size down to about 830 K I could manage (I have a program that can format Ibm disks to more than 720K). So my need is: does anyone know of a sound-file compressor (there are such things on the Amiga...haven't heard of any on the ST) or does anyone know of any other compressor better than the above ones? Argh, I could uuencode the thing into two pieces but it would be troublesome (not to mention I can't keep the uudecoded file anywhere [no HD] so I'd have to re-uudecode the file _everytime_ I want to hear it...) Help!
If however uuencoding it is it the only way to go, is there a way I can cat _without_ using a Cli? I mean, catting a file _fast_ and uudecoding it in one shot...
Argh...Help!!

AcEzE
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4647. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 19:01:30 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCDGnIJ.HM@netcom.com>
Source record: 36646

In article <278101$936@nermal.cs.uoguelph.ca> thopman@uoguelph.ca (Theodore L Hopman) writes:
>David L Watson (dw4g+@andrew.cmu.edu) wrote:
>: I'm interested in getting a TT mainly to do DTP work with Calamus
>: SL. I talked to Toad Computers and they said Atari was no longer
>: producing TTs. Does anybody know where I could find a new TT? Or, is
>: there a better option? I currently have a Mega ST running the 1.2 TOS.
>
>: David Watson
>: Carnegie Mellon University
>If you've got a Mega, you might want to consider SST by Gadgets by Small.
>It's a 68030 board, and I believe you can get it as fast as 50 MHz. Of
>course, if it uses the MegaBus slot (and I believe it does), you can't put
>in a graphics board if you want one. If I were you, and I had my heart
>set on a TT, I'd call around to other mail order places (Rising Star comes
>to mind, as do D & P Computers). If you were really desparate, you might
>even consider contacting Atari.

Look for a TT, even a used one.

Don't go for the SST. I have nothing personal against David Small, but
he's been having some difficulties business-wise which would prevent you
from getting the support you needed with an SST board.

Get the TT, a graphics card, and lots of RAM. You'll love it.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4648. GCC problems, etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 20:30:37 UTC
From: dud@stein1.u.washington.edu
Message-ID: <27aidd$hvh@news.u.washington.edu>
Source record: 36647

From a-jeffbe@microsoft.com Thu Sep 16 13:02:41 1993
Date: Wed, 15 Sep 93 22:00:05 PDT
From: Jeff Beeghly <a-jeffbe@microsoft.com>
To: dud@u.washington.edu
Subject: Request

Jeff Beeghly, a friend of mine, asked me to post this for him. Any help
is appreciated! You can reply to me and I'll forward it to him, or
(preferrabley) you can send it directly to him at <a-jeffbe@microsoft.com>.

Dan

I'm currently using GNU C (not GNU C++) for my development. I have two
problems and I'd appreciate some help.

1) The executable *.PRG files that are created by GNU are HUGE. I've
compiled simple GEM applications under GNU and under the Mark Williams C
compilers, and the program that was created by GNU is about 30k - 40k
larger.

2) Some of the programs that I'm creating I'd like to market. I
figured that I'd release a demo of it, and put some password protection
techniques in it. I heard that there is a utility called STRIP. From
what I understand, when I run STRIP, it will remove all of the variable
names from the program.

I'd like to use the STRIP utility in order to reduce the size of my
application, and make it more difficult to hack in to my program.

I'd like to know:
1) Is STRIP available? If so, then where? I tried looking for it but
I couldn't find it.

2) How do I use it?

e.g. lets say I have 2 C files for my application. When I compile, it
looks something like this:

```
gcc -c foo1.c
gcc -c foo2.c
gcc -o example.prg foo1.o foo2.o -lgem
```

In order to use STRIP, do I

a)
```
gcc -c -strip foo1.c
gcc -c -strip foo2.c
```

```
gcc -o example.prg foo1.o foo2.o -lgem
```

```
b)
gcc -c foo1.c
gcc -c foo2.c
gcc -strip -o example.prg foo1.o foo2.o -lgem
```

```
c)
gcc -c foo1.c
gcc -c foo2.c
gcc -o example.prg foo1.o foo2.o -lgem
strip example.prg.
```

Any help will be appreciated, but precise EXACT steps would be really, really helpful.

Thanks in advance,

Jeff

4649. WINX 2.1: how to change max # of windows?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 21:27:25 UTC
From: cmedley@wam.umd.edu
Message-ID: <27alnu$4ff@cville-srv.wam.umd.edu>
Source record: 36648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got WINX 2.1 from ftp.cs.tu-berlin.de and in all of the docs, I couldn't find any reference to how to change the maximum window limit beyond 8 (the default).

Can anyone give me some help? Please? :)

4650. MODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 22:40:00 UTC
From: john.mellor@canrem.com
Message-ID: <60.12742.4019.0N183DDA@canrem.com>
Source record: 36663

I seem to be having trouble with my modem...I have a courier hst..It connects at 9600 fine, but when it steps down to 2400, all I get is jibberish across my screen..I am using FZTD220 as my terminal prog...Allthough when I type in ATZ on the online screen, and then ATDT and my number it will connect, but this time it understands the ansi..I just can't seem to figure out what to do...When I try the same number from my autodialer, that's when all the jibberish comes across my screen...can someone help me here, I think it may have something to do with the initial strings, or someting...Thankyou in advance...

john..

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

4651. Re: What exactly does wind_update

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 23:35:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46139@M4.maus.de>
Source record: 36680

>I've been tinkering around a bit and it seems to me that it might make
>sense (and be easier) to wind_update(BEG_UPDATE) immediately after my
>event_multi call. Then I could wind_update(END_UPDATE) before my next
>event_multi. This seems to make sense considering I do not want any
>menus
>to be popped down or any scroll bars to be moved when my program is
>executing a menu command, for instance. Would this be a good idea?

No, since you would block the screen for other applications.

>I guess that leads in to the following question: What exactly does the
>wind_update do? After doing a BEG_UPDATE, can, for example, STalker
>still
>d/l in the background? Or does a BEG_UPDATE freeze the AES completely?

wind_update(BEG_UPDATE) locks the screen for other applications. Using
MultiTOS, programs can inquire the state of the screen and suppress their
output while another prg draws its stuff.

>Maybe I should just use wind_update for when I am redrawing the screen?
>If yes, then what would I use to freeze the AES while I'm doing heavy
>calculations, for instance?

wind_update() must be active for:

- redrawing windows
- doing a 'classic' dialog

bye, Peter

4652. Re: Falcon HD formatting help need

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 23:42:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46140@M4.maus.de>
Source record: 36681

>I remember reading that parity must be disabled to work, so could this
>be the problem? I tried using the ICD SCSI program to probe the
>drive, but the only command I can get it to respond to is the Inquery.
>If it is this, does anyone out there either know how to disable the
>parity or have Western Digitals name & address? Or is my drive most
>likley toast...

Sakrafix! (as we Bavarians say)

All you netters out there, read my lips:

>>>>> On TT's and Falcon 030's SCSI port, Parity has to be ENABLED <<<<<

ENABLED ENABLED ENABLED ENABLED ENABLED ENABLED ENABLED ENABLED ENABLED

phew, that's better :-)

4653. Re: Help Transfer files to IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 23:44:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46141@M4.maus.de>
Source record: 36678

> How do I take files on disk form my 1040 st to an IBM.
>I need to do this to print an assignment.

If your ST has TOS 1.04 or newer (Desktop Info shows 1989 or newer), than just format a disk, copy your stuff onto it and stick it into the DOS machine.

If not, format the disk on the DOS box using "format a: /F:720".

4654. Re: MiNT and MEGA's ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 23:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46142@M4.maus.de>
Source record: 36682

>P.S. Does anyone know how the graphics boards, eg Crazy Dots, which use
> the VME bus affect the screen memory and its start address. Do they
> Provide 'new` screen memory that is mapped into the address range of
> the bus, ie writing to the screen would go to the VME bus as opposed
> to main memory.
>

One does not write to screen memory. Well behaved applications use VDI.

Besides, graphics cards do have their own memory, which might or might not be mapped to "real" memory locations.

4655. Re: Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 23:47:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46143@M4.maus.de>
Source record: 36679

>>Hello, does anybody know if the Overscane hardware/software
>>modification to be found on the umich archive works for the STe?
>
>>I am hesitant to go ahead with the mod without being sure.
>I have never seen an Overscan mod that works with the STe. That model
>combined two chips (Shifter and MMU?) onto one chip, and you no longer
>had
>access to the necessary signals.

STEs integrate GLUE and MMU into GSTMCU. So, the signal -DE is gone, and that's
the one Overscan modifies.
(Besides, later STEs have GSTMCU and BLiTTER integrated into COMBO.)

bye, Peter

4656. Re: how can I get GCC working on my Mega 4

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-16 23:56:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15486@uqcspe.cs.uq.oz.au>
Source record: 36650

HAEHNELM@EZINFO.VMSMAIL.ETHZ.CH (HAEHNEL,MARTIN) writes:

>Can anybody out there tell me how I can get working GCC?
>I don't know what the different TTP's are for. Which one ist the compiler
>and how does it work? Is there any documentation for GCC somewere on an
>FTP-Site. Is a shell for GCC available and where can I get it?

This is for both C and C++.

/***/
OBJECT::ATARI
/***/

Part 2 : Setting up G++ - the GNU C++ compiler.

by Warwick Allison

==========

This article describes the process for setting up the GNU C++ compiler
on an Atari ST, STe, TT, or Falcon.

First, there isn't much point continuing if your system is not up to
the task. In order to use the GNU C++ compiler, you will need at least:

4 Megabytes of RAM (2.5M may be enough for GCC alone)
5 Megabytes of free harddisk space

Next of course, you need to be able to get hold of the relevant files.
This may mean downloading them from a bulletin board, GEnie, Delphi, or
other online service, or FTPing them from an Internet archive site.

I can't help you much with finding a source, but the one I use is the
FTP site:

atari.archive.umich.edu

"cd" to the directory:

/atari/Gnustuff/Tos

Under there, you will find various subdirectories containing the files
you will need. In general, these same filenames will appear on other
on-line sources.

When getting files, make sure you get the most recent versions. The simplest
way to do this is to look at the datestamp on the file.

The files you need are:

Executables

The current version of the compiler is 2.3.3, but you also
need a number of auxiliary programs. You need:

("#" = some digit)

Tool	File	Possible archive names	Comment
compiler driver	gcc.ttp	gcc233b.zoo gcc233b#a.zoo	Also has C compiler
compiler	gcc-cc1p.ttp	gcc233b#b.zoo	Avoid: g++233.zoo
assembler	gcc-as.ttp	gcc233b.zoo gcc233b#a.zoo	(with the driver)
preprocessor	gcc-cpp.ttp	gcc233b.zoo gcc233b#a.zoo	(with the driver)
linker	gcc-ld.ttp	utlbin33.zoo utlbin##.zoo	Keep all utils!

other useful utils:
cnm.ttp, fixstk.ttp, gcc-ar.ttp, gcc-nm.ttp, gcc-size.ttp,
printstk.ttp, size68.ttp, sym-ld.ttp, toglclr.ttp, xstrip.ttp

look in directories like:

Gnustuff/Tos/Gcc
Gnustuff/Tos/G++
Gnustuff/Tos/Utils

Libraries

The compiler will be no use to you without the libraries.
GNU C/C++ library files have a ".olb" extension.

Library	File	Possible archive names	Comment
C++ library	g++.olb	gplibo15.zoo gplibo17.zoo	MATCH with headers
C, sys library	gnu.olb	libolb87.zoo	You need this too.
Runtime library	crt0.o	libolb87.zoo	You need this too.
Math library	pml.olb	pmlolb21.zoo	Maybe this too.

look in directories like:

Gnustuff/Tos/Gnulib
Gnustuff/Tos/G++
Gnustuff/Tos/Pmathlib

other useful libraries inlcude termcap.olb and curses.olb

Headers

The libraries are impossible (practically) to use without the
corresponding header files.

Header	Files	Possible archive names	Comment
C++ headers	*.h	gplibo15.zoo gplibo17.zoo	MATCH with library
C, sys headers	*.h	gcc233b#b.zoo	Needed.

Shell

It is very difficult to use GNU C++ without a CLI (command line
interpretter). Fortunately, plenty of shells are available - you
probably already have one, otherwise, try:

Shell	Files	Possible archive names	Comment
gulam	gulam.prg	
mupfel	mupfel.prg	gemini.zoo

Now, you've got a whole pile of files... now you have to put them
together in the right way.

Directories

Place the files in directories (folders) as follows:

/gnu/bin All the .ttp files
/gnu/lib All the .olb files, and crt0.o
/gnu/include/gcc All the .h files from the C packages
/gnu/include/g++ All the .h files from the C++ header package
/tmp Nothing - but GNU C++ will use this directory

Environment

In order for the GNU C++ compiler to work, you must tell it
certain information about your set-up. This is done by
using "environment variables". The relevant ones for G++ are:

PATH - A comma-separated list of directories were
executable programs are found. Your
shell will already have one set up.

GNULIB - A comma-separated list of directories were
libraries are found (olb files). Also,
the first directory in the list must
also contain the crt0.o file (runtime
code).

GNUINC - A comma-separated list of directories were
include files for GNU C and GNU C++
are found.

GXXINC - A comma-separated list of directories were
include files for GNU C++ are found. G++
looks on this path first for include files,
then looks on GNUINC.

TMP - A directory where G++ can store temporary files.
It is also a good idea to set TMPDIR and TEMP to
this directory too, as some programs use those names.

GCCEXEC - The prefix added to the commands the compiler
driver requires. For example, if your "gcc-cc1.ttp"

```
is in /gnu/bin, then this should be "/gnu/bin/gcc-",
because the compiler driver looks for "cc1".

Environment variables like PATH are set by typing:

export PATH=.,/gnu/bin,/bin

or perhaps:
PATH=.,/gnu/bin,/bin
export PATH

or perhaps:
setenv PATH .,/gnu/bin,/bin

or perhaps:
setenv PATH=.,/gnu/bin,/bin

You will just have to see what convention your shell uses.
Assuming the first, and assuming you have the directories
set-up as above, type:

export PATH=.,/gnu/bin,/bin
export GNULIB=/gnu/lib,/usr/lib
export GNUINC=/gnu/include/gcc
export GXXINC=/gnu/include/g++
export TMP=/tmp

Of course, you don't want to have to type those in every time you
turn your computer on. Therefore, you should put the lines into the
automatically read start-up file for your shell. For example:

gulam.prg reads gulam.g at start-up
mupfel.prg reads mupfel.mup at start-up

Finally, it's time to test it.

Using a text editor such as elvis (vi clone), emacs, microemacs, tempus,
etc. or even a wordprocessor that can output PLAIN ASCII, create a file
called "hello.cc", containing:

//////////////////////////////////////////////////////

#include <iostream.h>
main()
{
cout << "Hello there++" << endl;
}

//////////////////////////////////////////////////////

(The "//" bits are just comments)

Then, at your command line, type:

gcc hello.cc -o hello.tos -lg++
```

This should produce a file called "hello.tos" which when run prints:

Hello there++

And you have succeeded in installing the GNU C++ compiler.

Trouble Shooting

Of course, things never work first time.

First, make sure everything is located as described above.
Your shell should tell you if it cannot find "gcc", in which
case, your PATH variable is not set correctly.

If gcc is being found, type:

gcc -v hello.cc -o hello.tos -lg++

This makes additional information appear. Something like this:

```
gcc version 2.3.3
/gnu/bin/gcc-cpp.ttp -lang-c++ -v -D__cplusplus hello.cc /tmp/1234.i
GNU CPP version 2.3.3 (Atari ST)
/gnu/bin/gcc-cc1p.ttp /tmp/1234.i -dumpbase hello.cc -o /tmp/1234.s
GNU C++ version 2.3.3 (Atari ST) compiled by GNU C version 2.3.3.
/gnu/bin/gcc-as.ttp -o /tmp/1234.o /tmp/1234.s
/gnu/bin/gcc-ld.ttp -o hello.tos /gnu/lib/crt0.o /tmp/1234.o -lg++ -lgcc
```

(actually, it will probably print heaps more than that)

In the example above, we see that gcc.ttp runs, and it then
runs gcc-cpp.ttp (the preprocessor) on hello.cc to produce
1234.i (in the temporary directory). Then, it runs gcc-cc1p.ttp
(the compiler itself) on 1234.i to produce 1234.s (assembler
code for your program). Next, it runs gcc-as.ttp (the assembler)
on 1234.s to produce 1234.o (binary object file). Finally,
it runs gcc-ld.ttp (the link editor/loader or "linker") on 1234.o
along with crt0.o (the runtime support), gnu.olb (the system library
and g++.olb (the C++ library) which links the necessary parts of
each of them together, to produce hello.tos, which you can run.

The important thing is that each program is run correctly.

The "1234" is just some random number.

Also, the compiler (actually, the linker) may produce a file
called "compiler.err" in the directory you ran gcc from. look
at this ASCII file for additional information.

One of the most common mistakes is if the filename of your
compiler does not match the one gcc.ttp is looking for. For example,
if your compiler is named "gcc-cc1+.ttp" instead of "gcc-cc1p.ttp",
the compiler will not find it.

If the compiler reports that it cannot find a library (or crt0.o),
your GNULIB variable is incorrect.

If the compiler reports that it cannot find "iostream.h", check
that GXXINC indicates a directory containing iostream.h.

Notes about the GNU C++ compiler

The program generated by the "hello" code above might seem very large
(over 100K), but this is because it must link in many libraries in order
for iostreams to work. If you don't like large executables, there are
some simple things you can do:

1. strip the debugging data out of them, by typing:

xstrip hello.ttp

2. use the C Input/Output libraries rather than the C++ libraries
(eg. use printf("hello world\n") rather than the cout << ...)
in fact, this also makes things faster too, since the iostream
header files are quite large and take time to read in. Of course,
you are sliding back into C code then.

The GNU C++ compiler (and the other GNU compilers) have DOZENS of
optional features, from Optimization (add -O2 on command line when
compiling) to support for the 68030 and 68882 special features (-m68020
and -m68881 respectively). You can make it assume "int" is just a 16-bit
value (rather than the default 32) with -mshort.

That is about as much help as I can give for setting up the GNU C++ compiler.
It may seem like a long process, but it is not really very difficult - I have
just tried to cover as many possibilities as I could think of.

So go get those file, set it up, and you will be ready for the next articles
in this column, where you will see actual programming examples!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4657. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 01:43:22 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCDH64A.EAq@netcom.com>
Source record: 36649

In article <wga9ncq00WBL85FT0Q@andrew.cmu.edu> David L Watson <dw4g+@andrew.cmu.edu>
writes:
>Excerpts from netnews.comp.sys.atari.st.tech: 15-Sep-93 Re: TT by
>Theodore L Hopman@uoguel
>> If you've got a Mega, you might want to consider SST by Gadgets by Small
>> It's a 68030 board, and I believe you can get it as fast as 50 MHz. Of
>> course, if it uses the MegaBus slot (and I believe it does), you can't
>> > put in a graphics board if you want one.
>
> If I would be able to somehow add a graphics card and a SST, would
>that result in a more powerful computer than a TT for less money? Is it
>smart to invest in the TT as a new computer. I feel rather ancient with
>my Mega, but I'm not sure how much support there is/will be for the TT.
>From what I understand nothing Atari is making or plans to make in the
>near future is as powerful as the TT. Is this right?

If I was going to get another Atari, the TT would be strongly considered.
Look at its advantages even if there is no more support for it from Atari
(like there was some to begin with...):

o On-board SCSI. You can easily add SCSI drives.
o VME. You can add a handful of excellent graphics cards.
o LAN. You can easily network MegaSTEs and other TTs via the LAN port.
o RAM. The TT has almost unlimited RAM expansion capabilities.
You want 256megs? No problem.

Of course, there's other little things like speed, 1.44meg floppy drive,
stereo sound, and more TT users than SST users.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4658. TT clock problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 06:27:04 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.748247224@cstw168>
Source record: 36651

Hi,

My TT clock does not advance any more when the TT is turned off.
It does keep its time though.
Does anyone have an idea what can cause this. The TT is about 2 years
old.

My first analysis is that there is a nicd battery included which is
defective. Does someone have any idea what type of battery it is, and
where it can be found in the TT. I'm proficient enough with a soldering
iron to replace the battery, but I'd rather prefer to open the TT
only once (especially if the battery is at an odd location requiring
much disassembly).

Thanks for any info you might have!
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

4659. MiNT: Problems reading MIDI port with Bconin(3)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 08:55:07 UTC
From: djs@jet.uk
Message-ID: <1993Sep17.085507.17164@jet.uk>
Source record: 36657

I have some code which has been working for years on TOS 1.09 and 1.6, but fails under MiNT 1.04 (standard MultiTOS version) and 1.08 (built by me using Lattice C v5.5).

I have extracted the bit that fails, and put it into a test program, see below. It works OK on device 2, but not device 3 (MIDI). It also works sometimes if run under Xdebug. Failure occurs in two ways: Bconstat(3) returns -1 even though no MIDI device is connected, then Bconin(3) kills MiNT:

```
PID 18 (BTEST) stack underflow
PID 18 (BTEST) BUS ERROR: User PC=0 (base page=blah)
PID 18 (BTEST) rm-q: Unable to remove process from queue
Fatal MiNT error: Adjust debug level and hit a key...
```

The machine is then totally locked up; no keys work and the mouse pointer will not move.

Any ideas? (There is some odd code which I didn't understand in MiNT bios.c, relating to the switching of device numbers 3 and 4.) My code works under TOS, remember.

Thanks in advance for any help...

Test program source:

```
#include <dos.h>
#include <stdio.h>

main()
{
long c;
long status;

status = Bconstat(3);
printf("Bconstat(3) returned 0x%lx\n", status );
if ( status != 0 )
{
c = Bconin(3);
printf("Bconin(3) returned 0x%lx\n", c);
}
return 0;
}
```

Disassembly of btest (with some printfs removed for clarity):

```
; 1: #include <dos.h>
; 2: #include <stdio.h>
```

```
; 3:
; 4: main()
; 5: {
| 0000 bfec 0000-XX.2 cmpa.l __base(a4),a7
| 0004 6500 0000-XX.1 bcs.w __CXOVF
| 0008 48e7 2320 movem.l d2/d6-d7/a2,-(a7)
; 6: long c;
; 7: long status;
; 8:
; 9: status = Bconstat(3);
| 000c 7003 moveq #$03,d0
| 000e 3f00 move.w d0,-(a7)
| 0010 7001 moveq #$01,d0
| 0012 3f00 move.w d0,-(a7)
| 0014 4e4d trap #$0d
| 0016 584f addq.w #4,a7
| 0018 2c00 move.l d0,d6
...
; 11: if ( status != 0 )
| 0026 4a86 tst.l d6
| 0028 671a beq.b $0044
; 12: {
; 13: c = Bconin(3);
| 002a 7003 moveq #$03,d0
| 002c 3f00 move.w d0,-(a7)
| 002e 7002 moveq #$02,d0
| 0030 3f00 move.w d0,-(a7)
| 0032 4e4d trap #$0d
| 0034 584f addq.w #4,a7
| 0036 2e00 move.l d0,d7
; 15: }
; 16: return 0;
| 0044 7000 moveq #$00,d0
; 17: }
| 0046 4cdf 04c4 movem.l (a7)+,d2/d6-d7/a2
| 004a 4e75 rts
```

--

David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4660. Re: loosing characters trying tor read from midi port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 09:13:38 UTC
From: djs@jet.uk
Message-ID: <1993Sep17.091338.17308@jet.uk>
Source record: 36658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Sep16.133721.4829@news.cs.brandeis.edu> jacob@max.cc.brandeis.edu ( ) writes:

>...
>my problem is that it sometimes rather erraticall loses
>the note off in step (4).
>...
>anyonw has any idea what's going on?
Either your code is losing bytes, or the ST is losing them for you. Taking
the first possibility first:

1) Your loop that is reading the bytes may be slowish, and, if the keyboard
is sending vast amounts of aftertouch data, you may lose data
due to a full input buffer (128 bytes by default, I think).

. Code your loop as tightly as possible.
. Increase the MIDI buffer size, see Iorec.
. Consider handling MIDI interrupts yourself, so
that you bypass the slow Bconstat/Bconin calls.

2) As I said above, it may also be possible that the ST is losing data
for you; the keyboard interrupt handler is so slow that it can block
out MIDI interrupts for long enough to lose bytes. This is especially
likely to happen if you wiggle the mouse when waiting for MIDI data
(the mouse is handled by the keyboard controller).

One workaround is to disable interrupts from the keyboard controller, but
this may not be ideal (not keys, mouse etc). This is the route I took
in a program that read and processed sysex dumps from a D50.

One reason that commercial MIDI software is so notoriously incompatible with
other things is that they end up having to rewrite the mouse/keyboard/MIDI
etc handlers in order to avoid the sort of problems that you are having.

It's all a real pain when you only want to write a 10-liner to do some
simple MIDI processing...
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4661. Re: Getting terminal size info with mintlibs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 09:31:02 UTC
From: error@stack.urc.tue.nl
Message-ID: <27c04m$2vl@tuegate.tue.nl>
Source record: 36654

bammi@acae127.cadence.com (Jwahar R. Bammi) writes:

>to get notification of window size changes (dynamically) install a
>signal handler for SIGWINCH, and in the handler you can do a ioctl
>TIOCWINSIZ to get the new size.

Hmmm, interesting. Should the handler also do a refresh() to show the
new sized window? And whould the lib also install a handler for signal
19 (SIGCONT)? So that the screen is refreshed after a continue. Or
should the program that uses curses do this.
Also the lib currently uses Bconout for its output. Can programs
compiled with this lib still support a stdin from say the RS232?
Another question I have is that I found that the lib uses massive amount
of CPU time whil executing while(!Cconis()).
I want to replace this call with the select call but so far my
experiments have failed and select is not in man3 so maybe someone can
explain the function to me.
I have tried select(0,1L,0L,0L) to wait for input from Gemdos handle 0,
(stdin?) is that okay? At least the program crashes so I think not...
Again any help is appreciated. So far all help from the net has been
very helpful, so I have no worries for this question ;-)

Erlend.

4662. Re: Falcon HD formatting help needed...(short answer)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 10:08:45 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2c98f3a5@daggskim.ct.se>
Source record: 36652

Kendall Helmstetter hacked the following on 15 Sep 93 (to All)...
> From: kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner)
> ...
> parity or have Western Digitals name & address? Or is my drive most
> likley toast...
Drive is most likely 100% ok. HD quality is amazingly high. Unfortunately it's very likely (95%?) the drive may have _hard-wired_ the partity check if you cannot get it to work despite correct configuration of jumpers etc.

Western Digital Support, if you want it, is (714) 932 4900, 24h touchtone automated, but during business hours (California time) you can work your way to a human techie, eventually :-) /* They like classical music */

Otherwise see my previous mail for a longer monologue on this problem.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se (Bo Leuf)

4663. Re: PARITY CHECK DISABLE - DOESN'T!!! (was Falcon drive)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 10:08:45 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2c98f0e0@daggskim.ct.se>
Source record: 36653

Kendall Helmstetter hacked the following on 15 Sep 93 (to All)...
> From: kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner)
>
> Hi! I just recently got a falcon, and am trying to format this old
> Western Digital 300MB SCSI drive I happen to have.
> ...(rest deleted)...

I have been seriously investigating the "parity disable problem" which has during the past year grown from vague rumours, based on an unlikely incidence of "defect" drives, to _finally_ a vendor verified fact!

(Now, just in passing I might add that ICD has updated the utilities to correctly handle TT, Falcon IDE, etc. Latest Link version I saw was ICDBOOT v6.2.0, there might even be later. Free download from their BBS. This might solve your problem, Kendall.)

HOWEVER! Please don't dash out and update just yet (even if it may be a good idea)... After spending some money talking long distance with Western Digital support in California (I live in Malmoe, Sweden; the next phone bill will be, ah, "interesting"...) regarding a really neat WDSP4200 I had which wouldn't work with my system, the support man in California finally checked and came back with the following VERY IMPORTANT assertation:

[* interbang (!?) mode on *]

_NO_ WD SCSI drive in current production allows "parity check disable"!!!

[* interbang off *]

Yes, the official installation guides are very specific and clear in reference to how the jumper settings for "parity check" must be set, with several revison diagrams. "To disable parity checking, install a jumper shunt on W1 jumper pins 1-2." etc etc. Most local service people, sales rep technical support, etc, believe this and think you don't know (bleep) when you keep coming back to them saying this drive, or replacement, just won't work.

In actual fact, WD-support admits "...yeh, well, the design people intended to have this, but, ah, actually, it wasn't implemented..." Folks, there just aren't any disable components installed in the hardware!!! The (*)ing jumpers simply aren't connected anywhere. Parity is _hard-wired_ !!!

Of course, things are never really that simple. I've previously used a WD drive in a TT with no problems. Same WDSP4200 model. What I _think_ happened is that the later volume production series, made in Asia, simply saved on production costs by leaving these components out, since, hey, most PC clones won't know the diff since they all use parity checking.

PROBLEM: This all leaves Atari-hostadapter users up a creek, since we won't _know_ in advance if a given SCSI-drive will work with an Atari system or not before we try it. Indications are that as a result of cost pressures, more and more SCSI drives are being produced with _hard-wired_ parity checking, and the documentation is then just plain wrong. Known examples (in Sweden):
o Western Digital: "all SCSI drives" (probably all made '92 or later)
o Quantum: many? most? all? late production ELS models
o Conner: all? late production high capacity drives

Functional makes (as yet) seem to be Seagate, Maxtor, ...?

Anyone with new SCSI-drives that don't work with Atari-SCSI even after "disabling" parity _must_ assume that it is _possible_, perhaps even _likely_ that the drive will in fact never work, no matter what (local) support says.

Feedback, other vendor contacts, welcome.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se (Bo Leuf)

4664. Re: TT clock problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 11:19:11 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Sep17.111911.20324@zaphod.earth.ox.ac.uk>
Source record: 36655

In article <meulenbr.748247224@cstw168> meulenbr@prl.philips.nl (Frans Meulenbroeks) writes:
>
>Hi,
>
>My TT clock does not advance any more when the TT is turned off.
>It does keep its time though.
>Does anyone have an idea what can cause this. The TT is about 2 years
>old.
>
>My first analysis is that there is a nicd battery included which is
>defective. Does someone have any idea what type of battery it is, and
>where it can be found in the TT. I'm proficient enough with a soldering
>iron to replace the battery, but I'd rather prefer to open the TT
>only once (especially if the battery is at an odd location requiring
>much disassembly).

The battery pack is (at least on my machine) velco'ed to the circuit board and is connected electrically using a couple of wires and a plug. It can be found by merely removing the hard drive (loosen large screw under front of machine below the hard drive, swing hard drive up and lift out).

>
>Thanks for any info you might have!
>--
>Frans Meulenbroeks (meulenbr@prl.philips.nl)
> Philips Research Laboratories

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4665. Re: wind_update question #2: When using P_Exec

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 11:30:57 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CDHxBM.F81@cs.ruu.nl>
Source record: 36656

In <1993Sep16.072452.24964@cscs.ch> kuehn@cscs.ch (Ulrich Kuehn) writes:

>Dont use v_hide_c, as this will confuse the AES!

Although I am very aware of the structural roles of AES and VDI, my
experiences are

1) graf_mouse for on/off = trouble
2) v_hide/v_show_c is perfectly reliable on AES level

So I always use the v_*_c functions. I've never seen an AES show signs
of confusion running my programs.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4666. Re: Getting terminal size info with mintlib

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 13:11:33 UTC
From: kuehn@cscs.ch
Message-ID: <1993Sep17.131133.17432@cscs.ch>
Source record: 36662

In article 2vl@tuegate.tue.nl, error@stack.urc.tue.nl (Erlend Nagel) writes:
> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>
> >to get notification of window size changes (dynamically) install a
> >signal handler for SIGWINCH, and in the handler you can do a ioctl
> >TIOCWINSIZ to get the new size.
>
> Hmmm, interesting. Should the handler also do a refresh() to show the
> new sized window? And whould the lib also install a handler for signal
> 19 (SIGCONT)? So that the screen is refreshed after a continue. Or
> should the program that uses curses do this.

That sounds like a good idea.

> Also the lib currently uses Bconout for its output. Can programs
> compiled with this lib still support a stdin from say the RS232?
> Another question I have is that I found that the lib uses massive amount
> of CPU time whil executing while(!Cconis()).

If you call really Cconis(), then it cannot be the library (which?), because
it is a direct GEMDOS call.

> I have tried select(0,1L,0L,0L) to wait for input from Gemdos handle 0,
> (stdin?) is that okay? At least the program crashes so I think not...

Try to set a variable to 1L << 0 and give a pointer to it as argument to
select(), because it expects pointers for the sets of file handles.
The function of select is to wait until one or several file handles become
ready for reading or writing. You can also specify a timeout. It is called
with pointers to sets of file handles for reading and writing; theses sets
are overwritten when select returns and contain then bits for each handle
which is ready. The total number of handles ready for IO is returned as result.

Hope this helps

Ulrich

4667. TT networking

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 13:22:55 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <IgaPcjy00WBM821H01@andrew.cmu.edu>
Source record: 36661

Does anybody know any details about hooking up a TT to a university network? We have just about any imaginable system hooked up here, so if Atari has conformed to some standard, I should be able to hook it up.

Thanks,
David Watson

4668. GCC HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 15:12:46 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CDI7LB.IA8@sdf.lonestar.org>
Source record: 36685

Alright folks, what is the newest BINARY version of GCC? I just lost my hard disk and I find that 2.4.4 was supposedly buggy. Is it? 2.4.5 is only in source code form last I looked - can't compile a compiler without a compiler, and I'm not sure if 2.4.2 is still there or not. 2.3.3 was what I was using before and it worked well for me.

So, what should I be getting? E-Mail me fast because I have some programming projects I want to test out and that can't be done without a compiler!!

My address is evanlang@sdf.lonestar.org

BTW, why don't we have a separate newsgroup just for new stuff? That way we can here about what shareware authors are releasing and what the new version of GCC and such are without reading 500 messages a day.

4669. Re: TT networking

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 16:13:05 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Sep17.161305.11027@rhrk.uni-kl.de>
Source record: 36666

David L Watson <dw4g+@andrew.cmu.edu> writes:

> Does anybody know any details about hooking up a TT to a university
>network? We have just about any imaginable system hooked up here, so if
>Atari has conformed to some standard, I should be able to hook it up.

We use a TT with an ethernet card by Riebl. There is also a card from
Biodata, a German company. The Riebl card was (is) sold by some German
companies and maybe even Atari still sells it.
For more information I suggest you contact Michael Gehret who is selling
ethernet cards, TCP/IP software and X servers for ST and TT:

info%xsoft@mail.Germany.EU.net

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

4670. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 16:44:57 UTC
From: drnibble@bigwpi.WPI.EDU
Message-ID: <27cpi9$8gs@bigboote.WPI.EDU>
Source record: 36664

In article <wga9ncq00WBL85FT0Q@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:
>Excerpts from netnews.comp.sys.atari.st.tech: 15-Sep-93 Re: TT by
>Theodore L Hopman@uoguel
>> If you've got a Mega, you might want to consider SST by Gadgets by Small
>> It's a 68030 board, and I believe you can get it as fast as 50 MHz. Of
>> course, if it uses the MegaBus slot (and I believe it does), you can't
>> > put in a graphics board if you want one.
>
> If I would be able to somehow add a graphics card and a SST, would
>that result in a more powerful computer than a TT for less money? Is it

It probably would..however are there any more new SST's produced?

>smart to invest in the TT as a new computer. I feel rather ancient with
>my Mega, but I'm not sure how much support there is/will be for the TT.

Certainly a lot...the TT is still a very popular, support as well as product
line is pretty good for the TT (if you don't expect atari to help you out
that it ;))

>From what I understand nothing Atari is making or plans to make in the
>near future is as powerful as the TT. Is this right?
>

Well...I don't really know how to answer that one, as we don't really know,
however...in the CICERO Extrablatt GE-SOFT announced the Eagle, a TT-Clone,
with very fine spec's....if that one ever get's released, then why don't you
try that machine? Anyone in Germany know more about it's development?

That reminds me also of something....if you are looking for a TT, I think
MID-Cities Computer's or maybe ATY can help you.

Hope I could help....but I really think a TT with Graphics Board and Fast RAm
is the way to go :)

Yat

4671. SQ 5110 c

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 16:48:11 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1993Sep17.164811.11540@rhrk.uni-kl.de>
Source record: 36669

Hello,
Im looking for the jumper to set the Scsi-Adress in the Syquest Sq 5110 c
(44 and (88 MB)

Thanks Gunther

4672. vt100 emulator wanted for ancient 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 16:55:12 UTC
From: daver@wixer.bga.com
Message-ID: <1993Sep17.165512.26374@wixer.bga.com>
Source record: 36674

Howdy,
I need a vt100 emulator to run gopher; I can ftp and have a
list of sites for Atari codes but do not know the name of any programs
that will give me vt100 terminal emulation.

Thanks in advance.

4673. Re: loosing characters trying tor read from midi port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 17:20:53 UTC
From: dmb@case.ai.mit.edu
Message-ID: <27crlIINNjq@life.ai.mit.edu>
Source record: 36665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Sep17.091338.17308@jet.uk> djs@jet.uk (David Stevenson) writes:
>>my problem is that it sometimes rather erraticall loses
>>the note off in step (4).
>>...
>>anyonw has any idea what's going on?

>2) As I said above, it may also be possible that the ST is losing data
> for you; the keyboard interrupt handler is so slow that it can block
> out MIDI interrupts for long enough to lose bytes. This is especially
> likely to happen if you wiggle the mouse when waiting for MIDI data
> (the mouse is handled by the keyboard controller).
>
> One workaround is to disable interrupts from the keyboard controller, but
> this may not be ideal (not keys, mouse etc). This is the route I took
> in a program that read and processed sysex dumps from a D50.

One major caveat here: From what I recall, SOME ST's lose MIDI data
and SOME don't. The early ones tend to be the worst. This is a
hideous problem for software authors who want their programs to
actually work on ST's they don't own. (grin)

When I was writing a MIDI-networked game a couple years ago, I found
that the only thing I could do to deal with the problem on my ST was to
add code to resync the network when bytes got lost. I don't think I
ever tried totally disabling interrupts, since I needed joystick input.

In any case, BE VERY WARY of the ST in this regard. I wasted an
enormous amount of time because of this, and never really solved the
problem...

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

4674. ---*** Ext. 14.4k modem, V42bis/MNP-5 150.oo!!! ***---

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 19:16:07 UTC
From: hacker@bu.edu
Message-ID: <27d2dn$eij@news.bu.edu>
Source record: 36667

Hi everyone!!! :-)

If any of you is interested in a group buy for FAST modems,
for only 150 dollars, then read on!!!
We need five people in order to get the modem for 150!!!

The modem feautures:
14.4k normal transmision
V.42
V.42bis
MNP-5
and up to 57,600 bauds with V42bis and MNP-5!!!!!!!!!!!!!
(My 2,400 baud modem is going to quit his job very soon!!!)
As you can see this is a fully-loaded EXTERNAL modem that
works with ANY computer with a serial port.

PLEASE respond ONLY if you are interested in buying as soon
as next week, or at MOST in two weeks.
Also JUST email back a phone number where I can reach you,
since I don't have much time to email stuff back and forth,
so we can settle the deal personally and take advantage of
this. Don't forget the time to call!!! :-)

Sincerely,
hacker@acs.bu.edu

4675. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 19:21:14 UTC
From: gruber@austin.ibm.com
Message-ID: <CDIJ3E.2vGu@austin.ibm.com>
Source record: 36668

In article <27a8s0$cpp@nz12.rz.uni-karlsruhe.de>, "Rasmin van Kessel"
<ULCI@IBM3090.RZ.UNI-KARLSRUHE.DE> writes:
> Hallo,
>
> I'm looking for a program that converts the picture-GIF format into
> a picture format for the atari-st.
>
> I'm happy about any help.
>
> Bye, Rasmin

I too would be interested in this for my TT.

Scott

4676. Re: PARITY CHECK DISABLE - DOESN'T!!! (was Falcon drive)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 20:20:55 UTC
From: micro@imada.ou.dk
Message-ID: <1993Sep17.202055.12044@imada.ou.dk>
Source record: 36675

bo.leuf@daggskim.ct.se (Bo Leuf) writes:
>Of course, things are never really that simple. I've previously used a WD drive
>in a TT with no problems. Same WDSP4200 model. What I _think_ happened is that

The SCSI controler in both Falcon and TT generates parity! Only very simple
ST host-adapters don't generate parity.
I don't know if AHDI uses the parity, though.

All drives I know off _generate_ the parity, you can't disable that - and
it would probaly not make any sense to do so...

-Klaus

4677. followup and new MTOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-17 21:06:58 UTC
From: michael@tapestry
Message-ID: <27d8tiINNa1q@ymir.cs.umass.edu>
Source record: 36676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A few days ago, I posted a message describing a problem I had while trying to install MultiTOS. A couple of people sent mail to me saying that the install program in MultiTOS doesn't work with TOS 1.2 (maybe other lower TOS's as well). Quality software, eh?

Anyway, I think I managed to get the thing installed. First, I created a "multitos" folder on my c drive, then copied the files from the folders on the distribution disk to it (I think I skipped the accessories.). I copied mint.prg to the auto folder and rebooted without any other programs or accessories, and it came up with MultiTOS. Double-clicking on a TOS program didn't work when I did that, so with the semi-working MultiTOS up, I deleted the c:\multitos folder and ran the install program again. Then I rebooted, and MultiTOS seemed ok.

At this point, I'm having new problems. First, the documentation that came with MultiTOS is abysmal. I'd like to find documentation about how to customize the installation and what the possibilities for customization are. Does anything like this exist on the network, or do I have to buy the developer's docs to get the information?

Specifically, I'm looking for: gem.cnf file options, any mint.cnf options that aren't listed in mint.doc, and how to autostart GEM programs under MultiTOS.

I've been trying to get NeoDesk 3.03 to autoboot, but the best I've been able to get is to be able to start it manually after MultiTOS is booted, and then I can't launch any programs from NeoDesk. I've tried all of the following together: neoload.prg in auto folder (I tried putting it before and then after mint.prg.), added c:\neodesk3 to the path variable in gem.cnf, and added exe to the gemext variable in gem.cnf.

I'm really at the end of my rope with this thing, and I'm just about ready to wipe it off my hard disk and ship it back.

I'll appreciate any help.

Thanks,

Michael Kieras
michael@cs.umass.edu

4678. MTOOLS, is there a patch for reading TOS disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-18 07:32:49 UTC
From: Steve.Yelvington@launchpad.unc.edu
Message-ID: <27edj1$h7u@samba.oit.unc.edu>
Source record: 36677

Mtools on my Linux system won't read my TOS-formatted disks. I seem to remember discussion of a patch for Mtools -- or am I imagining it? I poked around at atari.archive and didn't see anything like that. Is there a way to read my TOS disks -- most of which are single-sided -- with my Linux system's 1.44MB drive?

(The disks also are unreadable on a PC.)

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

4679. Re: Problems with Maxtor LXT200SY Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-18 11:19:38 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2c9aef22@p12.f202.n281.z2.fidonet>
Source record: 36687

In a message of <Thu 16 Sep 93 13:44>, Michael Elbel (2:281/202.0) writes:

ME> I'm trying to connect a Maxtor LXT200SY drive (3 1/2 inch 200MB SCSI
ME> drive) to my ST using a Ge-Soft SCSI adapter. Unfortunately the ST
ME> just won't recognize it, although I *did* switch parity off and the
ME> beast works properly on a PC and my Workstation here at work. Has
ME> anybody heard of problems with that type of drive?

No, but I had some with my Conner HD in my TT. I had to set it's LUN to 4
or higher, otherwise the system wouldn't regognise it. It's a shot in the
dark, but maybe it helps.

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.20
* Origin: How's Annie??? (2:281/202.12)

4680. F030 DSP-MODEM ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-18 13:52:30 UTC
From: anderss@edb.tih.no
Message-ID: <CDJyJJ.FKH@edb.tih.no>
Source record: 36683

```
Where's the DSP modem for the F030 ??
Who was gonna make it ??
```

4681. Re: Before Dawn

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-18 14:32:39 UTC
From: zap@eskimo.com
Message-ID: <CDK04s.5E2@eskimo.com>
Source record: 36691
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am having a hard time getting a good copy of dawn125.lzh I believe that is the latest version with the english docs. I think it may be the lzh is not fully implemented on this system or there is simply a lot of corrupted files with the lzh compression method. I have tried wuarchive.wustl.edu and src.doc.ic.ac.uk with no success. Can someone point me to another archive that carries dawn? Maybe in a zoo or arc compression? I haven't had even 1 lost file with zoo or arc. Thanks for your help!

--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

4682. Re: MTOOLS, is there a patch for reading TOS disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-18 14:37:33 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Sep18.143733.7845@ibr.cs.tu-bs.de>
Source record: 36684

Steve.Yelvington@launchpad.unc.edu (Steve Yelvington) writes:

>Mtools on my Linux system won't read my TOS-formatted disks. I seem to
>remember discussion of a patch for Mtools -- or am I imagining it? I poked
>around at atari.archive and didn't see anything like that. Is there a way
>to read my TOS disks -- most of which are single-sided -- with my Linux
>system's 1.44MB drive?

What is the problem with ST disks? Is it because of 5 sects/FAT instead of 3?
If I remember correctly, you can fix this by just changing a #define in the
src of mcopy. Sorry, I don't remember the name.

Hope this helps.
Urs

4683. Re: ---*** Ext. 14.4k modem, V42bis/MNP-5 150.oo!!! ***---

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-18 19:05:36 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <24430B3w165w@sys6626.bison.mb.ca>
Source record: 36688

hacker@bu.edu (Jose Elias) writes:

> If any of you is interested in a group buy for FAST modems,
> for only 150 dollars, then read on!!!
> We need five people in order to get the modem for 150!!!
>
> The modem feautures:
> 14.4k normal transmision
> V.42
> V.42bis
> MNP-5
> and up to 57,600 bauds with V42bis and MNP-5!!!!!!!!!!!!!
> (My 2,400 baud modem is going to quit his job very soon!!!)
> As you can see this is a fully-loaded EXTERNAL modem that
> works with ANY computer with a serial port.

What is the brand name of this modem? Where are you planning on ordering
it from?

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

4684. Re: Help! Transfer problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-18 19:26:54 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <748498204.2@mettav.royle>
Source record: 36700

On 16 Sep 93 at 18:52:46 (AL RASHID) wrote the
following:

> I hope someone can help me out in this little problem I
have...
> Okay, I have this .wav soundfile that I want to hear on my
Ste.
> The problem is it's 1.2 meg's and about 930K compressed!!! That
makes
> it impossible for me to transfer onto an IBM diskette (the
only

If you have a PC near the ST you could probably transfer it across with a null
modem
cable.

-Paul-

--
~=~=~=

4685. Looking for Matrix GmbH

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-18 20:33:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.12763.4019.0N183F74@canrem.com>
Source record: 36701

Hi Martin,

I've just got an 'old' address from Matrix in Germany.
They had a recent change of ZIP codes over there, so it might
take a while until you get some answers:

Matrix Daten Systeme GmbH
Talstrasse 16
7155 Oppenweiler

Hope that helps.

If you are interested in graphics cards, have you heard about the
CyReL SUNRISE M16-1280 True Color High Resolution Graphics Cards
from Cybercube (the company I work for. *grin*) ?

If not, just send me your address and I make sure you will get
the latest brochure and infos.

Regards,

Ralf.

4686. Re: MTOOLS, is there a patch for reading TOS disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-18 20:49:31 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CDKHuK.1Ew@jonh.wimsey.bc.ca>
Source record: 36686

Steve.Yelvington@launchpad.unc.edu (Steve Yelvington) writes:

>Mtools on my Linux system won't read my TOS-formatted disks. I seem to
>remember discussion of a patch for Mtools -- or am I imagining it? I poked
>around at atari.archive and didn't see anything like that. Is there a way
>to read my TOS disks -- most of which are single-sided -- with my Linux
>system's 1.44MB drive?

You could try mounting the disks as msdos disks instead. If you're
using a 1.5 HD drive, try mount -tmsdos /dev/fd1H360 /user, if your 3.5 drive
is drive b. You need fdH360 in /dev/ but most distribution packages put
it in there.
If you formatted the disk to 400k you'll need the extended floppy
patches to the kernel.
If you do find mtool patches, please mail them to me, it'd be a lot
easier.

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

4687. Re: Mega STE 16 Mhz, how

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 01:28:42 UTC
From: psurge@cs.utexas.edu
Message-ID: <m9ndeaINNjak@ozona.cs.utexas.edu>
Source record: 36689

In article <1993Sep15.162450.27623@ibr.cs.tu-bs.de>,
Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
>
>
>Is there a way to set the CPU Speed without GEM?
>
Look on atari.archive in the Ste directory for speed switchers. They might
be in the Megaste subdirectory called "megaste.lzh" or something thusly. I
have FAST.PRG in my autofolder to run first, which sets 16mhz, cache on.
Other programs in the archive set for 8mhz cache, and 8mhz no cache.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4688. Re: Unix-like test for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 04:29:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.rVko_AQ3hmE@semprini.waterloo-rdp.on.ca>
Source record: 36731

In <sourada.748203372@vincent2.iastate.edu>, Steven D Ourada writes:
> I feel a little guilty for posting about such a small thing, but anyway: is
> there a (standalone) version of test for MiNT. I can't seem to find one and
> don't feel much like compiling one if there's one out there.

I compiled the GNU shell utilities this week because the test.ttp I had
was _really_ weird (so's the version of find I've got... :-(). After
building the shell utils twice, I've got a fairly decent, working
version. I haven't tested them extensively though.

If you want, I can email you test; I don't want to put everything on
atari.archive, since it's untested, and I don't consider myself savvy
enough to test everything thouroughly (not that I have time!). Oh, and
it's also living on a minix partition, and hasn't been tested under TOS.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4689. Re: MODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 08:56:00 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2c9c1f18@p1.f503.n285.z2.fidonet>
Source record: 36599

In a message of <Thu 16 Sep 93 19:40>, John Mellor (2:281/202.0) writes:

JM> I seem to be having trouble with my modem...I have a courier
JM> hst..It connects at 9600 fine, but when it steps down to 2400,
JM> all I get is jibberish across my screen..I am using FZTD220 as my
JM> terminal prog...Allthough when I type in ATZ on the online screen,
JM> and then ATDT and my number it will connect, but this time it
JM> understands the ansi..I just can't seem to figure out what to
JM> do...When I try the same number from my autodialer, that's when
JM> all the jibberish comes across my screen...can someone help me
JM> here, I think it may have something to do with the initial
JM> strings, or someting...Thankyou in advance...

I think the baudrate in the autodialer is wrong for. Try setting that. Or
set the initsring to Atz{Ok}<cr> and choose the setting Init every dial
(down in the leftcorner in the setupmenu)

See ya!

Christiaan Kamstra

FidoNet 2:285/503.1
NeST 90:500/211.1
TechNet 111:313/113.1

--- ScanMail 0.70
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

4690. F030 DSP-MODEM ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 09:16:48 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9b917a@troed.ct.se>
Source record: 36690

In a message of 18 Sep 93 16:44:57, Anders Skar wrote:

AS> Where's the DSP modem for the F030 ??
AS> Who was gonna make it ??

A lot of people are developing DSP modems for the Falcon at the moment, you should expect to see some betaversions flying around quite soon ..

The one Atari has a deal with seems to have gotten into trouble though ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4691. Modem 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 10:38:20 UTC
From: brusch@eslapion.sh.sub.org
Message-ID: <U26293LTCSBAA@eslapion.sh.sub.org>
Source record: 36692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How con I switch DTR on Modem 2 ???

Stefan

-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** email (UseNet / Subnet) : brusch@eslapion.sh.sub.org **
-- --

4692. Falcon Audio

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 12:49:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.698833@cix.compulink.co.uk>
Source record: 36553

Has anyone out there managed to record some audio on the Falcon? I would appreciate a list of OS calls required (in C or BASIC). I have tried a few combinations but nothing happened. All I want is to record and playback a single track.

Thanks in advance

Ofir ogal@cix.compulink.co.uk

4693. Re: wind_update question #3: When

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 13:54:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46570@M4.maus.de>
Source record: 36733

>Incorporating that into my program, I have come across a variation of the
>problem which I think might have to be handled differently: What should I
>do during a file write? Wouldn't the user accidentally pulling down a
>menu interrupt the file write, and maybe cause problems with the write
>itself? Or am I just worrying again?
>
>Also, I still am not sure about this: When my prg is doing some heavy
>calculations for a couple of minutes, what happens if someone pulls down
>a
>menu (since I am not freezing the screen anymore)? If someone just pulls
>down a menu, and DOESN'T click on an item (ie just leaves it hanging
>there), does my calculation still proceed in its calculations? Or does
>my
>program suspend for the duration that the menu bar is just "hanging"?

Don't worry - an application that blocks the screen (by having a menu dropped down, doing a dialog/alert box, updating a window...) only blocks other applications from doing something to the SCREEN.

In other words, as long as your program keeps silent, it won't be stopped. Once your program does a wind_update(BEG_UPDATE), it will be suspended until the app owning the screen does its wind_update(END_UPDATE).

bye, Peter

4694. Re: Problems with Maxtor LXT200SY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 13:59:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46571@M4.maus.de>
Source record: 36730

>I'm trying to connect a Maxtor LXT200SY drive (3 1/2 inch 200MB SCSI
>drive)
>to my ST using a Ge-Soft SCSI adapter. Unfortunately the ST just won't
>recognize it, although I *did* switch parity off and the beast works
>properly on a PC and my Workstation here at work. Has anybody heard
>of problems with that type of drive?

Just like some other very modern drives, the Maxtor stuff won't work on older
SCSI adaptors.
These include the original ICD adaptor, Mega STE's and Stacy's internal one,
old GE-Soft stuff.

These drives do work fine with newer adaptors.

4695. Re: TT clock problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 14:03:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46572@M4.maus.de>
Source record: 36734

>My TT clock does not advance any more when the TT is turned off.
>It does keep its time though.
>Does anyone have an idea what can cause this. The TT is about 2 years
>old.
>
>My first analysis is that there is a nicd battery included which is
>defective. Does someone have any idea what type of battery it is, and
>where it can be found in the TT. I'm proficient enough with a soldering

It's a 3.6 V Lithium battery, located right under the hard drive and plugged in
for easy replacement.

4696. Re: PARITY CHECK DISABLE - DOE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 14:04:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46573@M4.maus.de>
Source record: 36732

>
>PROBLEM: This all leaves Atari-hostadapter users up a creek, since we
>won't
>_know_ in advance if a given SCSI-drive will work with an Atari system
>or not
>before we try it. Indications are that as a result of cost pressures,
>more and
>more SCSI drives are being produced with _hard-wired_ parity checking,
>and the
>documentation is then just plain wrong. Known examples (in Sweden):

So? ICD's AdSCSI series support parity, so does GE-Softs TOPLINK, which is a
cable style adaptor like ICD's except that it is IN the cable and supports
parity. Hard&Soft also has an internal adaptor for MegaSTE and Stacy w/ parity.

And for all the others: I developped a special terminator plug that actually
generates a parity bit on the bus, bringing older host adaptors back into
business.
I can make one for people who need it, but I don't have the time to make more
than five per week...

bye, Peter

4697. MODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 15:28:06 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <748910145.AA00965@cheswicks.toadnet.org>
Source record: 36551

In a message of 16 Sep 93 19:40:00, John Mellor wrote:

JM> From: john.mellor@canrem.com (John Mellor)
JM> Organization: CRS Online (Toronto, Ontario)
JM>
JM> I seem to be having trouble with my modem...I have a courier hst..It
JM> connects at 9600 fine, but when it steps down to 2400, all I get is
JM> jibberish across my screen..I am using FZTD220 as my terminal
JM> prog...Allthough when I type in ATZ on the online screen, and then ATDT
JM> and my number it will connect, but this time it understands the ansi..I
JM> just can't seem to figure out what to do...When I try the same number
JM> from my autodialer, that's when all the jibberish comes across my
JM> screen...can someone help me here, I think it may have something to do
JM> with the initial strings, or someting...Thankyou in advance...
JM>
JM> john..
JM> ---
JM> RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

Be sure you have set as a baud rate 'KEEP CURRENT'

```
+-----------------------------------+----------------------------+
| * * * 777:777/1 @ lasvegas.ftn| FREQ "LASVEGAS" |
| * * * 1:209/777 @ fidonet.org | Info on LasVegas NetWork |
| * * * 51:2/4 @ atarinet.ftn+----------------------------+
| * * * 86:8685/1 @ toadnet.org | hard@toadnet.org |
| * * * 90:300/1016 @ nest.ftn +----------------------------+
| |SportsLine BBS 1-702-565-5271|
+-----------------------------------+----------------------------+
|14.4 v.32bis/v.42bis 24 hours|
+----------------------------+
```

4698. Re: Before Dawn

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 19:38:23 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCDM97z.Mo9@netcom.com>
Source record: 36693
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CDK04s.5E2@eskimo.com> zap@eskimo.com (Randell Spreadborogh) writes:
>I am having a hard time getting a good copy of dawn125.lzh I believe that is
>the latest version with the english docs. I think it may be the lzh is not
>fully implemented on this system or there is simply a lot of corrupted files
>with the lzh compression method. I have tried wuarchive.wustl.edu and
>src.doc.ic.ac.uk with no success. Can someone point me to another archive
>that carries dawn? Maybe in a zoo or arc compression? I haven't had even 1

For what it's worth, I had no trouble extracting dawn125.lzh.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4699. Re: F030 DSP-MODEM ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 19:42:04 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCDM9E5.zx@netcom.com>
Source record: 36694

In article <2c9b917a@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>A lot of people are developing DSP modems for the Falcon at the moment, you
>should expect to see some betaversions flying around quite soon ..
>
>The one Atari has a deal with seems to have gotten into trouble though ..

In what way?

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

4700. VT100 EMULATOR WANTED FOR

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 19:43:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.12794.4019.0N183FF3@canrem.com>
Source record: 36695

Notable programs with Vt100 emulation:

- Uniterm
- CoNNect
- STalker

The first, Uniterm, is essentially freeware. For a LONG time, it was clearly superior to almost anything else. As it is no longer being maintained by the author, other software is catching up.

The second, CoNNect, is shareware (using "beg messages" as the so-called "crippling feature" for those that don't register. There's a test period, and then it starts to gripe at you.)

It provides pretty decent VTxxx support, going up to VT320 emulation. Some Roger character from New Zealand keeps on trashing it because it runs in GEM windows, and thus you can only get 80x24 support by either using
a) Some larger-than-normal monitor, or
b) Some fonts that tend not to be as readable as the system font.

If you're running Gopher, then you probably are doing it under UNIX, and can do an appropriate stty command (i.e., something like 'stty rows 18 columns 78) to have it support the screen size of the CoNNect window that you're using. I've run Emacs in a small CoNNect window, which seems to be a pretty good test of terminal emulation. CoNNect passed the test.

The third, STalker, is a commercial product by one Eric Rosenquist who works for Software Kinetics in Stittsville, Ontario. STalker 3 provides pretty decent VT100 emulation, and runs as a desk accessory. It's sold by Gribnif Software.

* MMST 2.98 UnRegistered

4701. Re: Dead 1040stfm (suggestions wanted)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-19 23:35:12 UTC
From: root@discworld.oche.de
Message-ID: <2c9f6822496fcc@discworld.oche.de>
Source record: 36598

In <1993Sep13.141838.12624@fcom.cc.utah.edu>,
Brian Cooper (bcc@lanai.Eyring.COM) wrote:

BC>I did something similar, and it proved to be a burned out trace in an
BC>inner layer of the mother board -- near impossible to locate and bridge,
BC>so we swapped the mother board.

The 1040STFM only has a standard 2-layer board, so there are no 'inner'
layers. However, it can still be hard to find ...

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
I LIKE TO THINK I AM A PICKER-UP OF UNCONSIDERED TRIFLES. Death grinned
hopefully.
-- (Terry Pratchett, Lords and Ladies)

4702. E_GEM 1.13 libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 00:20:24 UTC
From: cmedley@wam.umd.edu
Message-ID: <27it08$2tg@cville-srv.wam.umd.edu>
Source record: 36696
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone ported the E_GEM 1.13 libraries from Turbo/Pure C to GNU C?
There seem to be some problems, even when using the headers from tccompat.zoo
available on a.a.u.e.

The main problem is in porting the assembler code in vars.s and rc_ob.s. GAS
doesn't use Motorola syntax and so far, I'm having some problems getting
GST2GNU to recognize object files created with DevPac ST 2.08...

4703. MiNT cat problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 00:49:00 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <cgbDrwm00VAtRPNkVr@andrew.cmu.edu>
Source record: 36697

Anyone out there have a working version of cat(1) for MiNT? Mine gives me the annoying "cat: invalid memory block -" message whenever I try to cat from standard input.

Please reply by email.

This .sig is $hareware. If you use it for more than a month, send me all of your money, then see a psychologist. Or kill me.

4704. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 01:13:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15522@uqcspe.cs.uq.oz.au>
Source record: 36698

ekrimen@netcom.com (Ed Krimen) writes:
>>David L Watson (dw4g+@andrew.cmu.edu) wrote:
>>: I'm interested in getting a TT mainly to do DTP work with Calamus SL.

>Get the TT, a graphics card, and lots of RAM. You'll love it.

The graphics card isn't necessary. 640x480 in 16 colours is pretty good
for DTP. You can always add a graphics card later.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library |
/ * <-- Computer Science Department, |||||| GEM++ = C++ GEM library |
_.-._/ University of Queensland, _// || _ Both are Free Software |
_____ v ____ Brisbane, Australia. ______ |_/ || _| _________________________|

4705. Falcon audio input - help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 04:26:14 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep19222614@flammulated.owlnet.rice.edu>
Source record: 36543

I was wondering if anyone knew what might be the cause of a problem I just came across with my falcon.

I can record audio just fine with a mono microphone (one channel), but when I hook up a stereo line from the headphone jack of my stereo to my falcon, I get a horrible hum. I also don't get much if any of the signal I'm actually trying to record.

The thing that worries me is that a day or so ago this setup was working OK... could something in my Falcon be messed up?

Thanks,
--
---> Kendall Gelner (kendall@rice.edu)

4706. Hilfe fuer einen Freund

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 06:28:59 UTC
From: putz@darmstadt.gmd.de
Message-ID: <6838@darmstadt.gmd.de>
Source record: 36699

Ein Freund von mir hat auf seinem Atari versehentlich
den Auto-Ordner seiner Festplatte geloescht und hat nun
- nach mehreren Versuchen - Probleme, diesen korrekt
zu installieren. Kann jemand Hinweise daau geben.
Wir sind fuer jede Hilfe dankbar.

Infos per e-mail an Wolfgang Putz oder:
an Andrew Kingswell
Birkenweg 6
64397 Modautal
Tel: 06167/ 666
--

Wolfgang Putz email: putz@darmstadt.gmd.de
GMD - IPSI
Dolivostr. 15 Tel. ++49-6151-869926
D-64293 Darmstadt West Germany

4707. PK fonts and the icon manager

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 07:40:45 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CDn6ny.D3E@cs.ruu.nl>
Source record: 36702

Where can I find:

1. Julian Reschke's icon manager? Does it use the protocol with
the message numbers 12345 and 12346 like TOSWIN does?

2. The program that converts Calamus fonts to metafont files?

-thanks-
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4708. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 07:45:02 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CDn6v3.D4H@cs.ruu.nl>
Source record: 36703

In <15522@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>The graphics card isn't necessary. 640x480 in 16 colours is pretty good
>for DTP.

Obviously you haven't been spoilt yet, Warwick :-) 640x480 for DTP?
^
:-|
V
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

4709. HackFAX problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 07:59:45 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1993Sep20.075945.11347@rzu-news.unizh.ch>
Source record: 36704

Hello all

I've just installed Hackfax 1.00 from the nic.switch.ch which is
a mirror site of wuarchive.wustl.edu and I've a problem.
The SENDFAX.TTP works fine but if I want to start the FAXVIEW.PRG
the program starts and returns imeadeatly (with 4 bombs). I tried
to debug but then the debugger bombs.
The file FAXVIEW.SYS who is listet in the readme.txt isn't there instead
there is the file FAXVIEW.INI.

I've an 1040ST with 1M Ram and TOS 1.4.

How can help ?

Thanks a lot

Beat

--

Beat Meier
Computer Center, Systemgroup Phone: +41 1 257 45 25
University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

4710. Atari Jaguar control pad

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 08:20:40 UTC
From: hacker@bu.edu
Message-ID: <27jp4o$m79@news.bu.edu>
Source record: 36705

Hi everyone!!!

Sorry if this is not the right place to post this,
but I don't frequently live in the atari newsgroups!!!

:-)

All I want to say is that the pictures for upcoming
Jaguar games look *STUNNING*!!!!!!!!!!!!!!!!!!!!!

BUT, what is that stupid controller doing with such
an awesome machine??? I was really disspointed when
I saw such a "thing", and I bet that the designer
of the external case of the Jaguar was NOT the one
who designed the pad. I think that the numeric key
pad looks really stupid there, and will just remind
people of those old atari-coleco controllers.

So PLEASE, can someone fordward this to someone at
Atari and tell them to redesign the whole thing???

sincerely,
hacker@acs.bu.edu

p.s.: Can someone post this in the right group???
Thanks in advance!!!

p.s.#2: Tell atari that I've designed a control
pad here in my college that's driving all
my friends crazy, and that I'm willing to
sell my design to them. Seriously.

4711. German TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 09:57:46 UTC
From: filser@Informatik.TU-Muenchen.DE
Message-ID: <1993Sep20.095746.10855@Informatik.TU-Muenchen.DE>
Source record: 36707

Hi,

I am from Germany and my ST has TOS 1.4 .
Do you need EPROMS or a memory dump or what kind of stuff do
you need ?

Wolfgang

e-mail:filser@informatik.tu-muenchen.de

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
time just fills the pages
in my book of memories.

Axel Rose
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4712. Auto-ordner

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 10:06:04 UTC
From: filser@Informatik.TU-Muenchen.DE
Message-ID: <1993Sep20.100604.11171@Informatik.TU-Muenchen.DE>
Source record: 36708

Hallo,

Ich verstehe Dein Problem nicht ganz.
Einen Ornder (auch den Auto Ordner) installiert man mittels
des Kommandos 'neuer Ordner' in einem der DESKTOP Menues und zwar auf
dem Bootlaufwerk im Wurzelverzeichnis. Wenn Dein Freund Probleme
mit den Programmen, die im Auto Ordner waren hat, so kann dies
an den speziellen PRG's liegen.

Hope it helps

Wolfgang Filser

e-mail:filser@informatik.tu-muenchen.de

4713. Re: F030 DSP-MODEM ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 11:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2c9d43fa@troed.ct.se>
Source record: 36706

In a message of 19 Sep 93 23:05:47, Ed Krimen wrote:

EK> >The one Atari has a deal with seems to have gotten into trouble though ..
EK>
EK> In what way?

According to insider info he's just not keeping up with the scheme they had
laid .. (ie, it should have been ready a LOOONG time ago ..)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4714. God bless MSA !

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 11:23:01 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <27k3ql$ok2@wsinis01.info.win.tue.nl>
Source record: 36711
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The program converting disks to imagefiles, the MSA program,
has an ugly interface, yells clumsy error messages, and
has a 2 to 3 bomb attitude whenever it feels like it.

I hate working with it, I hate floppydrives, I hate everything about MSA
and the author should be hung high and married to a donkey;
in either order.

I'm sure he ment well,
but there's no arguing with boiling blood.

Glad to bother an audience of potentially 20 million people with this,
on to the next article.

RowdyB (close to crime.)

4715. TeX on my Mega 4: What exactly do I need?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 13:02:46 UTC
From: HAEHNELM@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CDnLKq.DC4@bernina.ethz.ch>
Source record: 36710

Hi

I would like to work with TeX on my MegaST 4.
Could anybody out there tell me which files I need to install TeX on my
Harddisk.
I made several atempts to install it but I was never successfull.
In this bad situation I thought someone reading this could help me.

Which files do I need? Where can I get them (ftp)? Is there a good
documentation available?

Thanks for your help in advance
Martin

e-Mail: frog@stud.ee.ethz.ch
or martinh@ifr.ethz.ch

4716. Re: Networkin F030 <--> 1040 S

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 13:09:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A52063@SL.maus.de>
Source record: 36727

About Minkenet:

FR>The demo versions only differs from the full version in the fact that
FR>you cant save the configuration, but you can have a look at it.
That's not all. You can't send a Message to the other Computer in the network -
quite not important I think :-)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4717. Re: E_GEM 1.13 libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 13:28:38 UTC
From: hesche@lira.cs.tu-berlin.de
Message-ID: <27k7lu$h93@news.cs.tu-berlin.de>
Source record: 36709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <27it08$2tg@cville-srv.wam.umd.edu> cmedley@wam.umd.edu ('Flip') writes:

> Has anyone ported the E_GEM 1.13 libraries from Turbo/Pure C to GNU C?
> There seem to be some problems, even when using the headers from tccompat.zoo
> available on a.a.u.e.

The next Release v1.20 (or something like that) should work with gcc :-)

Bye
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

4718. NEED: Disk Drive for Atari 1040 STfm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 15:01:50 UTC
From: xanthip@sample.eng.ohio-state.edu
Message-ID: <1993Sep20.150150.13420@ee.eng.ohio-state.edu>
Source record: 36712

I need a disk drive for a 1040 stfm. I live in the Columbus OH area. So if anyone knows a store that still works with atari's in the area (Pitt, Cinci, Cleveland, Indianapolis, Detroit etc.) or is willing to sell one, i'd be gratefull for the help.

Thanx, Xan...

e-mail: xanthip@ee.eng.ohio-state.edu

4719. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 16:25:17 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <CDnv1o.G0z@news.cis.umn.edu>
Source record: 36713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <27d8tiINNa1q@ymir.cs.umass.edu>, michael@tapestry (Michael Kieras) writes:
>A few days ago, I posted a message describing a problem I had while
>trying to install MultiTOS. A couple of people sent mail to me saying
>that the install program in MultiTOS doesn't work with TOS 1.2 (maybe
>other lower TOS's as well). Quality software, eh?

TOS 1.4 (which works quite nicely with MultiTOS and/or MiNT) has been available for the ST computer line for, oh, at least 4 years now. Your 'quality software' comment is out of order. It is on the same level as a Macintosh owner complaining that a program doesn't run under system 4.1, or that a PC program no longer runs under DOS 2.2.

I know that Atari-bashing has become the 'in thing', but if you insist on using an outdated version of TOS, you'll have to realize that SOME programs aren't going to work correctly. If you own, or wish to own, a hard drive, you had better seriously consider getting a more recent version of TOS than 1.2.

- David Paschall-Zimbel

4720. Re: VT100 EMULATOR WANTED FOR

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 16:27:40 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Sep20.162740.18648@sofkin.ca>
Source record: 36714

In article <60.12794.4019.0N183FF3@canrem.com> christopher.browne@canrem.com (Christopher Browne) writes:

>The third, STalker, is a commercial product by one Eric Rosenquist who
>works for Software Kinetics in Stittsville, Ontario.

No longer true. I don't know if he still reads news.

Phil Comeau, comeau@crc.sofkin.ca
Wintertree Software Inc.
Makers of Spelling Sentry, GramSlam, and Grammar Expert.

4721. Re: TeX on my Mega 4: What exactly do I need?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 17:03:53 UTC
From: cordes@ac.dal.ca
Message-ID: <1993Sep20.140353.16464@ac.dal.ca>
Source record: 36715

In article <CDnLKq.DC4@bernina.ethz.ch>, HAEHNELM@EZINFO.VMSMAIL.ETHZ.CH (HAEHNEL,MARTIN) writes:

> Hi
>
> I would like to work with TeX on my MegaST 4.
> Could anybody out there tell me which files I need to install TeX on my
> Harddisk.
> I made several atempts to install it but I was never successfull.
> In this bad situation I thought someone reading this could help me.
>
> Which files do I need? Where can I get them (ftp)? Is there a good
> documentation available?
>
> Thanks for your help in advance
> Martin
>
> e-Mail: frog@stud.ee.ethz.ch
> or martinh@ifr.ethz.ch
>

One easy way to get started with TeX is to get Christoph Strunk's CSTeX distribution, say from a.a. It handles all the installation and setup automagically.

John

4722. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 18:01:53 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Sep20.180153.27084@iplmail.orl.mmc.com>
Source record: 36718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CDnv1o.G0z@news.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
|>
|> I know that Atari-bashing has become the 'in thing', but if you insist on using
|> an outdated version of TOS, you'll have to realize that SOME programs aren't
|> going to work correctly. If you own, or wish to own, a hard drive, you had
|> better seriously consider getting a more recent version of TOS than 1.2.
|>
|> - David Paschall-Zimbel

What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?
I have a hard-drive and am running TOS 1.2 with no problems. Are there some
bug fixes in TOS 1.4 that would make it worthwhile to upgrade, or are the
enhancements things that most users could live without???

Larry Richardson
richards@foghorn.orl.mmc.com

4723. Cartrige port

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 18:05:14 UTC
From: polom@pangee.frmug.fr.net
Message-ID: <27krcq$279@pangee.frmug.fr.net>
Source record: 36602

Could someone tell me about how to read informations comming through
cartridge port ?
I'd like to 'read' what's comming through my samplign cartridge but don't
know how ...
Is there a special adress ?
By the way, I use GFA Basic, as I've just had GENST...
thanx...

4724. TEX DVI to THINKJET driv

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 18:09:06 UTC
From: randyh@sad.hp.com
Message-ID: <CDnzr7.8ut@srgenprp.sr.hp.com>
Source record: 36716

I just got CSTEX working on my 4meg ST. I have a Star NX1000 and a parallel HP THINKJET printer. The 9 pin DVI driver works fine for the NX1000 but causes too many linefeeds on the THINKJET. I would prefer to use the THINKJET as it is much quieter.

Has anyone out there used a THINKJET with the ST and especially with CSTEX? There is a dipswitch to put the THINKJET into PCL mode instead of EPSON compatible. Is this an option and is there a driver for that?

By the way, I want to thank everyone who replied to my post about non-modal dialogs.

Thanks,
Randy
--
/*****************************/*****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/*****************************/

4725. TT rom dump, please?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 19:13:48 UTC
From: karlo@ifi.uio.no
Message-ID: <1993Sep20.191348.4070@ifi.uio.no>
Source record: 36717

Someone is probably going to flame me for this, but what's life without
a little heat?

I need a rom image dump of a TT - 3.06 german, preferably (I'm into S&M :-).
My roms have gotten somewhat corrupted, so things aren't too hot right now.
I managed to boot a patched TOS 2.06 off disk, so I got things running
pretty smoothly (well, as smootly as 2.06 would run on a TT), but it's
not exactly a desirable setup.

Seeing as Atari's nonexistant in Norway these days, I thought I might as
well give c.s.a.st.tech a shot.

So, if anyone could be helping in any way, drop me a mail? Please?

/Karl Anders Oygard - karlo@ifi.uio.no

4726. Ghostscript 2.61 beta version available.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 19:21:21 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <27kvrh$92n@geraldo.cc.utexas.edu>
Source record: 36719
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

A beta test version of Ghostscript 2.61 is now available for anonymous ftp from

lifshitz.ph.utexas.edu
pub/atari/ghostscript/beta/gs261bt1.zoo.

The Atari interface has changed a good deal, and there are likely to be a few bugs, so please don't upload this file to any other sites. If you can't access lifshitz for some reason and you really need to test something, I can email a copy to you.

Ideally, a tester should already be familiar enough with Atari GS to set it up without much help. The beta archive on lifshitz has MINIMAL documentation and support files.

I am particularly interested in having the following things tested:

1.) The new console window (text i/o) needs a thorough thrashing.

2.) 8 and 16 bit color need to be tested. I would like to hear whether they work and on what hardware.

Atari-specific source code is included, so if you encounter something that doesn't work, you may be able to find the cause.

Comments can be sent to

Tim Gallivan
timg@landau.ph.utexas.edu

4727. Re: How Can I Tell If There Ar

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 19:43:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A46837@M4.maus.de>
Source record: 36605

>Um, if you're not running MultiTOS or WinX, you can wind_create() until
>it fails; normal TOS is limited to 7 created windows. 7 - # of
>wind_create()s you did will be the number of open windows. Maybe.
>
>That's probably about the only way, and it's pretty gross.

...and will take quite a while when running on MultiTOS. MultiTOS limits the number of windows to available memory, not a given number! (I think)

4728. Re: NEED: Disk Drive for Atari 1040 STfm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 19:55:21 UTC
From: xanthip@sample.eng.ohio-state.edu
Message-ID: <1993Sep20.195521.14110@ee.eng.ohio-state.edu>
Source record: 36721

In article <1993Sep20.150150.13420@ee.eng.ohio-state.edu>,
xanthip@sample.eng.ohio-state.edu (Xanthippos Magnisalis) writes:
> I need a disk drive for a 1040 stfm. I live in the Columbus OH area. So if anyone
> knows a store that still works with atari's in the area (Pitt, Cinci, Cleveland,
> Indianapolis, Detroit etc.) or is willing to sell one, i'd be gratefull for the
> help.
>
> Thanx, Xan...
>
> e-mail: xanthip@ee.eng.ohio-state.edu

Sorry about the confusion. I meant INTERNAL FLOPPY Disk Drive.

e-mail: xanthip@ee.eng.ohio-state.edu

4729. Falcon question: 20770 Hz sample rate?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 20:40:29 UTC
From: mpark@carson.u.washington.edu
Message-ID: <27l4ft$mg@news.u.washington.edu>
Source record: 36720

Can someone please explain how the Falcon's 20770 Hz sample rate
is derived from the 25.175 MHz clock? 25175000 / 20770 = 1212.08,
which doesn't make a lot of sense to me.

--mpark@u.washington.edu

4730. SCSI -> ESDI Bridge Controller

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 20:54:00 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <27l598$1hp@netline-fddi.jpl.nasa.gov>
Source record: 36722

1. Do you know of SCSI -> ESDI bridge controllers? I have found Emulex MD21 (2 drives) and MD24 (4 drives). Do you know of other controllers, especially controllers that handle 8 drives?

2. Do you know where I can find an MD24 controller, or, better yet, one that handles 8 drives?

E-mail please. If anybody is interested, I'll summarize.

--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

4731. Re: Help! Transfer problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 21:10:33 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CDo85L.1w4@ecf.toronto.edu>
Source record: 36723

```
>
> > I hope someone can help me out in this little problem I
>have...
> > Okay, I have this .wav soundfile that I want to hear on my
>Ste.
> > The problem is it's 1.2 meg's and about 930K compressed!!! That
>makes
> > it impossible for me to transfer onto an IBM diskette (the
>only
>
>If you have a PC near the ST you could probably transfer it across with a null
>modem
>cable.
>
>-Paul-
```

Hey! That's a thought!! Thanks!! BTW, all you do is upload it using a modem program right?! (I'm a modem newbie...) Hey if this bugs everybody else, maybe you could just e-mail me...Thanks again.

```
AcEzE
--
**************** WHO AM I, YOU SAY? ***************** "If time is money, (c)
*********** Shahir Al Rashid *aka* AcEzE ************ we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ------------------------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make
```

4732. Re: Falcon question: 20770 Hz sample rate?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 22:10:47 UTC
From: mpark@carson.u.washington.edu
Message-ID: <27l9p7$2lq@news.u.washington.edu>
Source record: 36724

mpark@carson.u.washington.edu (Michael Park) writes:

>Can someone please explain how the Falcon's 20770 Hz sample rate
>is derived from the 25.175 MHz clock? 25175000 / 20770 = 1212.08,
>which doesn't make a lot of sense to me.

In fact, I'm beginning to think 20770 is incorrect. I generated
a 440 Hz sine tone assuming a sample rate of 20770 Hz; on playing
it, however, it sounds about a semitone flat. This would seem to
imply that the actual sample rate is about 6% lower than 20770...
which would also explain a semitone error in my "pitch"-estimation
program. So if 20770 is wrong (as it appears to be), what is the
actual sample rate (nearest to 20kHz)?

Does anyone have the straight dope on this?

--mpark@u.washington.edu

4733. Re: Falcon question: 20770 Hz sample rate?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 22:27:19 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <27lao7$f9b@elroy.jpl.nasa.gov>
Source record: 36725

In article <27l9p7$2lq@news.u.washington.edu>,
Michael Park <mpark@carson.u.washington.edu> wrote:
>>Can someone please explain how the Falcon's 20770 Hz sample rate
>>is derived from the 25.175 MHz clock? 25175000 / 20770 = 1212.08,
>>which doesn't make a lot of sense to me.

>In fact, I'm beginning to think 20770 is incorrect. I generated
>a 440 Hz sine tone assuming a sample rate of 20770 Hz; on playing
>it, however, it sounds about a semitone flat. This would seem to
>imply that the actual sample rate is about 6% lower than 20770...
>which would also explain a semitone error in my "pitch"-estimation
>program. So if 20770 is wrong (as it appears to be), what is the
>actual sample rate (nearest to 20kHz)?
>
>Does anyone have the straight dope on this?

I figured the same as you; these are the rates I calculated (and included in
the falcon.h file I wrote for the GCC library...):

CLK50K 1: 49170 hz
CLK33K 2: 32780 hz
CLK25K 3: 24585 hz
CLK20K 4: 19668 hz
CLK16K 5: 16390 hz
CLK12K 7: 12292 hz
CLK10K 9: 9834 hz
CLK8K 11: 8195 hz
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

"Goddamned atheist" is an oxymoron. "Goddamned Christian" is redundant.

4734. GEMDOS Bug or Bugfix ? You decide...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-20 23:16:00 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <27ldjgINN4bm@rs18.hrz.th-darmstadt.de>
Source record: 36726

On my Falcon good 'ol FSCK 1.0 by Joerg Lohse did not work any more
FSCK.prompts you for the drive to check, which you enter like this:

[f] [RETURN]

But FSCK always read in the F then apparently garbage ... After
a little bitfiddling, it appeared that FSCK uses Fread on stdio
to fetch one character after the other.

Now the problem is that on TOS4.1

Fread(0, 1L, &foo) a [RETURN] of the keyboard is mapped to a '\0'

whereas on TOS1.4 it is a '\n' as you would have expected.

OK, This may all have been fixed in subsequent releases
of the OS, maybe this is the way it is supposed to be now. (And maybe this
is already known since sooo long)
But people whose software doesn't work, have an idea where the problem
might lie and have a headstart when patching their code...

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Damn the Machine VfL Bochum: "Nur einmal nach Meppen"

4735. TEX ON MY MEGA 4: WHAT EX

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 03:42:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.12852.4019.0N184393@canrem.com>
Source record: 36603

Probably the easiest system to install is CS-TeX (Christoph Strunk TeX).

It comes in a set of about 7 (or is it 8?) archives (roughly filling a 720K disk apiece) and can be found at atari.archive.umich.edu, in a directory path resembling:
/atari/Tex/Cs_tex

It should probably be available at one or the other of the German ftp sites; as I no longer have ftp access, I can't give useful address information there.

CS_TeX includes EVERYTHING, such as:
- TeX binaries (including 2MB & 4MB versions)
- Format files (.fmt)
- BibTex (the bibliography system)
- A reasonable set of LaTeX .sty style files
- Metafont
- "Compiled" fonts for a wide variety of common ST-compatible printers
- Printer drivers for the same (HP Deskjet, HP LaserJet, Canon BubbleJet, Epson Dot Matrix, probably others I don't have and don't care about)
- "Shells" to use to run TeX and Metafont (it's got a desktop, and menu bars with all the relevant options)
- Metafont sources to the Computer Roman fonts

 MMST 2.98 UnRegistered (A)bort (R)etry (T)ake an axe to it

4736. Re: God bless MSA !

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 04:06:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CDorFI.LJB@mailer.cc.fsu.edu>
Source record: 36728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pieter C. Filius (pieterc@wsinis01.info.win.tue.nl) wrote:
>
> I hate working with it, I hate floppydrives, I hate everything about MSA
> and the author should be hung high and married to a donkey;
> in either order.

Wow, did you manage to erase a disk by clicking the wrong button or something?
Anyway, check out MSA 2.3+. It is much better than the original MSA program,
which I suspect you are referring to.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4737. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 05:50:58 UTC
From: rchan@terapin.com
Message-ID: <rchan.0acp@terapin.com>
Source record: 36729
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

davidli@simvax.labmed.umn.edu writes:

>In article <27d8tiINNa1q@ymir.cs.umass.edu>, michael@tapestry (Michael Kieras)
w
>rites:
>>A few days ago, I posted a message describing a problem I had while
>>trying to install MultiTOS. A couple of people sent mail to me saying
>>that the install program in MultiTOS doesn't work with TOS 1.2 (maybe
>>other lower TOS's as well). Quality software, eh?
>
>TOS 1.4 (which works quite nicely with MultiTOS and/or MiNT) has been
available
>for the ST computer line for, oh, at least 4 years now. Your 'quality
>software' comment is out of order. It is on the same level as a Macintosh
>owner complaining that a program doesn't run under system 4.1, or that a PC
>program no longer runs under DOS 2.2.
>
>I know that Atari-bashing has become the 'in thing', but if you insist on
using
>an outdated version of TOS, you'll have to realize that SOME programs aren't
>going to work correctly. If you own, or wish to own, a hard drive, you had
>better seriously consider getting a more recent version of TOS than 1.2.
>
>- David Paschall-Zimbel

MTOS works fine with TOS 1.02, BUT the problem I have found is with the
installer program. My friend has TOS 1.02, and he could not get the installer
to work with the ICD hard disc driver installed. Needless to say, installing
it without an HD wouldn't work well at all.

Luckily, our hardware configs were similar enough for me to copy my
configuration files (installed under 1.04) to his. MTOS works fine on his
machine.

Ronald Chan || USDA Agricultural Research Service
A Pocket Knight *--{----------- || Crop Improvement & Utilization
rc@wet.UUCP or rc@wet.com || Albany, California
rchan@terapin.com || rchan@pw.usda.gov

4738. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 07:45:31 UTC
From: stud30@iris9.csv.ica.uni-stuttgart.de
Message-ID: <27mber$e49@info2.rus.uni-stuttgart.de>
Source record: 36735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Sep20.180153.27084@iplmail.orl.mmc.com> richards@sulu.orl.mmc.com (Larry Richardson) writes:
>What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?

You'll be impressed of the speed of your harddisc when you use TOS 1.04,
believe me.

--
Ciao
Uwe

4739. MiNT: Problems reading MIDI port with Bconin(3)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 08:31:28 UTC
From: djs@jet.uk
Message-ID: <1993Sep21.083128.5797@jet.uk>
Source record: 36739

(Reposting - I think I didn't send this properly last time...)

I have some code which has been working for years on TOS 1.09 and 1.6, but fails under MiNT 1.04 (standard MultiTOS version) and 1.08 (built by me using Lattice C v5.5).

I have extracted the bit that fails, and put it into a test program, see below. It works OK on device 2, but not device 3 (MIDI). It also works sometimes if run under Xdebug. Failure occurs in two ways: Bconstat(3) returns -1 even though no MIDI device is connected, then Bconin(3) kills MiNT:

```
PID 18 (BTEST) stack underflow
PID 18 (BTEST) BUS ERROR: User PC=0 (base page=blah)
PID 18 (BTEST) rm-q: Unable to remove process from queue
Fatal MiNT error: Adjust debug level and hit a key...
```

The machine is then totally locked up; no keys work and the mouse pointer will not move.

Any ideas? (There is some odd code which I didn't understand in MiNT bios.c, relating to the switching of device numbers 3 and 4.) My code works under TOS, remember.

Thanks in advance for any help...

Test program source:

```
#include <dos.h>
#include <stdio.h>

main()
{
long c;
long status;

status = Bconstat(3);
printf("Bconstat(3) returned 0x%lx\n", status );
if ( status != 0 )
{
c = Bconin(3);
printf("Bconin(3) returned 0x%lx\n", c);
}
return 0;
}
```

Disassembly of btest (with some printfs removed for clarity):

```
; 1: #include <dos.h>
; 2: #include <stdio.h>
; 3:
; 4: main()
; 5: {
| 0000 bfec 0000-XX.2 cmpa.l __base(a4),a7
| 0004 6500 0000-XX.1 bcs.w __CXOVF
| 0008 48e7 2320 movem.l d2/d6-d7/a2,-(a7)
; 6: long c;
; 7: long status;
; 8:
; 9: status = Bconstat(3);
| 000c 7003 moveq #$03,d0
| 000e 3f00 move.w d0,-(a7)
| 0010 7001 moveq #$01,d0
| 0012 3f00 move.w d0,-(a7)
| 0014 4e4d trap #$0d
| 0016 584f addq.w #4,a7
| 0018 2c00 move.l d0,d6
...
; 11: if ( status != 0 )
| 0026 4a86 tst.l d6
| 0028 671a beq.b $0044
; 12: {
; 13: c = Bconin(3);
| 002a 7003 moveq #$03,d0
| 002c 3f00 move.w d0,-(a7)
| 002e 7002 moveq #$02,d0
| 0030 3f00 move.w d0,-(a7)
| 0032 4e4d trap #$0d
| 0034 584f addq.w #4,a7
| 0036 2e00 move.l d0,d7
; 15: }
; 16: return 0;
| 0044 7000 moveq #$00,d0
; 17: }
| 0046 4cdf 04c4 movem.l (a7)+,d2/d6-d7/a2
| 004a 4e75 rts
```

--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4740. Re: loosing characters trying tor read from

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 08:50:41 UTC
From: steve@wan.inf.rl.ac.uk
Message-ID: <14082@hardy.rl.ac.uk>
Source record: 36737

In article 27crllINNjq@life.ai.mit.edu, dmb@case.ai.mit.edu (David Baggett) writes:
>In article <1993Sep17.091338.17308@jet.uk> djs@jet.uk (David Stevenson) writes:
>>>my problem is that it sometimes rather erraticall loses
>>>the note off in step (4).
[Stuff deleted]
>>One major caveat here: From what I recall, SOME ST's lose MIDI data
>and SOME don't. The early ones tend to be the worst. This is a
>hideous problem for software authors who want their programs to
>actually work on ST's they don't own. (grin)
>
All ST(e)'s I've seen (upto TOS 1.62) lose MIDI bytes due to the IKBD routine locking
the MIDI routine out for too long, causing an overrun on the ACIA.
Some also lose MIDI events to the TimerC routine. Some commercial MIDI s/w fixes
the former problem but not the latter.

>When I was writing a MIDI-networked game a couple years ago, I found
>that the only thing I could do to deal with the problem on my ST was to
>add code to resync the network when bytes got lost. I don't think I
>ever tried totally disabling interrupts, since I needed joystick input.
>
Resyncing is not an option when communicating with a real MIDI device.

>In any case, BE VERY WARY of the ST in this regard. I wasted an
>enormous amount of time because of this, and never really solved the
>problem...

I've also spent an enormous amount of time on this problem; I've disassembled a
fair amount of TOS in the process. The real problem is that MIDI & IKBD share
the same interrupt line so its not possible to code (a fairly simple) MIDI handler
without doing something about (the much more complex) IKBD. The method I used
in EKSEQ1 was to make the offending TOS handlers reenterant using MPF mask registers
to avoid mutual rentrancy. I've been told that it bombs itermittantly
with preblitter TOS versions. The next release will have a full set of bullet proof
custom handlers (damn TOS to hell) and I'll release the source to the handlers.

In the meantime temporarily disabling the IKBD is an easy option that solves 99% of
the problem (and is used on many commercial editors and at least one commercial
sequencer).

>
>Dave Baggett

Steven Eker

4741. Portfolio Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 09:03:42 UTC
From: c9230162@frey.newcastle.edu.au
Message-ID: <1993Sep21.090342.10559@seagoon.newcastle.edu.au>
Source record: 36738

My atari portfolio has served me well at high school and university for over a year. But with all the repeated opening and closing, the ribbon cable between screen and motherboard has become damaged.

I am almost certain this is the problem - when the screen is moved, the display flickers, and in most positions will not work at all.

I'm not a complete newbie with electonics - but try as I might, I can't find out how to open the screen case up to remove and replace the cable.

I would really appreciate any advice as to how get the screen open or any other suggestions about the ribbon cable.

--
.sig?? what .sig???
ohhh.. THAT .sig!
c9230162@frey.newcastle.edu.au

4742. PK fonts and the icon manager

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 10:36:32 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <2c9ed969@p2123.f130.n500.z2.fidonet>
Source record: 36600

> REPLYADDR avgroeni@cs.ruu.nl
> MSGID: cs.ruu.nl CDn6ny.D3E
>
> Where can I find:
>
> 1. Julian Reschke's icon manager? Does it use the protocol with
> the message numbers 12345 and 12346 like TOSWIN does?
>
> 2. The program that converts Calamus fonts to metafont files?

You may find number 2 at STSAG BBS (FIDO-node) Almere (yes, Holland):

address 2:500/130 036-5333981 (area TeX)

Good luck,

Paul

PS: if you get it to work, would you mind sharing with us how it's done?

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)

4743. Re: Atari Jaguar control pad

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 10:48:04 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.64.2C9EDBE4@dhhalden.no>
Source record: 36740

In article <27jp4o$m79@news.bu.edu> hacker@bu.edu (Jose Elias) writes:
>From: hacker@bu.edu (Jose Elias)
>Subject: Atari Jaguar control pad
>Date: 20 Sep 1993 08:20:40 GMT

Please ..... who is this guy ???

Holding the little, TINY SNES or Genesis controllers is a real nightmare!!!

But have someone tried to hold the Jaguar controller?

I have, it is is really nice. It fits in your hands and not between your
fingers. The keypad is the best with the whole thing. You can change
weapons really fast, and is should be very useful in adventure games.
If conecting to the cablr or phonenet - just dial the number with the
pad ....

Proud owner of: TT 10meg, 425MB HD, 24-Bit card
Falcon030, 4/65
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

4744. Re: PARITY CHECK DISABLE - DOESN'T!!! (was Falcon drive)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 11:00:07 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2c9e13fa@daggskim.ct.se>
Source record: 36736

Klaus Pedersen hacked the following on 18 Sep 93 (to All)...

> From: micro@imada.ou.dk (Klaus Pedersen)
> ...
> All drives I know off _generate_ the parity, you can't disable that -
> and it would probaly not make any sense to do so...

Sorry if I was unclear. The point was that "parity check disable" components
were not present/connected, so that the jumper had no effect.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se (Bo Leuf)

4745. Re: TT rom dump, please?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 14:56:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep21.145657.2406@newshost.lanl.gov>
Source record: 36592

In article 4070@ifi.uio.no, karlo@ifi.uio.no (Karl Anders ﷽ygard) writes:
>Someone is probably going to flame me for this, but what's life without
>a little heat?
>
>I need a rom image dump of a TT - 3.06 german, preferably (I'm into S&M :-).

```
I won't flame you publicly, Karl, but you know very well an image dump of
any of Atari's TOS versions is illegal. It's copyrighted (but then, you
KNEW that, didn't you?). <grin>

Cheers,

_____________________________ John "HUTCH" Hutchinson ____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____________
```

4746. Re: TT rom dump, please?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 15:02:10 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep21.150210.3547@newshost.lanl.gov>
Source record: 36593

In article 2406@newshost.lanl.gov, hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>I won't flame you publicly, Karl, but you know very well an image dump of

Oh.... just BRILLIANT, Hutch! Write a private email message and punch the
wrong button and it goes PUBLIC with no known way to kill a post. Is there?

Duh... _My_ apologies, Karl. Heck, if I had a set of TT ROMs, I'd send
them to ya gratis.

Geez. I'm going back to bed to start this day over again. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4747. Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 15:39:27 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-210993174026@128.141.55.206>
Source record: 36591

I'm searching a public domain utility that can allow me to read and write the sector 0 of a Megafile 30. I want to change the type of a partition from ACK to GEM to get back to TOS a Spectre partition.

4748. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 16:16:38 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <CDppBF.GE2@news.cis.umn.edu>
Source record: 36594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Sep20.180153.27084@iplmail.orl.mmc.com>, richards@sulu.orl.mmc.com (Larry Richardson) writes:
>What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?

1. Speeds up hard drive I/O
2. Increases standard GEM partition size to 32 meg.
3. No more worry about folder problems, as only open folders 'count' toward the 40-folder limit.
4. General bug fixes
5. Cold-boot from keyboard
6. Speeds up hard drive I/O

Did I mention that it speeds up hard drive I/O? :)

There may be other advantages -- MultiTOS works fine under TOS 1.4, for example.

- David Paschall-Zimbel

4749. SCSI Drive and ICD Link Tip

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 16:22:38 UTC
From: <>
Message-ID: <CDppHq.JEE@cvbnet.CV.COM>
Source record: 36601

```
Problem
-------
I hooked up my new SCSI drive and ICD Link last night, and got an error
message similar to this "No ICD HOST ADAPTER, caching disabled". I all of
the cables and connections to no avail.

Solution
--------
I had to place an extra jumper on the drive to enable power to pin 26 of
the SCSI connection.

Rob
--
******************************************************************************
* _/_/_/_/ _/ Rob Murtha rmurtha@belief.cv.com *
* _/_/ _/ Computervision *
* _/_/_/ _/ 5 Crosby Drive *
* _/_/_/_/ _/ Bedford Ma, 01730 Phone 617.275.1800 x4787 *
* _/_/_/_/_/ MS05-2 *
******************************************************************************
```

4750. Re: E_GEM 1.13 libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 17:16:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A46961@M4.maus.de>
Source record: 36639

C>Has anyone ported the E_GEM 1.13 libraries from Turbo/Pure C to GNU C?
C>There seem to be some problems, even when using the headers from
C>tccompat.zoo available on a.a.u.e.

Get the new v1.20. It works with GNU C.

regards, Jimmy

4751. CD - rom driver for ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 17:36:28 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.eg.S21NoZb7&5I@lionbbs.escape.de>
Source record: 36609

Hi, out there!

I'm thinking of attaching a CD rom drive at the SCSI port of a TT030.

Does anybody know of driver software for standard ISO-9660 format,
with Rockridge extensions (or without)?

Either MinT or TOS.

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

4752. ST booting, what goes on?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 18:10:09 UTC
From: PETERC@v2.ph.man.ac.uk
Message-ID: <1993Sep21.181009.724@nessie.mcc.ac.uk>
Source record: 36595

Dear all,

I came across some source code, awhile ago, to start gulam by placing
the compiled code in the auto folder of your boot disk.
I found it in the Umich archive under the Utils directory and
is called "exe.arc".
It was written for a Mark Someone C compiler and uses a couple
of VDI calls and Pexec.

I want to change it so that I can compile it with HSC, do I
just replace the VDI calls with the corresponding Gemfast routines?

I have a couple of references on VDI calls and they don't recommend
using the open_wk and close_wk calls (which is used in the program)
but point to the virtual workstation routines instead.
Also the author said something about it not behaving very well
when you exit from gulam.

Could someone explain the booting procedure in some detail and
could they also say why it is an advantage to run gulam (or any other
TOS program) this way (apart from the convenience, does it let you have
more RAM)?

I'll be most grateful for any illuminating comments.

Thanks in advance,

Peter - peterc@v2.ph.man.ac.uk

4753. ST booting, what goes on? (corrections)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 18:34:08 UTC
From: PETERC@v2.ph.man.ac.uk
Message-ID: <1993Sep21.183408.2033@nessie.mcc.ac.uk>
Source record: 36596

Oops, I slipped there.
Here are some corrections to my previous posting:

The program and source are called command.prg & command.c.
It was written by Eric Gisin in Mark Johnson C.
Also, I can't remember where I found it.

Thanks again,

Peter - peterc@v2.ph.man.ac.uk

4754. Re: Falcon question: 20770 Hz sample rate?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 20:01:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.708357@cix.compulink.co.uk>
Source record: 36597

In article <27l4ft$mg@news.u.washington.edu>, mpark@carson.u.washington.edu (Michael Park) writes:
>Can someone please explain how the Falcon's 20770 Hz sample rate
>is derived from the 25.175 MHz clock? 25175000 / 20770 = 1212.08,
>which doesn't make a lot of sense to me.

There isn't a 20770 sampling rate. The nearest is 19668.

Ofir ogal@cix.compulink.co.uk

"Having to live with idiots is the price one pays for being clever"

4755. SM125 Spare Parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 22:01:04 UTC
From: jake@home.ibmpcug.co.uk
Message-ID: <H.eg.xv1zvLTkIvo@home.ibmpcug.co.uk>
Source record: 36611

Hello,

I really like my mono monitor and I have to say that it is one of Ataris better products.

Now I have a problem;

For a few weeks whenever I switched it on it *crackled* loudly for a few seconds. Then one day it gave an almighty crackle and never came on.

I should point out that the crackling/vibrating came from the black plastic switch.

I have taken it apart and found that the two metals contacts were badly carbonised and one was corroded quite badly.

QUESTION:

Where can I get a replacement switch for my SM125 monitor? I have tried a number of places with no luck.

Thanks very much,
Jake

--
Jake Dias jake@home.ibmpcug.co.uk ...!uunet!pipex!ibmpcug!jake
+7 Szblomlqel missbgh : Sjqd mk Cll %szr m:qj% !! 7;

4756. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-21 22:15:57 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Sep21.161558.1362@janus.arc.ab.ca>
Source record: 36606

In article <BRARDA-210993174026@128.141.55.206>, BRARDA@VXCLIA.CERN.CH (Loic BRARDA) writes:
>I'm searching a public domain utility that can allow me to read and write
>the sector 0 of a Megafile 30. I want to change the type of a partition
>from ACK to GEM to get back to TOS a Spectre partition.

You need Atari's Hard disk utilities. The newer versions don't know about Megafiles so I would look for AHDI v3.02 as this is what I use for my MegaFile 60. This should be available at atari.archive.umich.edu.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

4757. Re: Falcon HD formatting help need

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 04:12:10 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <748755135.AA00136@dswhq.omahug.org>
Source record: 36571

In a message of <16 Sep 93 23:42:00>, Peter Missel (1:286/2) writes:

>>>>>> On TT's and Falcon 030's SCSI port, Parity has to be ENABLED

Errrr.....I'm running a Maxtor XT-3280 without parity on my
Falcon's SCSI port, and it works just fine.....

Later,
Gizmo

4758. New program on comp.binaries.atari.st!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 05:04:07 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Sep21.230407.1631@rivers.acc.uwrf.edu>
Source record: 36604

Located on comp.binaries.atari.st is a utility that I designed which runs other GEM or TOS programs. You may do this at startup, or run the program anytime. I have a stock 1040STe, and it works perfectly. Check it out! It's free! All you need is 200KB (approx.) and programs whose memory requirements don't exceed 100,000 Bytes. I use this to run STBlank's accessory as a program, set-up the screensaver, and NOT have any accessory taking up ram space. (plus a couple other programs run at boot too.)
If you like it, write to me below, or if you don't like it write to me below.
You can't lose!

--

Larry Imm -- Larry.O.Imm@uwrf.edu
"The only problem with being a pessimist is that everyone proves you right."

4759. 4-track + MIDI = ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 07:58:49 UTC
From: etxpell@etlxd20.ericsson.se
Message-ID: <9309220759.AA20811@etlxd22u.ericsson.se>
Source record: 36607
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I haven't read this newsgroup before, but I hope that someone will be able to help me out. I'm about to enter the world of MIDI, and having an Atari ST at home I was thinking of trying some of the PD MIDI programs available at the many ftp sites.

Now, my question is: I don't have a modem, so would it be possible for me to download the files to a PC/Sun WS, and copy them to a floppy that the ST would be able to read? I seem to remember that the disk-format is different between DOS and the ST, but is there a way to get around it (hardware or software), other than getting a new disk drive for the ST?

Cheers,
Pelle ,,, ?
`O-O'
----------oOOO-(_)--OOOo---
Pelle Arvinder ___ ___ _ _ ___ __ ___ _ ___ _ _ __ ___ ___
Ericsson Limited | _ \ __| | | | | __| / | _ \ |/ / | \| | \| __| _ \
TC 3.1.2 | _/ _|| |_| |_| _| / _ | / /| | | | \ _|| /
Charles Avenue |_| |___|___|___|___| /_/|_|____/ |_|_|_|___/___|__\
Burgess Hill
West Sussex RH15 9UB Phone: +44 444 234787 ECN: 832 4787
United Kingdom Email: etxpell@mega.ericsson.se Memo: ETX.ETXPELL

4760. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 10:56:00 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CDr51E.61E@hpbbrd.bbn.hp.com>
Source record: 36630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Larry Richardson (richards@sulu.orl.mmc.com) wrote:
> What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does not?
> I have a hard-drive and am running TOS 1.2 with no problems. Are there some
> bug fixes in TOS 1.4 that would make it worthwhile to upgrade, or are the
> enhancements things that most users could live without???

In general, operations on hard disks are sped up by several factors
when using TOS 1.04 (compared with 1.02 and 1.00). Apart from that,
TOS 1.04 fixes some serious GEMDOS problems that could in the end
wreck your files, and it alleviates the FOLDRxxx problem a lot.

If you're thinking about an upgrade, however, you should probably
consider investing in TOS 2.06 and an expansion card for it.
This will give you the new Desktop, speed and functionality
improvements, and a larger address space for the TOS ROMs, i.e.
the possibility to upgrade to upcoming bigger TOS versions.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

4761. Re: Falcon HD formatting help need

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 11:00:08 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2c9f572e@daggskim.ct.se>
Source record: 36623

Peter Missel hacked the following on 18 Sep 93...

> From: Peter_Missel@m4.maus.de (Peter Missel)
>
>>>>>> On TT's and Falcon 030's SCSI port, Parity has to be ENABLED
>>>>>> <<<<<
>
> ENABLED ENABLED ENABLED ENABLED ENABLED ENABLED ENABLED ENABLED
> ENABLED
>
> phew, that's better :-)

Well, the hands-on informed service word is that:

Falcon030 SCSI seems to be able to handle both flavors, ie parity-check-enabled
and -disabled configured drives.

TT030 _requires_ parity check disable, just like the other host-adapter SCSI
solutions for the ST/STE models.

I've checked with folks that ought to know, who handle this daily, and it fits
my own experience (except for F030, which I've not handled).

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se (Bo Leuf)

4762. Re: PK fonts and the icon manager

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 11:05:17 UTC
From: reschke@math.uni-muenster.de
Message-ID: <27pbhd$196d@obelix.uni-muenster.de>
Source record: 36608

In article D3E@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
> Where can I find:
>
> 1. Julian Reschke's icon manager? Does it use the protocol with
> the message numbers 12345 and 12346 like TOSWIN does?
>
> 2. The program that converts Calamus fonts to metafont files?
>
> -thanks-
> --
> Annius V. Groenink phone (private) +31 30 895261
> Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
> University of Utrecht groenink@math.ruu.nl
> Netherland ZFC Computing annius@zfc.nl (dreamtime only)

IconManager was an early attempt to define *something* for MTOS. This is entirely outdated by the things Atari did in their latest MTOS beta releases.

Please forget it.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4763. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 11:12:18 UTC
From: error@stack.urc.tue.nl
Message-ID: <27pbui$4b7@tuegate.tue.nl>
Source record: 36610

erkamp@titan.arc.ab.ca writes:

>You need Atari's Hard disk utilities. The newer versions don't know about
>Megafiles so I would look for AHDI v3.02 as this is what I use for my MegaFile
>60. This should be available at atari.archive.umich.edu.

No, I use AHDI 5.00 every day with my Megafile 60 and it works
perfectly. By the way the utils are called HDX. Which is up to version
5.04 I think. Newer versions of the Atari harddisk software are
backwardly compatible. This means that even the new AHDI 6.0x will work
with your megafile, but you don't need that version since you do not
have an IDE drive I suppose.

Erlend.

4764. Re: ST booting, what goes on?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 12:55:03 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CDrAJs.21v@cs.bham.ac.uk>
Source record: 36612

In article <1993Sep21.181009.724@nessie.mcc.ac.uk> PETERC@v2.ph.man.ac.uk (Peter Chang) writes:
>Dear all,
>
>I came across some source code, awhile ago, to start gulam by placing
>the compiled code in the auto folder of your boot disk.
[...]
>I have a couple of references on VDI calls and they don't recommend
>using the open_wk and close_wk calls (which is used in the program)
>but point to the virtual workstation routines instead.

Well, your references are right, in the normal situation. However, there is no physical workstation (eg a screen) open when the AUTO folder is being executed. The AES opens the first physical ws when it runs, which is after the AUTO folder has finished (or rather, exec_os is jumped to).

Thus to use the VDI in the AUTO folder, you *must* do a v_opnwk() and a v_clswk() in your program.

--Chris

4765. WINX installation problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 13:03:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CDrAy1.259@cs.bham.ac.uk>
Source record: 36613

I'm trying to figure out how to install WINX 2.1 properly on my UK TOS 1.04. If I don't run gemram15 first, I get two bombs. Then do I run winx, or do I run winxcook, or do I run both, or...?

If I run all three, winxcook bombs. If I just run gemram and winx, all appears Ok, but I still can't open 8 windows, and I think my settings are right (.GLOBAL=1+) The two cookies are in the jar.

Help, I'm confused! Thanks!

--Chris

4766. Overscan on STe, software only solution?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 13:34:41 UTC
From: gvc87r@ecs.soton.ac.uk
Message-ID: <27pk9h$luc@louis.ecs.soton.ac.uk>
Source record: 36614

Hello, thanks to all the people who replied to my original Overscan query. Now for the next question ...

Has anybody out there implemented a software only overscan using the vbl interrupt and hertz change trick but, with support for initializing the GEM desktop to the increased resolution?

Obviously only vertical resolution is expected to increase rather than load the CPU for the side borders, though a vertical resolution of 275 pixels seems possible in low/med res. Its probable that nothing can be done to extend the high res though (fixed frequency).

4767. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 15:06:59 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-220993165944@128.141.55.201>
Source record: 36615

In article <1993Sep21.161558.1362@janus.arc.ab.ca>, erkamp@titan.arc.ab.ca wrote:
>
> You need Atari's Hard disk utilities. The newer versions don't know about
> Megafiles so I would look for AHDI v3.02 as this is what I use for my MegaFile
> 60. This should be available at atari.archive.umich.edu.
>
>

I've tried HDX from the Atari's Hard disk utilities to zero the spectre partition but HDX don't recognise the spectre partition. The only way with HDX is to repartition the disk. Doing this will erase all the data on it.(-> backup & reinstallation of the software & restore of the datas ... : too long).

Dave Small says in the spectre docs that changing the partition type from ACK to GEM can help.

So I need to read, modify and write the sector 0 of the disk.

4768. Re: 4-track + MIDI = ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 15:42:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDrIAz.Ezx@barclays.co.uk>
Source record: 36619
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9309220759.AA20811@etlxd22u.ericsson.se>, etxpell@etlxd20.ericsson.se (Pelle Arvinder) writes:
|> Now, my question is: I don't have a modem, so would it be possible for me
|> to download the files to a PC/Sun WS, and copy them to a floppy that the ST
|> would be able to read? I seem to remember that the disk-format is different
|> between DOS and the ST, but is there a way to get around it (hardware or
|> software), other than getting a new disk drive for the ST?
|>
The ST can read any 720K format PC floppy.

There is a lot of good MIDI PD. Sequencers, voice editors, sysex dump managers
and all sorts of stuff. Enjoy!
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4769. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 16:23:07 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Sep22.162307.17225@news.unige.ch>
Source record: 36616

In article <CDn6v3.D4H@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
> In <15522@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>
> >The graphics card isn't necessary. 640x480 in 16 colours is pretty good
> >for DTP.
>
> Obviously you haven't been spoilt yet, Warwick :-) 640x480 for DTP?
> ^
> :-|
> V
> --
> Annius V. Groenink phone (private) +31 30 895261
> Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
> University of Utrecht groenink@math.ruu.nl
> Netherland ZFC Computing annius@zfc.nl (dreamtime only)

--
I agree - I have a Crazy Dots card and an Eizo A3 colour monitor;
for Calamus SL, I work mostly in 1024x760 (even though the monitor
can go higher). I think it's the best combination of detail &
readability.
If you buy your TT (and you should!) buy all the RAM you can ...

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

4770. STE RS-232

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 21:17:44 UTC
From: eric@ladc.lockheed.com
Message-ID: <1993Sep22.211744.14371@enterprise.rdd.lmsc.lockheed.com>
Source record: 36617

I am writing some software to decode information from an interface which feeds in through the RS-232 RX and TX lines. I need to be able to detect when the RX line is in a high or low state so I can measure the period of time the state exists. The code is written in GFA Basic, but I have yet to find a way to read the state of this line :-[Any suggestions would be appreciated!

Eric

4771. Everything you wanted to know about GDOS!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-22 22:27:46 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Sep22.162746.1634@rivers.acc.uwrf.edu>
Source record: 36618

EVERYTHING YOU EVER WANTED TO KNOW ABOUT GDOS (AND MORE)

by Douglas N. Wheeler

WHAT IS GDOS?

GDOS is an extension to GEM which adds new capabilities to
your ST. GDOS is available with many commercial Atari programs,
as well as to registered Atari developers ($500 if it is to be
distributed with a product, free if it is not going to be
distributed).
The three primary new capabilities are:

1. The ability to use multiple fonts in various point sizes
on the screen, printer, and other output devices.

2. Allows the creation of metafiles, which are standardized
files intended to be usable by many different applications. This
allows files created in one program to be used in another.

3. Support for various output devices with resolutions up
to 32,767 x 32,767 (including emulation of this resolution on the
screen). This allows graphics to be printed at the highest
resolution of the output device.

HOW TO USE GDOS

In theory, using GDOS is as simple as putting GDOS.PRG in
your AUTO folder and booting the computer. In practice, though,
a series of conditions must be met. The most important of these
conditions is that there must be a valid ASSIGN.SYS file present
in the root directory of the boot disk.
The following is a typical ASSIGN.SYS file.

```
PATH=C:\GDOS.SYS
;
01p SCREEN.SYS ; default screen
;
02p SCREEN.SYS ; low resolution
ATSS10.FNT ; fonts
ATSS12.FNT
ATSS18.FNT
ATSS24.FNT
ATTP10.FNT
ATTR10.FNT
ATTR12.FNT
ATTR18.FNT
```

```
ATTR24.FNT
;
03p SCREEN.SYS ; medium resolution
ATSS10CG.FNT
ATSS12CG.FNT

ATSS18CG.FNT
ATSS24CG.FNT
ATTP10CG.FNT
ATTR10CG.FNT
ATTR12CG.FNT
ATTR18CG.FNT
ATTR24CG.FNT
;
04p SCREEN.SYS ; high resolution
ATSS10.FNT
ATSS12.FNT
ATSS18.FNT
ATSS24.FNT
ATTP10.FNT
ATTR10.FNT
ATTR12.FNT
ATTR18.FNT
ATTR24.FNT
;
21 FX80.SYS ; Epson 9-pin dot-matrix printer
ATSS10EP.FNT
ATSS12EP.FNT
ATSS18EP.FNT
ATSS24EP.FNT
ATTP10EP.FNT
ATTR10EP.FNT
ATTR12EP.FNT
ATTR18EP.FNT
ATTR24EP.FNT
;
31r META.SYS ; metafile driver
ATSS10MF.FNT
ATSS12MF.FNT
ATSS18MF.FNT
ATSS24MF.FNT
ATTP10MF.FNT
ATTR10MF.FNT
ATTR12MF.FNT
ATTR18MF.FNT
ATTR24MF.FNT
```

As you can see, I have divided the file into distinct groups. The first line of the ASSIGN.SYS file is used to tell GDOS where the fonts and device drivers are located. This line must always start with PATH= which is followed by a pathname of

up to 64 characters locating the fonts and drivers.
Following the path identifying line is the list of device drivers and their associated fonts. Each group is composed of four parts. First if a number representing the type of device:

01-10 Screen drivers
11-20 Plotter drivers
21-30 Printer drivers
31-40 Metafile drivers

41-50 Camera drivers
51-60 Tablet drivers

The Atari STs have four built-in device drivers, they are:

01 Default screen (used when an application doesn't care about the screen resolution)
02 Low resolution screen
03 Medium resolution screen
04 High resolution screen

Immediately following the device number may be a "load flag" of either "p" or "r". A "p" indicates that the device driver is "p"ermanent and does not need to be loaded by GDOS. Because the ST has it's screen drivers built into ROM, there will be a "p" after devices 01-04. An "r" indicates that the device driver should be kept "r"esident, causing GDOS to load the device driver immediately and hold it in memory. If a load flag is not present, GDOS will only load the device driver when an application opens (accesses) that device.
After the device number and load flag is the filename of the device driver as it appears in the disk directory. In the case of ROM-resident drivers, the filename is only a place-holder (but must be present). Keep in mind that the device driver must be in the folder specified in the path line.
On the lines following those three items is a list of fonts associated with that device (again, these are the filenames as they appear in the indicated path of the disk).
You may have noticed a few lines with semicolons (;) in them. GDOS will treat any text on a line to the right of a semicolon as a comment and will ignore it.
Some ASSIGN.SYS files have a device 00 (00p SCREEN.SYS). This can help prevent incompatibilities between GDOS and some older (pre-GDOS) programs. On the other hand, including it can cause other problems. It is suggested you leave it out unless absolutely necessary.

EDITING/CREATING ASSIGN.SYS

Now, why would you want to change your ASSIGN.SYS file?
Well, if you have just one program which uses GDOS, and you are happy with the fonts you have, then there is no reason to change

it. But, now that GDOS is beginning to be used more on the ST, many of us are acquiring a collection of GDOS applications and fonts. By editing or creating a new ASSIGN.SYS, you could create a "universal" ASSIGN.SYS and font/driver folder to be used with all of these programs!
Luckily, the ASSIGN.SYS file is a standard text (ASCII) file which may be edited with most text editors and word processors. The only requirement is that the file does not contain any formatting codes. This can usually be accomplished in a word processor by turning document mode off, or selecting "Save as text" (check your word processor manual for exact instructions

for doing this). If you are using a text editor, such as MicroEmacs or Tempus, there shouldn't be any special saving techniques.
Starting at the top, the first thing you may want to change is the PATH= line at the beginning of the ASSIGN.SYS file. By changing this line, you can put your fonts and printer drivers on another disk or hard drive partition (instead of your boot disk). If you are using floppies, keep in mind that this directory (folder) must be present when an application accesses any of the GDOS devices. Also, to speed booting, this directory should be present when GDOS is loaded.
Below is a list of my recommended configurations based on what arrangement of disk drives is being used.

One floppy drive:
Boot disk (drive A) with:
AUTO folder containing GDOS.PRG
GDOS.SYS folder containing the fonts and drivers
ASSIGN.SYS with PATH=A:\GDOS.SYS
Any GDOS application(s) (you may wish to create separate boot disks for each GDOS application)

Two floppy drives:
Boot disk (drive A) with:
AUTO folder containing GDOS.PRG
ASSIGN.SYS with PATH=B:\GDOS.SYS
Font/driver disk (drive B) with:
GDOS.SYS folder containing fonts and drivers
Application disk (drive A after booting GDOS) with:
Any GDOS application(s) (you may wish to create separate application disks for each GDOS application)

Hard drive (booting from floppy):
Boot disk (drive A) with:
AUTO folder containing hard drive boot program and GDOS.PRG
ASSIGN.SYS with PATH=C:\GDOS.SYS

Hard drive partition C with:
GDOS.SYS folder containing fonts and drivers
Any hard drive partition with:
Any GDOS application(s) (may be on any partition)

Hard drive (autobooting):
Hard drive partition C with:
AUTO folder containing GDOS.PRG
GDOS.SYS folder containing fonts and drivers
ASSIGN.SYS with PATH=C:\GDOS.SYS
Any hard drive partition with:
Any GDOS application(s) (may be on any partition)

Of course, these are only suggestions, and other configurations may be better for different applications.

Hopefully you should now be able to create other set-ups without too much difficulty. There are a few "musts" that have to be observed:
1. GDOS.PRG must be in the AUTO folder of the boot disk.
2. ASSIGN.SYS must be in the root directory of the boot disk.
3. The PATH= line in the ASSIGN.SYS file must contain the complete pathname of the folder containing the fonts and drivers (GDOS.SYS is Atari's current name for this folder--previously, Atari called it GEMSYS. You may, of course, choose any name you like).
4. The fonts and drivers must be in the right place when an application tries to open a device.

Adding a new device driver or new fonts is very simple. All you have to do is put the device driver and/or fonts in the correct folder (as defined by PATH=) then add the filenames to the ASSIGN.SYS file.

A BIT ABOUT FONTS

One question about GDOS fonts that people ask is, "when are the fonts loaded?" Many people are under the impression that all the fonts are loaded when GDOS is initially loaded. This is not true (and cannot be done). An "r" load flag in the ASSIGN.SYS file will cause GDOS to load only the device driver, not the fonts. Fonts are loaded only after an application opens a device and asks for the fonts to be loaded. At that time, GDOS will attempt to load all the fonts for that device. If there is an error (can't find the find, not enough memory, etc.) GDOS will skip over that font and continue with the next one. When an application is through with the fonts, it can "unload" the fonts to free up that memory.
Another fact that many people don't understand is that the font filename is irrelevant to GDOS. Each font has a "header" consisting of various parameters, some of these are: point size,

font name, and a font ID which is used to identify fonts of the same type (i.e. all swiss fonts have the same ID). Another thing to note is that GDOS does not handle line spacing, this is handled by the application regardless of the actual size of a given font. Some programs use the point size to determine line spacing, and others use the actual height of the font (yes, the point size can be set different from the actual size).
For those of you creating your own fonts (with GEMFED, FONTZ!, or any other way), you must assign a unique font ID (from 0 to 32,767) to each of your fonts, and all font of the same type (i.e. Times), but of different size, must have the same ID. You should also note that some GDOS applications can only use fonts with an ID between 0 and 255. Because of this, it is advisable to keep your font IDs in that range.
Another thing you must know when creating your own fonts, is the resolution of the devices you are creating the fonts for. The following is a list of most of the currently available

devices and their resolution.

Low resolution screen 45 x 45 (horizontal dpi x vertical dpi)
Medium resolution screen 91 x 45
High resolution screen 91 x 91
9-pin dot-matrix printer 120 x 144
24-pin printer 180 x 180 or 360 x 360 (NEC P-series only)
Laser printer 150 x 150 (some) or 300 x 300

(dpi figures for the screen are approximate)

As you can see, most of these devices have square (round) pixels. This allows for sideways printing using the same fonts as for vertical (normal) printing. A notable exception to this is with the 9-pin dot-matrix printers, which will distort characters when printing them sideways. Different drivers handle this differently, they either ignore the fact (and print distorted characters sideways), or they print the left and right sides of a horizontal page on two separate vertical pages, which must then be taped together. The first method is the easier (and faster) of the two, but the second method will produce correct characters, and the taping isn't too bad if you are going to photocopy the final product.
It would be possible to create separate fonts for sideways printing. but so far this has not been done. Also, some Epson printers have a 144 x 144 dpi mode (double plotter mode) which could be utilized. This would not only allow non-distorted sideways printing, but offers slight higher resolution in the horizontal axis.

FONT FILENAMES

As I stated earlier, font filenames are not used by GDOS.
To us humans, though, consistent filenames can greatly simplify things. With the official release of GDOS (late 1987), Atari adopted a standardized way of naming font files. Here I will explain Atari's idea and add a few extensions.
A font filename like ATSS10EP.FNT may look meaningless to someone who doesn't know how the filename was derived, but is, in fact, very functional.
The first and second characters (AT) indicates the creator/distributor of the font (in this case Atari). Atari has suggested that these characters be "AT" for all fonts used on the Atari; this seems meaningless to me, as I don't have any fonts for any other computers on my ST disks (why would I?). I feel these two characters can be put to better use to specify the creator or distributor of the font.
The third and fourth characters (SS) identify the typestyle (in this case sans serif). These should be unique to a particular rendition of a typeface.
The fifth and sixth characters (10) specify the point size of the font. This should be the point size as printed on the

device the font was designed for, not the pixel height. Also, sizes less than 10 should have a leading zero (i.e. 06) to maintain the overall structure.
The seventh and eighth characters (EP) specify the device for which the font was designed (in this case the Epson 9-pin driver). If there are no seventh and eighth characters, the font is assumed to be for the high-resolution screen.
The filename extender on all fonts will be .FNT.
Although not many companies/individuals have produced GDOS fonts for the ST (yet), I recommend that all font filenames follow this convention to avoid confusion. I also suggest a few standard identifiers:

Creator/distributor:
AT - Atari
MG - Migraph*
TW - Timeworks*
NC - Neocept*

Typestyles:
SS - Sans Serif (Atari's Swiss)
TR - Times Roman (Atari's Dutch)
TP - Typewriter (Atari)
DB - Dingbats (Timeworks' Bullets)*
DL - Drury Lane (Timeworks)*
MA - Madison (Timeworks)*
RK - Rockface (Timeworks)*
RA - Ravinia (Timeworks)*
CL - Camelot (Neocept)*

Device:
(none) - Monochrome graphics (high/low resolution screen)
CG - Color graphics (medium resolution screen)
EP - Epson 9-pin dot-matrix printer (120 x 144)
SP - Star NB-15 24-pin dot-matrix printer (180 x 180)
LB - Atari SMM804 9-pin dot-matrix printer (120 x 144)
LS - Standard laser printer (300 x 300)
MF - Metafile
MG - Monochrome graphics (high/low resolution)*
NC - NEC P-series 24-pin dot-matrix printer (360 x 360)*
LL - Low resolution laser printer (150 x 150)*
LQ - Epson LQ-series 24-pin printers (180 x 180)*

* indicates unofficial representations which I suggest in an effort to standardize font filenames, and to simplify the whole matter.

In many cases, the creator/distributor is not important, in which case the first four characters can be used for the typestyle. You will also notice that I have listed typestyles from various companies, I have done this because I recommend that you rename all of the font you currently have to match the above conventions, this will save you a lot of confusion in the future when you may have ten times as many fonts. One thing to note if

you create a master ASSIGN.SYS file, is that although the Timeworks Swiss and Dutch fonts are different from Atari's, they use the same font IDs. GDOS could get very confused if you have two fonts with the same ID and point size. My personal recommendation is to replace Timeworks' Swiss and Dutch fonts in the 10, 12, 18, and 24 point sizes with the ones from Atari, as I feel these are much more professional and true to the original Helvetica and Times Roman typefaces.
Because the font filename convention has changed since GDOS was first made available, it is helpful to know the old format (which is still being used in many cases). The old font filenames were laid out as follows:

cccrttpp.FNT

ccc - Creator/distributor (for screen fonts, i.e. MIG = Migraph) or Device (for other fonts, i.e. EPS = Epson 9-pin printer)
r - Resolution (i.e. L = low res, H=high res)
tt - Typeface (i.e. SS = sans serif, as above)
pp - Point size (as above)

METAFILES

Metafiles are theoretically ideal graphics files (keeping in mind that text is represented graphically) which can be exchanged between different GDOS applications. Metafiles are those files with a .GEM extender. Metafiles are "ideal" in the respect that

they are resolution independent. They are simply instructions for the computer to recreate a page on any output device at that device's highest resolution. This is accomplished by storing commands for drawing lines, circles, rectangles, text, etc., unlike most picture files (.NEO, PI?, etc.) which store the dots making up an image.
Unfortunately, the metafile standard is not being used consistently yet. This results in programs not being able to read metafiles created by another application. In most cases, the fault lies with the program trying to load the metafile, not the creator. Many different parameters may be present in the header of a metafile, but only a few of these are required. Many applications expect (and need) some of the optional parameters to be present to properly represent the image. As such, they have difficulty loading files which don't have these parameters. Currently Easy-Draw (version 2.3) is the most capable of the available GDOS applications, and can read just about any metafile.
Some of the more recent GDOS applications are allowing the use of GEM image files (those ending in .IMG). These are bit-mapped images similar to those created by the various ST paint programs (but without the screen size and resolution limitations). As is the case with other paint files, these images may be jagged or blocky when printed on a high resolution device.

A very important fact about images in metafiles is that the metafile does not actually contain a copy of the image. The metafile only contains the filename of the image on disk. This means that you must not remove the disk containing an image while the metafile is being printed, and every time you print that metafile, the image must be in the same disk (or you will have to change your file). If GDOS can't find the image, it will just skip over it. Be warned.
For all you programmers, currently some programs (such as OUTPUT.PRG and OUTPRINT.PRG) have difficulty handling metafiles with large coordinates. Try to keep the coordinate space as small as possible while still maintaining enough for good output quality.

MISCELLANEOUS COMMENTS

If you are using the Timeworks Desktop Publisher ST (TDTP), you must run the FONTWID.APP program each time you modify the ASSIGN.SYS file. Another important fact is that the relative widths of the Timeworks fonts are not the same for different devices. What this means is that if you create a document with TDTP installed for use with an Epson 9-pin printer, then load the file into TDTP installed for use with a laser printer, the text will be re-flowed. This may result in different page breaks, lost text, extra white space, etc. The best solution to this

problem is to create the document with a TDTP installed for the device which will create the final copy. Another idea is to use Atari's fonts (if you have them--they are not public domain), as the relative sizes between devices is very close (there still may be a few differences, but can be fixed readily).
It should also be noted that Timeworks' ASSIGN.SYS files is a mess. Apparently they list all the fonts they have available for all their device drivers in one ASSIGN.SYS file. I suggest you create your own based on the information presented here.

For those of you who have seen a lot of DEGAS Elite GDOS fonts floating around, don't get too excited. For those to print properly (even blocky), you must have matching printer fonts for the screen fonts. GEMFED or FONTZ! greatly simplify this process, but if you intend to create a complete set of fonts in four or five sizes, you will have a lot of work ahead of you.

Anyone creating fonts for the general public (either commercial or public domain), try to remember that not everyone is using the same kind of monitor or printer you are. If at all possible, create fonts for all the devices I have listed above.

For those of you creating fonts with FONTZ!, you should be aware that scaling fonts may change the aspect ratio of the characters. I'll say it again: Creating high quality fonts is a lot of work. Period.

One thing I didn't mention are metafile fonts. These are

not really fonts, but merely width tables designed to keep correct character spacing in a file when used with different GDOS applications. They are rarely used and, in most cases, can be eliminated without any loss of quality.

Because GDOS has gone through many revisions, there is some confusion over which is the latest. When GDOS is loaded, a message is displayed on the screen saying it is installed, and the version number. The original GDOS displayed "GEMVDI Installed". After that, it switched to "GDOS Version 1.x Installed". The most common were 1.1, 1.2, 1.3, 1.5, and 1.8. The newest revisions of GDOS display "GDOS RELEASE 1.x Installed", with 1.1 being the newest (1.0 is still widely used). As you can see, it is very important to read the boot-up message when determining which revision you are using. Also, as a sidenote, if you can't get RELEASE 1.0 or 1.1, you should try to avoid Version 1.8, which had some problems.

To prevent problems with some of the device drivers available, fonts should be listed in the ASSIGN.SYS file in ascending order by font ID. Some device drivers will not find fonts which are listed out of ID order.

Some of the GDOS fonts available have the entire ST character set defined, including greek, hebrew, and other character (most are unused by the average person). As you might imagine, these take up space, usually, more than 50% of the font file! So, if you're running out of memory (especially with a Mega ST2 and SLM804), you can use FONTZ! to strip out the upper characters. Do this by setting the upper ASCII value to 127.

Many people who have seen printouts of GDOS text have complained that the text is blocky. This blockiness is usually the result of font scaling. If a device driver does not have a font available in the requested size, it will use the next smaller size, or it may double the size of a smaller font. It it uses the next smaller size, the text will look strange, because it will have the spacing of the requested size, with the character size of the actually used size. When doubling a smaller font, blockiness will occur, and even then, the requested size may not be obtained. The best solution to this problem is to be aware of what size fonts are available, and only use those in your files.

Currently there are rumors of a future version of GDOS which supports scalable outline (or vector) fonts. It's important to realize that GDOS does not create the characters. The device drivers are responsible for creating the actual characters, and could be rewritten to support outline fonts without any (or very minor) changes to GDOS.

Ever since GDOS was released for the ST, people have been complaining, saying that GDOS was supposed to be included with the ST. While Atari may have planned that originally, I don't

believe Atari ever stated publicly that GDOS was to be included. Keep in mind that much of the early ST documentation was based on the IBM version of GEM, and reflects DRI's handling of GDOS, not Atari's.
Also, at this time, Atari has no plans to incorporate GDOS into the TOS ROMs.

GLOSSARY

Aspect Ratio - The relation of width to height. Maintaining a constant aspect ratio ensures the same proportions regardless of size.

Device (Graphics Device) - Anything used to create some form of output, usually on a video screen or printed on paper or film.

Device Driver - A computer program used to control a device as specified by a "master" application.

Font - A typeface of a given style and point size.

GDOS - Graphics Device Operating System; an extension to the Atari ST's operating system allowing for the use of various fonts and graphics devices.

GEM - Graphics Environment Manager; the portion of the ST's operating system which is responsible for most of the visual aspects of the ST.

Header - A portion of a file (usually at the beginning) containing various parameters describing the file.

Line Spacing - The distance between successive line of text, usually measured in points.

Parameter - A number or other symbol used to represent a given attribute (dimension, color, direction, size, mode, etc.)

Pixel - Picture element; a single dot, usually one of many used to create a complete image on a video screen or printed on paper or film.

Point - A typographical unit of measure; approximately 1/72".

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I'd like to thank Paul Mazurek, from Migraph, for his
comments and suggestions for this document.

--

Larry Imm -- Larry.O.Imm@uwrf.edu
"The only problem with being a pessimist is that everyone proves you right."

4772. Re: PK fonts and the icon manager

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 00:01:06 UTC
From: marshall@cs.uq.oz.au
Message-ID: <15570@uqcspe.cs.uq.oz.au>
Source record: 36620

In <2c9ed969@p2123.f130.n500.z2.fidonet> Paul_Tuijnman@p2123.f130.n500.z2.fidonet writes:

> > REPLYADDR avgroeni@cs.ruu.nl
> > MSGID: cs.ruu.nl CDn6ny.D3E
> >
> > Where can I find:
> >
> > 1. Julian Reschke's icon manager? Does it use the protocol with
> > the message numbers 12345 and 12346 like TOSWIN does?
> >
> > 2. The program that converts Calamus fonts to metafont files?

>You may find number 2 at STSAG BBS (FIDO-node) Almere (yes, Holland):

>address 2:500/130 036-5333981 (area TeX)

>Good luck,

>Paul

>PS: if you get it to work, would you mind sharing with us how it's done?

>--- Bermuda v1.20
> * Origin: *--No Point in Yelling--* (2:500/130.2123)
I got #2 to work - I think. I just ran it! But I couldn't work out how to
include the new font in my TeX set up. So please share!
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4773. Re: 4-track + MIDI = ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 00:35:41 UTC
From: thopman@uoguelph.ca
Message-ID: <27qr0t$9l@nermal.cs.uoguelph.ca>
Source record: 36621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pelle Arvinder (etxpell@etlxd20.ericsson.se) wrote:
: Now, my question is: I don't have a modem, so would it be possible for me
: to download the files to a PC/Sun WS, and copy them to a floppy that the ST
: would be able to read? I seem to remember that the disk-format is different
: between DOS and the ST, but is there a way to get around it (hardware or
: software), other than getting a new disk drive for the ST?
: Cheers,
: Pelle
All you have to do is format a disk in 720K under DOS, and it'll work
perfectly in the ST. In fact, it'll work in a recent Mac as well. I use
a 720K DOS format for shoveling files between my ST, and the university's
Centris 610s and PC clones. Really handy. Also, if you have TOS 1.4 or
higher, ST disks are formatted as DOS automatically.

THeo

4774. Re: CD - rom driver for ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 05:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A5355@MS.maus.de>
Source record: 36552

In article <H.eg.S21NoZb7&5I@lionbbs.escape.de>, Uwe Kloss
(UweKloss@lionbbs.escape.de) wrote:
>Hi, out there!
>
>I'm thinking of attaching a CD rom drive at the SCSI port of a TT030.
>
>Does anybody know of driver software for standard ISO-9660 format,
>with Rockridge extensions (or without)?
>
>Either MinT or TOS.
>
>Uwe

Atari's CDROM XFS still is in Beta test, but there's still Metados 2.0.
Both currently don't support Rockridge.

4775. Memory protection problems with Before Dawn 1.25 under MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 06:40:02 UTC
From: tvoverbe@wk.estec.esa.nl
Message-ID: <CDsnuq.Fw8@wm.estec.esa.nl>
Source record: 36622

I keep getting memory protection violations when using BeforeDawn 1.25. They are of type 'free' according to ALERT.ACC. Mint then kills the DAWN process (i.e. DAWN.ACC). I suppose BeforeDawn tries to access memory it does not own and which has not been allocated to any other process.
Has anybody got it to work with memory protection enabled ?
My configuration: TT with 4+4 Mbyte, UK TOS 3.06, MultiTOS 1.0 (Mint 1.4 + AES 4.0).

Ton van Overbeek,
European Space Research and Technology Centre
tvoverbe@wk.estec.esa.nl

4776. Re: CD - rom driver for ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 08:16:47 UTC
From: djs@jet.uk
Message-ID: <1993Sep23.081647.16327@jet.uk>
Source record: 36628

In <H.eg.S21NoZb7&5I@lionbbs.escape.de> UweKloss@lionbbs.escape.de (Uwe Kloss) writes:

>Hi, out there!

>I'm thinking of attaching a CD rom drive at the SCSI port of a TT030.

>Does anybody know of driver software for standard ISO-9660 format,
>with Rockridge extensions (or without)?
The ICD utilities come with (Atari's?) metados driver, which allows both
High Sierra and ISO9660 format disks to be mounted as logical drives Y and Z.
The standard utilities require an ICD host adaptor, but I think that there
is a PRO version that can run with other people's adaptors (and therefore,
I presume, with the TT SCSI port).

--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4777. ICD formatted hard drive on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 08:48:54 UTC
From: andrew@minster.york.ac.uk
Message-ID: <748774133.17420@minster.york.ac.uk>
Source record: 36632

I'm trying to use an old SCSI hard drive that I originally formatted with 7 (seven) partitions with my ST using and ICD driver. Now I have a Falcon030 I'm trying to read that HD through the SCSI port. I can read the first 4 partitions but I can't seem to access that next 3.

Any ideas?

My current configuration is: Drives A+B, floppy. Drives C+D+E+F, internal IDE. Drives G+H+I+J, external SCSI.
Installing devices just gives G+H+I+J.

I no longer have my ST or else I would just copy everything on those last 3 partitions onto the first 4. Do a bit of backuping and then reformat the whole thing.

-Andrew

4778. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 10:57:55 UTC
From: reschke@math.uni-muenster.de
Message-ID: <27rvfj$1gtk@obelix.uni-muenster.de>
Source record: 36625

In article 220993165944@128.141.55.201, brarda@vxclia.cern.ch (BRARDA Loic) writes:
> I've tried HDX from the Atari's Hard disk utilities to zero the spectre
> partition but HDX don't recognise the spectre partition. The only way with
> HDX is to repartition the disk. Doing this will erase all the data on it.(
> -> backup & reinstallation of the software & restore of the datas ... : too
> long).
>
> Dave Small says in the spectre docs that changing the partition type from
> ACK to GEM can help.
>
> So I need to read, modify and write the sector 0 of the disk.

I know that you were looking for a PD program, but I just *have* to mention that
other harddisk utilities *can* do that without having the user mess around with
sector 0.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4779. Re: PARITY CHECK DISABLE - DOE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 11:00:08 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2ca0c97a@daggskim.ct.se>
Source record: 36624

Peter Missel hacked the following on 21 Sep 93 (to All)...

> So? ICD's AdSCSI series support parity, so does GE-Softs TOPLINK...

ICD technical support and the AdSCSI ST series manual both emphatically say
parity check must be disabled for the SCSI drive to function with Atari. Also
from the Link documentation v6.2.0:

[-v-<snip>-v-]
This version also disables Parity checking on Quantum ELS
series 3 1/2" hard drives. Of course, to do this, the drive
must be connected to an AdSCSI or Advantage series host adapter.
[-^-<snap>-^-]
Why bother if this isn't necessary as you say?

> And for all the others: I developped a special terminator plug that
> actually generates a parity bit on the bus, bringing older host adaptors
> back into business.

This at least injects some helpfulness into the discussion :-)

> I can make one for people who need it, but I don't have the time to make
> more than five per week...

And what might you want for one of these?

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se (Bo Leuf)

4780. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 11:05:29 UTC
From: mora@AFQA6140.mop.ibm.com
Message-ID: <CDt056.1LB6@hawnews.watson.ibm.com>
Source record: 36627

Rasmin van Kessel <ULCI@IBM3090.RZ.UNI-KARLSRUHE.DE> writes:
> Hallo,
>
> I'm looking for a program that converts the picture-GIF format into
> a picture format for the atari-st.

Look at the German PD utility called GEMView. It displays GIF pix (among many formats). Then, any snapshot accessory would do the trick (most snapshot accessories produce .PI1 to .PI3 files.)

--
Frederic Mora - IBM France, Montpellier - Software engineer
AIX Application Development - mora@vnet.ibm.com

4781. Re: CD - rom driver for ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 11:24:59 UTC
From: evgaster@hvsag01.ATT.COM
Message-ID: <EVGASTER.93Sep23062500@hvsag01.ATT.COM>
Source record: 36626

In article <H.eg.S21NoZb7&5I@lionbbs.escape.de> UweKloss@lionbbs.escape.de (Uwe Kloss) writes:

Hi, out there!

I'm thinking of attaching a CD rom drive at the SCSI port of a TT030.

Does anybody know of driver software for standard ISO-9660 format,
with Rockridge extensions (or without)?

Either MinT or TOS.

Uwe

I don't have it for you, but if you do find it let us all know. In the mean time you may want to take look at 'fsk'. Here is som info I took from alt.sources.

A new version of our SVR4 Filesystem Survival Kit has been posted
to 'alt.sources' on September 18, 1993

Latest version: fsk-0.92

1. What is the 'Filesystem Survival Kit'

The Filesystem Survival Kit is meant to provide the filesystem drivers that AT&T forgot to include with their SVR4 UNIX system, but are more and more necessary in a modern installation. Although platform independent in principle the drivers in this package are primarily meant for the SVR4 versions available on the Intel platform.

If you don't have SVR4 (or possibly Solaris 2.x) this package is probably not for you. You could use it as a basis for your own developments though.

The 'Filesystem Survival Kit' provides the following
filesystem drivers:

- An ISO9660 filesystem driver that enables you to mount CD-ROM disks under the UNIX System V Release 4 operating system for the Intel platforms.

The ISO9660 filesystem supports:

- plain iso9660 CDROM format

- iso9660 CDROM format with RockRidge extensions

- High Sierra CDROM format

I know it isn't the answer you want but I hope it helps.

Ed

4782. ICD-Adapter and Conner SCSI Harddisk ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 13:15:22 UTC
From: mgolde@phoenix.oulu.fi
Message-ID: <1993Sep23.131522.7324@ousrvr.oulu.fi>
Source record: 36629

I intend to buy a Conner CP 30170E SCSI Harddisk (170 MB) for use with my
Atari. I want to connect the drive via an ICD-Host Adapter. It would be
not very nice to end up with a wrong drive, so has someone experience with
that setup.
Thanks for any recomendations, Martin

--
==========
Email : mgolde@phoenix.oulu.fi Martin Golde
FAX : +358-81-553-1603 University Oulu
TEL : +358-81-553-1647 Department of Chemistry

4783. Re: MTOOLS, is there a patch for reading TOS disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 15:33:51 UTC
From: kurto@cc.usu.edu
Message-ID: <1993Sep23.093351.937@cc.usu.edu>
Source record: 36633

In article <CDKHuK.1Ew@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> Steve.Yelvington@launchpad.unc.edu (Steve Yelvington) writes:

[question about patch for mtools deleted.]

> --
> John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
> Segments are for Worms

If I remember right, each type of disk is defined in a header file (can't rememeber which one though.) In this file the number of tracks/sectors/sides and the device (which can be any 3.5" drive) are listed. Just add one that specifies the geometry of the 360K/400K disk you are using and recompile.

Hope this helps,
Kurt Olsen

4784. Questions about MTOS programming conventions.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 17:07:36 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <27sl4o$8ph@geraldo.cc.utexas.edu>
Source record: 36631
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

A beta tester for Ghostscript 2.61 has reported some problems when running under MTOS. Can someone enlighten me about the following issues?

1.) It is apparently conventional for an MTOS application to restore the original color palette whenever another application (or an accessory) is topped. I sort of thought that MTOS would take care of this but I guess not. I suppose I can restore the palette if I receive an AC_OPEN message (what happens if two accessories are opened -- will my program try to resotre the palette again?), but how do I know whether another application has been topped (when my application is running in the background)?

2.) When GS is ready to display an image, it tops the window that the image will be displayed in and then uses the resulting (automatic) redraw message to update the window. This doesn't appear to work properly under MTOS, although it seems to work fine under plain TOS. What apparently happens is that only the window border is drawn by the AES, but no redraw message is sent. Topping the window with the mouse causes only the portions of the window that would have been covered if it had not been topped to be redrawn. This same behavior apparently occurs under TOS when WINX is being used.

Does anyone know what is happening here? Is it bad form for a program to top its own windows under MTOS (is MTOS trying to stop it from happening)?

Thanks for any help.

-Tim
timg@landau.ph.utexas.edu

4785. Re: Questions about MTOS programming conventions.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 18:46:13 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCDtLH2.Fnn@netcom.com>
Source record: 36635
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <27sl4o$8ph@geraldo.cc.utexas.edu> timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
>not. I suppose I can restore the palette if I receive an AC_OPEN message
>(what happens if two accessories are opened -- will my program try to
>resotre the palette again?), but how do I know whether another
>application has been topped (when my application is running in the
>background)?

Your program will get a WM_UNTOPPED (AES msg number 30) message when one of its windows is "untopped" because some other application or accessory has been topped; this happens only if your program's window was the top window and no longer is.

You'll get either a WM_TOPPED message (if the user deliberately tops your window) or a WM_ONTOP (#31) message (if your window becomes the top one because another window was closed) when your window is (or is supposed to be) topped. The window is already on top by the time you get WM_ONTOP (i.e. do NOT try to force it on top with wind_set).

>2.) When GS is ready to display an image, it tops the window that the
>image will be displayed in and then uses the resulting (automatic)
>redraw message to update the window. This doesn't appear to work
>properly under MTOS, although it seems to work fine under plain TOS.

Why bother doing this? Just call your redraw function directly. This does require that the redraw function walk the window's rectangle list, but that's pretty much necessary anyway even under regular TOS (since redraws can happen while your window is behind an accessory's window). The big advantage of this method is that it gives the user control: if the user was doing something in the foreground (e.g. in a text editor) they may not appreciate having ghostscript's window suddenly pop up on top.

--
Eric Smith ersmith@netcom.com ersmith@atari.uucp
Opinions expressed above are all mine; Atari has their own.

4786. STE RS-232

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 20:30:38 UTC
From: Lars-Erik.Osterud%f100.n30.z47@byte.bbs.no
Message-ID: <748818076.AA00477@byte.bbs.no>
Source record: 36634

>I am writing some software to decode information from an interface whi
>in
>through the RS-232 RX and TX lines. I need to be able to detect when

How about using the PRINTER port instead.
It has many detectable inputs (8 or 10 i think) and is bidirectional
(I have written software that communicates with the protfolio through
the paralellport and the speed is very good :-)

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

4787. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 21:00:34 UTC
From: d2viktor@dtek.chalmers.se
Message-ID: <d2viktor.748818034@dtek.chalmers.se>
Source record: 36636

mora@AFQA6140.mop.ibm.com (Frederic Mora) writes:

Rasmin van Kessel <ULCI@IBM3090.RZ.UNI-KARLSRUHE.DE> writes:
> Hallo,
>
> I'm looking for a program that converts the picture-GIF format into
> a picture format for the atari-st.

My favourite is FASTGIF (available via anonymous FTP from atari.archive.umich.edu). It converts to PI1, and is (actually) very fast at doing it. Then there is of course Photochrome, look for PCHROME3 (also at atari.archive). Photochrome can convert to Spectrum-512 pictures, and it also has its own picture format which looks extremely nice (especially on a STe). There are plenty of others to, but those are the two I use. Look for them, and many more, at atari.archive.

/Viktor.

--
* Viktor Fougstedt | When you see the light at the end of the tunnel,
* Pl 335 | remember it might be the train coming...
* S-430 64 Hallingsjo |
* SWEDEN |

4788. Re: CD - rom driver for ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 21:05:19 UTC
From: alex@falcon.demon.co.uk
Message-ID: <748818319snz@falcon.demon.co.uk>
Source record: 36638

In article <1993Sep23.081647.16327@jet.uk> djs@jet.uk writes:
>The ICD utilities come with (Atari's?) metados driver, which allows both
>High Sierra and ISO9660 format disks to be mounted as logical drives Y and Z.

Someone told me this had been taken out in later versions (I have 6.08 which
it is in)... anyone know any better?

--
Alex Kiernan
alex@falcon.demon.co.uk

4789. MEGA KEYBOARD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-23 22:46:12 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <27t8vk$q1f@charm.magnus.acs.ohio-state.edu>
Source record: 36637

Does anybody know if the keyboard put into the first 520 STs are the exact same ones put into the Mega detachable keyboard?

I have a broken 520 ST and am in need of a detachable keyboard .... I was wondering if I could find a broken Mega keyboard and swap out the keyboards.

What's a good place to call for parts? What's the phone number of Best electronics, BTW?

->->->((JP))<-<-<-

4790. problems with internal floppy: 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 02:46:26 UTC
From: psthomas@nyx.cs.du.edu
Message-ID: <1993Sep24.024626.16910@mnemosyne.cs.du.edu>
Source record: 36640

A couple years ago, my Atari 1040ST's internal floppy drive started haveing a few problems. It would seem to "miss" information, and would appear to eat disks at random. My copy of Flash was mysteriously reduced to 0 bytes, by copy of R-TYPE no longer loaded properly, and some disks gave the dreaded "garbage directories" on the desktop. I've since moved on to different computers, but want to get the ol' ST back on line (I'll admit it--I miss it).

Does this sound like a problem I could diagnose/repair myself? Could it be related to wear? drive RPM? age? my previous residence for a year of college next to a 50 kilowatt FM radio station? Please help!

Also, offers for other drives will be gladly considered.

Thanks in advance,
-- Patrick

4791. Hi again!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 03:35:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.12893.4019.0N18466D@canrem.com>
Source record: 36541

Hi Martin,

after several attempts to use Plessey parts in different designs (and finding out that these were either not available or not yet ready) I found it interesting to actually 'meet' somebody who works there. *,*
_/

I have also been informed that a info package has been mailed to you. If you need any more informations, just drop me a note.

Thanks,

Ralf.

4792. Re: ICD formatted hard drive on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 08:15:19 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1993Sep24.081519.1279@rhrk.uni-kl.de>
Source record: 36544

andrew@minster.york.ac.uk writes:

>I'm trying to use an old SCSI hard drive that I originally formatted
>with 7 (seven) partitions with my ST using and ICD driver. Now I have
>a Falcon030 I'm trying to read that HD through the SCSI port. I can
>read the first 4 partitions but I can't seem to access that next 3.

This is because the ICD software doesn't partition fully AHDI-compatible,
i.e. it doesn't work like the AHDI 3.00 release notes recommend it. This
results in some AHDI compatibel drivers (and AHDI itself, of course) not
being able to recognize more than 4 partitions.
You have to repartition you drive with AHDI compatible software (e.g. HDX)
to get it right. Blame ICD for not being compliant to release notes that are
more than 4 years old now.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

4793. ICD v AHDI speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 08:58:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CDuox7.LF2@barclays.co.uk>
Source record: 36549

I have had to use AHDI instead of the ICD drivers when I changed from having a MSTe to a Falcon. Apart from the fact that AHDI is pretty dire from the utility point of view, is it worse speed wise?

I have 2 external HDs which used to rate at 1150K/s at 17ms and 550K/s at 34ms under ICD. I just got the Falcon happy version of RateHD and it reported 800K/s at about 16ms for the IDE (Can't rememeber exactly), and 750K/s at 34ms and 450K/s at 65ms for the other drives.

What's going on? I would have thought that having no ICD board would help things if anything. Could it be the fact that they are SCSI drives instead of SCSI2 and there is some kind of translation overhead?

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4794. Printer port, fully bidirectional?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 09:13:48 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CDupn1.7F@cs.uct.ac.za>
Source record: 36545

As the subject line says, is the Atari ST's printer port fully bidirectional?
i.e. can I read in data from it?

Email or news, got access to both.
Any answers out there???

Barry
--

```
__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) \_/ /_ | | |~\ \_ |\ ( Got engaged on Sat 8th May 1993! )
```


Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

4795. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 11:00:07 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2ca22299@daggskim.ct.se>
Source record: 36542

Loic BRARDA hacked the following on 22 Sep 93 (to All)...

> From: BRARDA@VXCLIA.CERN.CH (Loic BRARDA)
>
> I'm searching a public domain utility that can allow me to read and
> write the sector 0 of a Megafile 30. I want to change the type of a
> partition from ACK to GEM to get back to TOS a Spectre partition.
>
A number of disk utilities allow access of this sector, including of course
Ataris own CHKDISK. Presumably you _do_ know what to change and where this is
located, especially since there should only be one instance of "ACK" written in
that sector.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se (Bo Leuf)

4796. MEGA KEYBOARD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 15:34:16 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <748911670.AA00500@byte.bbs.no>
Source record: 36554

> Does anybody know if the keyboard put into the first 520 STs are th
>same ones put into the Mega detachable keyboard?

No, they are not 100% equal (a MEGA ST keyboard wouldn't fit physically into a 520 and the same is true the other way round, I've tried :-)

But the design and components are the same, so you could "steal" some parts from one of them to repair the other one (almost everything IS possible, I ones repaired a keyboard for a friend where the print was broken in two - glue, patches, cables and soldering does the trick :-)

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
0sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

4797. Parity on Floptical

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 16:01:13 UTC
From: beureej@tuns.ca
Message-ID: <1993Sep24.160113.26063@newton.ccs.tuns.ca>
Source record: 36546

I have one of the Freedom floptical drives that uses the Insite mech., and
I would like to be able to use this drive on other systems. In order to
do this, I need to be able to enable the parity on the floptical (if I
remember correctly, the Link/ST combination requires parity to be disabled).
The docs that come with it don't explain which jumpers (if any) control
the parity, but there are two that are not explained in the docs (E4 & E5).
I would like to know if anyone knows which (if either) of these control the
parity so that I don't have to do any experimentation. Thanks in advance.

==
Jerry Beuree beureej@tuns.ca
==

4798. Re: PARITY CHECK DISABLE - DOESN'T!!! (was Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 17:01:20 UTC
From: rincewind@discworld.oche.de
Message-ID: <2ca5e534c58f@discworld.oche.de>
Source record: 36567

In <2c98f0e0@daggskim.ct.se>,
Bo Leuf (bo.leuf@daggskim.ct.se) wrote:

BL>_NO_ WD SCSI drive in current production allows "parity check disable"!!!

That may be true, but I think that's not solely WD's fault. The SCSI specs say:

Data parity DB(P) is odd. The use of parity is a system option (i.e., a system is configured so that all SCSI devices on a bus generate parity and have parity detection enabled, or all SCSI devices have parity detection disabled or not implemented). Parity is not valid during the ARBITRATION phase.

If Atari or the ICD Link hostadapter can't handle parity, that's mainly their problem, as a host adapter which generates parity has no such problems. There are enough host adapters which will generate parity (which is all that is required, the host adapter nedd not check parity) - the ICD ADSCSI, the TT and Falcon build-in one, the Hard&Soft HA, plus some more.

BL>In actual fact, WD-support admits "...yeh, well, the design people intended to
BL>have this, but, ah, actually, it wasn't implemented..." Folks, there just
BL>aren't any disable components installed in the hardware!!! The (*)ing jumpers
BL>simply aren't connected anywhere. Parity is _hard-wired_ !!!

OK, that's a real WD-made problem :-)

BL>Of course, things are never really that simple. I've previously used a WD drive
BL>in a TT with no problems. Same WDSP4200 model. What I _think_ happened is that

see above, the TT does generate parity.

BL>the later volume production series, made in Asia, simply saved on production
BL>costs by leaving these components out, since, hey, most PC clones won't know
BL>the diff since they all use parity checking.

Hm - *not* generating or checking parity would be cheaper, so this can't be the reason. The jumper alone does not cost so much that anyone would leave this out.

BL>before we try it. Indications are that as a result of cost pressures, more and
BL>more SCSI drives are being produced with _hard-wired_ parity checking, and the
BL>documentation is then just plain wrong. Known examples (in Sweden):
BL> o Western Digital: "all SCSI drives" (probably all made '92 or later)
BL> o Quantum: many? most? all? late production ELS models

Can you prove that the Quantum docs are wrong? As far as I know, there are no parioty jumpers, but you can either select parity/no parity by software or it

is determined by the type of on-drive-bios you choose when buying the drive.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"You know," said Windle, "it's a wonderful afterlife."
-- (Terry Pratchett, Reaper Man)

4799. Re: PARITY CHECK DISABLE - DOE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 17:03:02 UTC
From: rincewind@discworld.oche.de
Message-ID: <2ca5e536c6cb@discworld.oche.de>
Source record: 36566

In <2ca0c97a@daggskim.ct.se>,
Bo Leuf (bo.leuf@daggskim.ct.se) wrote:

BL>Peter Missel hacked the following on 21 Sep 93 (to All)...
BL>
BL> > So? ICD's AdSCSI series support parity, so does GE-Softs TOPLINK...
BL>
BL>ICD technical support and the AdSCSI ST series manual both emphatically say
BL>parity check must be disabled for the SCSI drive to function with Atari. Also
BL>from the Link documentation v6.2.0:
BL>
BL>[-v-<snip>-v-]
BL> This version also disables Parity checking on Quantum ELS
BL> series 3 1/2" hard drives. Of course, to do this, the drive
BL> must be connected to an AdSCSI or Advantage series host adapter.
BL>[-^-<snap>-^-]
BL>Why bother if this isn't necessary as you say?

It is necessary when connecting to a Link host adapter. My drives work fine
with parity enabled on my ICD ADSCSI (LPS240/CP3100)

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
No one was avoiding him, it was just that an apparent random Brownian
motion was gently moving everyone away.
-- (Terry Pratchett, Reaper Man)

4800. Re: ICD-Adapter and Conner SCSI Harddisk ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 20:35:17 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CDvL6t.Kur@mailer.cc.fsu.edu>
Source record: 36547

Martin Golde (mgolde@phoenix.oulu.fi) wrote:
> I intend to buy a Conner CP 30170E SCSI Harddisk (170 MB) for use with my
> Atari. I want to connect the drive via an ICD-Host Adapter. It would be
> not very nice to end up with a wrong drive, so has someone experience with
> that setup.
> Thanks for any recomendations, Martin

You might try emailing them. Their address is:

76004.1600@compuserve.com (ICD Inc)

Their GENIE accounts are ICD and M1220. Genie recently opened up an
Internet gateway address (which I don't know offhand).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4801. Re: Falcon HD formatting help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 23:44:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A48306@M4.maus.de>
Source record: 36564

>Falcon030 SCSI seems to be able to handle both flavors, ie parity-check-
>enabled
>and -disabled configured drives.
>
>TT030 _requires_ parity check disable, just like the other host-adapter
>SCSI
>solutions for the ST/STE models.

Both TT and Falcon030 have the same NCR 5380 SCSI controller chip, which requires parity enabled. (Mostly because one cannot turn parity check off due to a design bug in the chip.)

But: The AHDI driver doesn't care about incoming parity errors, so having a drive with parity disabled doesn't matter for secure operation of THIS drive.

Butbut: If there's a third unit attached that expects parity, it might get upset. So better turn parity on on all units.

>I've checked with folks that ought to know, who handle this daily, and
>it fits
>my own experience (except for F030, which I've not handled).

Well, as an Atari dealer, it's my daily job to correctly set up Atari systems and their additional hardware. (And it's been my job ever since the ST came out, so I've seen more than one unit leaving my desk :-)

bye, Peter

4802. Re: ICD-Adapter and Conner SCSI Ha

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-24 23:54:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A48307@M4.maus.de>
Source record: 36563

>I intend to buy a Conner CP 30170E SCSI Harddisk (170 MB) for use with my
>Atari. I want to connect the drive via an ICD-Host Adapter. It would be
>not very nice to end up with a wrong drive, so has someone experience
>with
>that setup.

Sigh.

Same old problem. Conner drives have no "disable parity" feature, so they won't work with adaptors that don't support parity. Check your ICD manual or phone ICD.

4803. Falcon 25/32

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-25 00:01:02 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2ca318fe@troed.ct.se>
Source record: 36548

Questions:

What are the possibilities of succeeding in clocking the base Falcon030's processor at 25Mhz? (32Mhz?)

I've heard rumours of people using their Falcon030's at 32Mhz (and the DSP running at 48Mhz!), but before I start playing with my little bird I want to know the technical aspects on this subject .. I know that 99% of all Motorola 68030 16Mhz can do 25Mhz with no problems at all, but will the internal bus-structure cope with that? 32Mhz should work but then there's the risc that the 68030 will overheat and add 1 and 1 to 3...

Also, I've heard that the reason the 16-bit datapath is not crippling the Falcon is because the the whole internal bus-structure runs at 32Mhz, that would mean that running the 68030 at 32Mhz too would indeed show that the 16-bit datapath makes it slower than if it had been 32bit?

Tough questions maybe, but I really need to get an answer .. There's a lot of people out here not buying a Falcon because it's "only" 16Mhz ... an easy way to get 25 or maybe 32Mhz out of the base Falcon would indeed sell a few more ...

One more thing ... What's needed to put a 68030 in the internal processor slot? Pins etc, and would the Falcon automatically know which one to use? What are the bus structures like from that slot compared with the normal CPU paths?

I *LOVE* my Falcon.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4804. PeaceBug and Emanuel Moecklin (where are you??)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-25 04:37:19 UTC
From: goemon@venice.mps.ohio-state.edu
Message-ID: <280htv$m9o@sol.ctr.columbia.edu>
Source record: 36550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been using PeaceBug with success on a TT and a MegaSTe, and it works okay on a Falcon030. But when I use FalconScreen for 768x576 mode, the screen of PeaceBug gets totally scrambled! I tried to use the configuration program to set the screen parameters, but the german documentation is of no help to me (a non-german speaker).

Email to FREDDY@ezrz1.vmsmail.ethz.ch bounces. Does anyone know where Emanuel Moecklin has gone to?

Or has anyone managed to get PeaceBug to work together with FalconScreen in the 768x576 16 color mode?

-Dan

4805. Mxalloc() - Does it allocate?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-25 07:03:54 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.XgkLmO_p0s6@elfhaven.ersys.edmonton.ab.ca>
Source record: 36462

Hi,

Could someone tell me if the Mxalloc() system call actually allocates memory, or does it just set an already allocated block to the requested mode? I have been told that this is a system call, so it has nothing to do with the C library -- either your systm has it, or not. My system does NOT have it, though, since I do not have a Falcon/TT.

Also, will it return -255 if the function does not exist? (Other Gemdos functions do this, like Syield() (though this would be a MiNT extension).

Any help would be appreciated.

--
() ~ ()
() Michel Forget / Electric Storm Software ()
() mforget@elfhaven.ersys.edmonton.ab.ca ()
() ~ ()

4806. TOS Upgrade Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-25 08:29:44 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.LsmPqDZDKP6@albemuth.equinox.gen.nz>
Source record: 36558

Hi there,

I've been having some problems with a TOS upgrade. I have a 1040STFM with TOS 1.02 and decided to finally upgrade to TOS 1.04. Everything went fine installing the ROMS (it's not particularly tricky) but the computer refused to boot with the new ROMS. There seems to be nothing wrong with the computer as it runs fine under 1.02 (and still is now i.e. no damage seems to have been done by attempting the upgrade). The machine has a Rev C motherboard. The old 1.02 ROMS have the numbers C101831-002 and C101832-002 on them if this helps in identifying anything.

Some questions:

1) Has anyone else experienced this? as my technician friend who has worked with ST's for quite a while hasn't run across anything like this before.

2) Is there anything specific about REV C Motherboards which are different enough to cause this sort of problem?

3) Are there any other weird dependancies between certain revisions of Hardware and TOS that could have some bearing on this??

Any help would be much appreciated.

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921
|"Any man making a pun should be drawn and quoted"

4807. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-25 13:30:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A48336@M4.maus.de>
Source record: 36562

M>Look at the German PD utility called GEMView. It displays GIF pix (
M>among many formats). Then, any snapshot accessory would do the trick (
M>most snapshot accessories produce .PI1 to .PI3 files.)

Why not using GEMView's convert? I think, this is more comfortable.

regards, Jimmy

4808. DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-25 23:14:45 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep25171445@flammulated.owlnet.rice.edu>
Source record: 36555
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have another strange problem with my falcon - a number of programs seem to not work with the DSP!! If I run Audio Fun Machine, Winrec, or the DSP fractal generator, they cant use the DSP (AFM says "Cannot Load DSP code", or something similar).

However, the D2D recorder and SAM and Speeder (which I belive uses the DSP chip to do scaling and rotation) all work OK, although D2D does sometimes complain that it has to reset the DSP to work.

So, what could be wrong? All of this stuff worked just s little while ago...

As always, any help is appreciated!!

Thanks,
--
---> Kendall Gelner (kendall@rice.edu)

4809. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 00:11:40 UTC
From: bill@main.morris.org
Message-ID: <282mns$mpa@c3po.jvnc.net>
Source record: 36556
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <KENDALL.93Sep25171445@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>
>I have another strange problem with my falcon - a number of programs
>seem to not work with the DSP!! If I run Audio Fun Machine, Winrec,
>or the DSP fractal generator, they cant use the DSP (AFM says "Cannot
>Load DSP code", or something similar).
>
>However, the D2D recorder and SAM and Speeder (which I belive uses the
>DSP chip to do scaling and rotation) all work OK, although D2D does
>sometimes complain that it has to reset the DSP to work.
>
>So, what could be wrong? All of this stuff worked just s little while
>ago...
>
>As always, any help is appreciated!!
>

I dont know if its the same problem, but when I run, say WinRec,
exit, and then try to run AFM, or anything else, my machine crashes.
AFM says the same thing, but still crashes. I then reboot, and all is
well.
Of course, thats an ulgy fix, and it seems that perhaps the DSP
is not being released properly? Since it shows up in all the DSP stuff
I have, I would have to assume its a bug from Atari...

Billy D'Augustine VAX/VMS system admin
bill@main.morris.org Morris County Info Systems
Morris County Library Association
In the land of the night (201)285-6890
The ship of the sun
Is drawn by
The grateful dead.

4810. Re: Memory protection problems with Before Dawn 1.25 under MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2ca334b8@stacken.ct.se>
Source record: 36557

Quoting a letter by Ton van Overbeek:

> From: tvoverbe@wk.estec.esa.nl (Ton van Overbeek)
>
> I keep getting memory protection violations when using BeforeDawn 1.25.
> They are of type 'free' according to ALERT.ACC. Mint then kills the
> DAWN process (i.e. DAWN.ACC). I suppose BeforeDawn tries to access
> memory it does not own and which has not been allocated to any other
> process. Has anybody got it to work with memory protection enabled ?
> My configuration: TT with 4+4 Mbyte, UK TOS 3.06, MultiTOS 1.0 (Mint
> 1.4 + AES 4.0).

I haven't tried Before Dawn but you could try a program such as PRGFLAGS or
CHPROT to set the memory protection control flags in the header of your .ACC or
.PRG file to 'global' or 'supervisor' mode.

If this doesn't work, I'm lost.

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

4811. Re: ICD v AHDI speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 10:51:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A48652@M4.maus.de>
Source record: 36465

>I have 2 external HDs which used to rate at 1150K/s at 17ms and 550K/s
>at 34ms
>under
>ICD. I just got the Falcon happy version of RateHD and it reported
>800K/s at
>about
>16ms for the IDE (Can't rememeber exactly), and 750K/s at 34ms and
>450K/s at
>65ms
>for the other drives.

800 KB/s seems OK for the Falcon's internal drive.

For the SCSI drive: I've seen RateHD several times before displaying complete nonsense for SCSI drives on TTs. (Never tried it on a Falcon, though.)

One time it said 900 KB/s for a Conner 30210 drive, where a program measuring GEMDOS file access and read/write speed displayed 1500 KB/s data rate for reading.
A Quantum LPS240 showed 1300 KB/s in RateHD and 2200 KB/s in the latter program. (That is How-Fast.PRG, btw.)

Seems ICD has a strange bug in there, RateHD should in any case display a higher rate than How-Fast, since RateHD measures raw transfer rate of a 2MB block. How-Fast reads and writes files through GEMDOS.

bye, Peter

4812. Re: CD - rom driver for ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 11:14:35 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2ca4c45c@daggskim.ct.se>
Source record: 36559

Alex Kiernan hacked the following on 24 Sep 93 (to All)...

> From: alex@falcon.demon.co.uk (Alex Kiernan)
>
> In article <1993Sep23.081647.16327@jet.uk> djs@jet.uk writes:
>> The ICD utilities come with (Atari's?) metados driver, which allows
>> both High Sierra and ISO9660 format disks to be mounted as logical
>> drives Y and Z.
>
> Someone told me this had been taken out in later versions (I have 6.08
> which it is in)... anyone know any better?
>
Yeah, seems like later versions, such as 6.2.0, include MiNT.PRG and
ICDCDZ2.XFS plus some doc-file about this...

[-v-<snip>-v-]
ICD's CD-ROM drive software, in conjunction with the included MinT package,
allows the use of standard SCSI-II-compatible CD-ROM drives connected to an
ICD Advantage ST, AdSCSI ST, or The Link host adapter. NOTE: some older
CD ROM drives are not SCSI-II and will not work with this software.

ICD's XFS and MinT will access both High Sierra and ISO-9660 format CD ROMs.

INSTALLATION

Installing the CD-ROM software is fairly straightforward. In the CDROM
folder on the diskette, copy MINT.PRG from the AUTO folder to your present
AUTO folder. This is usually on drive C: if you boot from a hard drive,
or drive A: if you boot from diskette. Note that MINT.PRG must be physically
the last program in your AUTO folder. ...

Copy the file ICDCDZ2.XFS into the root or main directory of the same drive
that your AUTO folder is on. The name of this file may have to be changed;
the characters after "ICDCD" indicate the logical drive that your CD ROM
files will be under and SCSI ID of your CD ROM drive.

ICDCDdi.XFS
^^
|\
| \
| ---- is the SCSI ID of your drive unit (0 through 7).
\
\
\
---- is the logical drive you will use.

```
ICDCDZ2.XFS
^^
|\
| \
| ---- indicates SCSI ID of 2.
\
\
\
---- indicates drive Z:.
```

If necessary, do a 'Show Info' and rename this file as needed.

Now, reboot your computer. Your bootup will proceed as normally, and MinT should install at the end of your AUTO folder. MinT will load your XFS file and show the SCSI Inquiry of your CD ROM unit.

[-^-<snap>-^-]
S'pose this is ok if you want to run MiNT :-)

(illegible signature) Bo Leuf
- Life is just Role-Playing in scale 1:1
- Email: bo.leuf@daggskim.ct.se (Bo Leuf)

4813. Jaguar screenshots

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 12:45:18 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.749047518@dtek.chalmers.se>
Source record: 36560

Hi there , somebody knows if there is screenshots from Jaguar anywhere.
If so ,could you please tell me that address.

Thanks in advance

M}rten R}nge | d3marten@dtek.chalmers.se

--
//// M}rten R}nge - d3marten@dtek.chalmers.se \\\\
\\\\ I have a mission (you have not) ////

4814. TOS Upgrade Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 16:55:44 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <749087652.AA00507@byte.bbs.no>
Source record: 36569

>I've been having some problems with a TOS upgrade. I have a 1040STFM
>with TOS 1.02 and decided to finally upgrade to TOS 1.04. Everything

Did you have TOS 1.02 on 2 ROMs and the new 1.04 on 6 ROMs ?
If yes, then you have to move and/or cut some strappings to
change the ROM-size (on some ST's this is indicated on the straps)

Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

4815. CoNnect and Telecom Help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 17:26:21 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <284jbt$9h8@usenet.rpi.edu>
Source record: 36561

Hello, I have just got my falcon030 and I am trying to hook up
to my school's unix network. I have gotten conNect but the one I have is in
German. Since I can't read German menus, I was wondering if I could get the
correct .rsc file to change them <btw I was told getting the correct .rsc file>
would help. If someone can help me please advice me what telecommunications
program will help me. Also my Control pannel won't recognize my IBX modem,
for some odd reason. Please Help me I really need to log on at closer
locations than the Comp. Center.

Much Thanks

Amalaye Oyake
oyake@rpi.edu

Falcon030,4meg Ram, 80 meg HD.

****

4816. Re: MEGA KEYBOARD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 17:29:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A52653@SL.maus.de>
Source record: 36575

J>I have a broken 520 ST and am in need of a detachable keyboard I
J>was wondering if I could find a broken Mega keyboard and swap out the
J>keyboards.

Well, forget about putting the Mega keyboard INTO the 520.
Just connect the Mega keyboard to the 520 and you have an external one to put
on Your knees :-)
The instuction how to connect is included in the FAQ - guess who's the author
;-)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

4817. Mega ST2 to AppleTalk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 19:18:26 UTC
From: Dimitrij Hmeljak <hmeljakd@univ.trieste.it>
Message-ID: <8GNHBAIK@math.fu-berlin.de>
Source record: 36565

hi!

I found an old Mega ST2 with some problems at the SH205 drive.
I would like to connect it to a PhoneNET AppleTalk network
mainly to run Mac software (it's already there with
the old Spectre emulator), to use the machine as
a telnet terminal.
Do you find it's a good idea, or is there any other inexpensive
way to use this computer as a terminal on a network?
It's a pity to look at this machine being there unused in
a corner with new Macs around used as terminals...

Please answer by email too if you can...

Dimitrij Hmeljak
Universita' degli Studi di Trieste
hmeljakd@uts340.univ.trieste.it

4818. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 21:21:03 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CDzCn5.EI4@cbnewse.cb.att.com>
Source record: 36568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <KENDALL.93Sep25171445@flammulated.owlnet.rice.edu>
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>
>I have another strange problem with my falcon - a number of programs
>seem to not work with the DSP!! If I run Audio Fun Machine, Winrec,
>or the DSP fractal generator, they cant use the DSP (AFM says "Cannot
>Load DSP code", or something similar).
>
>However, the D2D recorder and SAM and Speeder (which I belive uses the
>DSP chip to do scaling and rotation) all work OK, although D2D does
>sometimes complain that it has to reset the DSP to work.
>
>So, what could be wrong? All of this stuff worked just s little while
>ago...

I remember reading somewhere that only a single program can be in
DSP memory at a time. The thing I don't remember is how you remove
a program once its in DSP memory. I thought there was a menu entry
for doing that, but forget where I encountered it (desktop or program
specific menu.) Wayne

4819. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-26 23:32:13 UTC
From: renfro@bnr.ca
Message-ID: <2858pt$cm7@crchh610.bnr.ca>
Source record: 36570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <KENDALL.93Sep25171445@flammulated.owlnet.rice.edu>,
Kendall Helmstetter Gelner <kendall@flammulated.owlnet.rice.edu> wrote:
>
>I have another strange problem with my falcon - a number of programs
>seem to not work with the DSP!! If I run Audio Fun Machine, Winrec,
>or the DSP fractal generator, they cant use the DSP (AFM says "Cannot
>Load DSP code", or something similar).
>
>However, the D2D recorder and SAM and Speeder (which I belive uses the
>DSP chip to do scaling and rotation) all work OK, although D2D does
>sometimes complain that it has to reset the DSP to work.
>
>So, what could be wrong? All of this stuff worked just s little while
>ago...
>
>As always, any help is appreciated!!
>
>Thanks,
>--
>---> Kendall Gelner (kendall@rice.edu)

Some programs don't seem to be 'smart' enough to reconfigure the sound
system if SAM is installed. If you remove SAM or at least disable
system sounds, the other programs should work fine. At least, this
is what it took to work on my Falcon.

RandyH

4820. Re: How Can I Tell If There Are Windows Open?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 00:42:32 UTC
From: David.Freeland@f730.n286.z1.fidonet.org
Message-ID: <749091156.AA00138@dswhq.omahug.org>
Source record: 36574

```
*> Um, if you're not running MultiTOS or WinX, you can wind_create()
*> until it fails; normal TOS is limited to 7 created windows. 7 - # of
*> wind_create()s you did will be the number of open windows. Maybe.
*> That's probably about the only way, and it's pretty gross.
*> --
*> --------------------============================================------------
*> ------
*>
*> cherborth@semprini.tdkcs.waterloo.on.ca
*> Chris
*> Herborth
```

Even with MTOS, you can only access drive window a total of 7 times. Try to open more than 7 and you will get a message telling you to close one. There is no limit on the number of program windows however.

David

/|\ fED-UP v1.11 (unregistered)

4821. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 02:39:01 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep26203901@flammulated.owlnet.rice.edu>
Source record: 36572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CDzCn5.EI4@cbnewse.cb.att.com> trek@cbnewse.cb.att.com (wayne.a.booth) writes:

I remember reading somewhere that only a single program can be in
DSP memory at a time. The thing I don't remember is how you remove
a program once its in DSP memory. I thought there was a menu entry
for doing that, but forget where I encountered it (desktop or program
specific menu.) Wayne

That is true, but the problem I have is that some programs that used
to run just don't run at all any more, weither or not a program is
already in the DSP. Unless I have the first case ever of a DSP virus? :-)

--
---> Kendall Gelner (kendall@rice.edu)

4822. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 02:42:48 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep26204248@flammulated.owlnet.rice.edu>
Source record: 36573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2858pt$cm7@crchh610.bnr.ca> renfro@bnr.ca (Randy Hoekstra) writes:

Some programs don't seem to be 'smart' enough to reconfigure the sound
system if SAM is installed. If you remove SAM or at least disable
system sounds, the other programs should work fine. At least, this
is what it took to work on my Falcon.

RandyH

Unfortunately, it doesn't help at all to remove SAM... plus AFM worked
before with SAM installed. :-(

--
---> Kendall Gelner (kendall@rice.edu)

4823. Re: TOS Upgrade Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 05:16:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <91671@cup.portal.com>
Source record: 36576

The only other thing I can think of to try is to interchange the two ROMs..

I vaguely remember something about some confusion over the part numbers of various versions of TOS, so it's possible you have the high and low ROMs reversed.

BobR

4824. Re: TOS Upgrade Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 09:30:46 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Sep27.093046.22488@ajax.rsre.mod.uk>
Source record: 36577

Lars-Erik Osterud (Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no) wrote:
: >I've been having some problems with a TOS upgrade. I have a 1040STFM
: >with TOS 1.02 and decided to finally upgrade to TOS 1.04. Everything

: Did you have TOS 1.02 on 2 ROMs and the new 1.04 on 6 ROMs ?
: If yes, then you have to move and/or cut some strappings to
: change the ROM-size (on some ST's this is indicated on the straps)

: Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
: SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

I remember trying to convert between 2 and 6 chips. There are 2 or three
solder pads with need to be changed. Bloody pain - the REV C board I had
the tracks just curled when you looked at it, let alone got an iron near
:-(Still, I got a MEGA cheap and scrapped the old one :-)

4825. Re: NEED: Disk Drive for Atari 1040 STfm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 10:48:20 UTC
From: Bill.Jones@p0.f370.n231.z1.FIDONET.ORG
Message-ID: <3011.2CA85088@mechanic.fidonet.org>
Source record: 36482

XM> In article <1993Sep20.150150.13420@ee.eng.ohio-state.edu>, xanthip@sample.enXM> ohio-state.edu (Xanthippos Magnisalis) writes:

XM> Sorry about the confusion. I meant INTERNAL FLOPPY Disk Drive.

Any double density clone drive will work just fine. I replace my original with a dandy Sony drive picked up at a clone warehouse for $45. Drives are going now for about $30. Just make sure you don't get an HD drive unless you've got an Ajax installed.

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!231!370.0!Bill.Jones
Note: The opinions stated in this post are only my own!

4826. Re: followup and new MTOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 10:52:52 UTC
From: Bill.Jones@p0.f370.n231.z1.FIDONET.ORG
Message-ID: <3012.2CA85089@mechanic.fidonet.org>
Source record: 36483

LR> From: richards@sulu.orl.mmc.com (Larry Richardson)
LR> What does TOS 1.4 do for you (as far has hard-drives go) that 1.2 does
LR> not?
LR> I have a hard-drive and am running TOS 1.2 with no problems. Are there
LR> some
LR> bug fixes in TOS 1.4 that would make it worthwhile to upgrade, or are the
LR> enhancements things that most users could live without???

Yes yes yes yes yes yes yes!!!

1.2 has some nice enhancements over 1.0, but introduces enough problems of its own to seriously hamper your system. 1.4 adds the extended file selector, file MOVES, some new TOS calls, better directory management, better hard drive support and lots of internal speed improvements. 1.4 just plain runs faster than 1.0/1.2.

Lots of people are unloading their 2/6 chipset for cheap as they upgrade to 2.06 (which you should consider even more than 1.4 if you can put a TAB board in your machine). Look around for it. 1.4 is plug an play on any 520/1040ST (no e!).

--
Internet: mechanic.fidonet.org
UUCP: ...!myrddin!mechanic!231!370.0!Bill.Jones
Note: The opinions stated in this post are only my own!

4827. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 12:39:56 UTC
From: reschke@math.uni-muenster.de
Message-ID: <286mus$1dbv@obelix.uni-muenster.de>
Source record: 36578

```
In article 2ca22299@daggskim.ct.se, bo.leuf@daggskim.ct.se (Bo Leuf) writes:
> A number of disk utilities allow access of this sector, including of course
> Ataris own CHKDISK. Presumably you _do_ know what to change and where this is
> located, especially since there should only be one instance of "ACK" written in
> that sector.
>
> (illegible signature) Bo Leuf
> - Email: bo.leuf@daggskim.ct.se (Bo Leuf)
>

Hm, are there different versions of Chkdsk3? Mine can't access the root sector.

---
-------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
-------------------------------------------------
```

4828. For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 14:20:00 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <749142658.AA00144@dswhq.omahug.org>
Source record: 36508

I have the following items for sale

SC1224 color monitor (JVC) (old style with good color) $150
ST Replay audio digitizer $25
ICD AdSCSI+ Host Adapter $40
Magnavox video monitor $50
Amiga 500 w/1meg chip ram/1 meg fast ram/3 floppies/color monitor $150

All prices are negotiable.

Reason for selling:

I GOT A FALCON!!!!! :-{)

Later,
Gizmo

4829. Re: Printer port, fully bidirectional?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 16:04:05 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <2872tl$buf@snlsu1.london.sinet.slb.com>
Source record: 36579

In article 7F@cs.uct.ac.za, dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
> As the subject line says, is the Atari ST's printer port fully bidirectional?
> i.e. can I read in data from it?

Yes -- try it.

> |__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
> |__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Mat

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

4830. Re: NEED: Disk Drive for Atari 1040 STfm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 18:00:40 UTC
From: David.Freeland@f730.n286.z1.fidonet.org
Message-ID: <749156344.AA00146@dswhq.omahug.org>
Source record: 36507

```
*> From: xanthip@sample.eng.ohio-state.edu (Xanthippos Magnisalis)
*> Newsgroups: comp.sys.atari.st.tech
*> Subject: NEED: Disk Drive for Atari 1040 STfm
*> Organization: The Ohio State University Dept of Electrical
*> Engineering Message-ID:
*> <1993Sep20.150150.13420@ee.eng.ohio-state.edu> Date: Mon, 20 Sep 1993
*> 15:01:50 GMT
*> I need a disk drive for a 1040 stfm. I live in the Columbus OH area.

Why not put a 1.44MB floppy in your 1040. Call TOAD Computers at
1-800-448-TOAD and they should be able to help you.

David

/|\ fED-UP v1.11 (unregistered)
```

4831. Pexec

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 18:30:24 UTC
From: klassa@aurs01.UUCP
Message-ID: <66971@aurs01.UUCP>
Source record: 36580

Hi-

Yes, before you refer me to the Pexec Cookbook, I've read it... :-)
I'm still having trouble with the 'Load & No-Go' option, though. My
stuff seems to load just fine (the returned 'bp' looks reasonable, for
example), but it doesn't seem to want to run. I've tried putting the
'bp' pointer in each of the three 'ptr' positions of the second Pexec
call, in turn, to no avail. Has anyone successfully & repeatably set
up a scenario where one prg loads another without executing it
immediately, then later executes it? If so, what did you do? Is
there a trick? (Doing it with the 'Load & _GO_' option works just
fine, BTW...)

I'm using HSC 1.40 (not that it should matter, though).

Thanks-
John

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // klassa@aur.alcatel.com \ /\ & \/ \
-------------- 72&$A("!-86ME('EO=2!L;V]K+BXN+@H -------------- \/ \/ \

4832. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 18:42:11 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep27.184211.28296@solaris.rz.tu-clausthal.de>
Source record: 36582

In article A48336@M4.maus.de, Achim_Wilhelm@m4.maus.de (Achim Wilhelm) writes:
> M>Look at the German PD utility called GEMView. It displays GIF pix (
> M>among many formats). Then, any snapshot accessory would do the trick (
> M>most snapshot accessories produce .PI1 to .PI3 files.)
>
> Why not using GEMView's convert? I think, this is more comfortable.
Cause the XIMG picture format is not very well supported by paint programs...
But XIMG is the only Atari format GEM-View is able to create.

Chris

4833. Pexec

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 19:09:06 UTC
From: klassa@aurs01.UUCP
Message-ID: <66985@aurs01.UUCP>
Source record: 36581

Hi-

Yes, before you refer me to the Pexec Cookbook, I've read it... :-)
I'm still having trouble with the 'Load & No-Go' option, though. My
stuff seems to load just fine (the returned 'bp' looks reasonable, for
example), but it doesn't seem to want to run. I've tried putting the
'bp' pointer in each of the three 'ptr' positions of the second Pexec
call, in turn, to no avail. Has anyone successfully & repeatably set
up a scenario where one prg loads another without executing it
immediately, then later executes it? If so, what did you do? Is
there a trick? (Doing it with the 'Load & _GO_' option works just
fine, BTW...)

I'm using HSC 1.40 (not that it should matter, though).

Thanks-
John
--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // klassa@aur.alcatel.com \ /\ & \/ \
-------------- 72&$A("!-86ME('EO=2!L;V]K+BXN+@H -------------- \/ \/ \

4834. Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-27 23:12:22 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <287s0m$mpi@news.dmpe.CSIRO.AU>
Source record: 36583

Hi!
I got my Falcon last Thursday, and while it has been a relatively fun thing, I have come to a grinding halt after last night. I have been trying out some of the software available for the Falcon, and was testing some stuff on my F: partition. I ran a couple of programs, and then exited back to the desktop. To my amazement, the File Menu was now in German! (My machine is a UK Falcon, 4/80.) I thought, hey, it's just something buggering around inside memory.
I power down for about two minutes.
Still in German.
Again I do the same.
Still Deutsch.
I repeat the process a few times, and then decide that I have corrupted some files on my C: boot partition. No problems. I've got all the install disks, I'll just wipe it all off and re-install.
Cleaned up, re-installed.
Still in German.
Zero'ed the C: Partition, Booted from floppy.
Still in German.
Killed the bootsector, thinking it was a virus.
Still in German!

As you can see, I'm getting real desperate. The german dialogs aren't so bad, I need to learn German again anyway, but the F#$%ing keyboard is German now too, and I even managed to get a Shaft Ess? i.e. a greek Beta, out of the keyboard, and the Y and Z are swapped around. Now for all you techies out there, here is a brief run-down as from SYSINFO version 8.23 (1992):
SYSTEM INFO:
Type : Unknown.
Processor : 68030.
Frequency : 26 Mhz?
Co-Pro : Not Available.
Tos Ver: 4.04, 08-08-1993
Gem Ver: 0.30, 08-03-1993
Aes Ver: 3.40
Tos Nationality : unkown (Ram-Tos?)
Tos Size: 512k
GDOS : Available
Blitter : Available and On.
DMA Sound : Available.
Cookie-Jar : Available at $000980
Cookie-Jar Size : 32 Slots = 256 bytes
Long Stackframe : Yes.
Total ST-Ram : 4096kbytes.

Well, that's it. Also, my copy of MultiTos don't work real well. Oh yeah - when I am in multi-Tos mode, the prompts change back to english, but I think the keyboard is still German!
Phew! What a mouthful! I hope you guys can help, because otherwise I might be forced to get rid of my Falcon and buy something else....

Karl.

w
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4835. Re: TOS Upgrade Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 03:04:02 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.db90eVHyhcI@albemuth.equinox.gen.nz>
Source record: 36588

Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no (Lars-Erik Osterud) writes:
> >I've been having some problems with a TOS upgrade. I have a 1040STFM
> >with TOS 1.02 and decided to finally upgrade to TOS 1.04. Everything
>
> Did you have TOS 1.02 on 2 ROMs and the new 1.04 on 6 ROMs ?
> If yes, then you have to move and/or cut some strappings to
> change the ROM-size (on some ST's this is indicated on the straps)

No both versions are on 2 ROMs. So there shouldn't be any problem with
this.

The problem seems to be happen somewhere in the hardware initialisation
phase as when the machine is turned on the disk drive momentarily goes
but nothing else happens. It seems really weird!!

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921
|"Any man making a pun should be drawn and quoted"

4836. SCSI 2 Interface on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 04:59:31 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <288gbj$nnh@news.dmpe.CSIRO.AU>
Source record: 36584

Here's an easy one - is the Falcon SCSI 2 bus Fast, or Fast and Wide?

(I need to know so I know what HD to steal from work ;^))

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4837. Packers on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 05:23:36 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <288hoo$nqd@news.dmpe.CSIRO.AU>
Source record: 36585

Hi.

Anyone got ideas of how to make existing packers run o.k. on the Falcon?
Pack-Ice seems to be the only one that has worked so far - Atomik 3.5,
SpeekPacker v3 and JamPacker 4 all seem to dislike my Falcon.

Karl.

P.S. I mainly want to run packed software, rather than de-pack it all on my
trusty <grin> STf.......

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4838. Re: Falcon 25/32

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 07:00:07 UTC
From: pontus.sk|ld@stacken.ct.se
Message-ID: <2ca5e40f@stacken.ct.se>
Source record: 36586

> Also, I've heard that the reason the 16-bit datapath is not crippling
> the Falcon is because the the whole internal bus-structure runs at
> 32Mhz, that would mean that running the 68030 at 32Mhz too would indeed
> show that the 16- bit datapath makes it slower than if it had been
> 32bit?

Well, I doubt it would be slower than a standard falcon, but there would be a BIG difference in say raytracing (is there anybody out there who knows any way of splitting calculations into two trees, one for the free-standing co-processor, and one for the cpu.. (dsp & 68030 on falcon, 68881/2 & 68000 on a extended ST)

/Pontus

4839. Re: CoNnect and Telecom Help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 07:24:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.737371@cix.compulink.co.uk>
Source record: 36587

In article <284jbt$9h8@usenet.rpi.edu>, oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
>Hello, I have just got my falcon030 and I am trying to hook up
>to my school's unix network. I have gotten conNect but the one I have is in
>German. Since I can't read German menus, I was wondering if I could get the
>correct .rsc file to change them <btw I was told getting the correct .rsc file>
>would help. If someone can help me please advice me what telecommunications
>program will help me. Also my Control pannel won't recognize my IBX modem,
>for some odd reason. Please Help me I really need to log on at closer
>locations than the Comp. Center.
>

Connect normally has an English RSC called CONNENG.RSC. Just rename it to CONNECT.RSC and all will be OK.

Ofir ogal@cix.compulink.co.uk

4840. Atari 1040STf Parts Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 08:10:15 UTC
From: lordthan@news.delphi.com
Message-ID: <288rh7$j6u@news.delphi.com>
Source record: 36589

Sorry if this post isn't in the correct reoom, but this is the only ST room Delphi gets. :/

I need an internal floppy drive mechanism and a power supply for my Atari 1040STf. The mechanism is the kind with the wide trapezoid-shaped button on the bottom, not the one with the little square button on the lower corner. DS/DD mechanisms only, please. :)

I'd expect both parts to be functional and in excellent shape, of course.

I'm also interested in hearing any oreasonable offer people have on a new ROM set for my ST (I haven't used in in quite awhile, so I don't know what vresion is in there. I *do* know that the ROMs that are in there are pre-Rainbow TOS ROMs, and that there are five chips socketed to the motherboard. And finally, if anyone has a good hard drive for sale (at least 40-MB, 80-MB or above preferred) I'd ike to hear prices on that, too. :)

Thanks!

Reply in mail, please.

-Steve

4841. Re: Printer port, fully bidirectional?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 08:14:22 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CE21Jz.vB@cs.uct.ac.za>
Source record: 36445

In an earlier post I asked about the ST's printer port being fully bidirectional... And promptly had my mailbox die from over exertion. Thanks everybody who replied to me, the help was very useful indeed!

And as soon as my project is finished, I'll be posting it to the net...
(Cheap sound sampler thru printer port.)
Yeah, I know there exist some already, but here? In South Africa?? You gotta be kidding!

Cheers
Barry
--
```
------------------------------------------------------------------------
__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) \_/ /_ | | |~\ \_ |\ ( Got engaged on Sat 8th May 1993! )
```

Aquarius: destined for greatness, or madness. I figure I've landed in the latter region.

4842. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 08:48:12 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep28024812@flammulated.owlnet.rice.edu>
Source record: 36590

In article <287s0m$mpi@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

Hi!
I got my Falcon last Thursday, and while it has been a relatively fun thing, I have come to a grinding halt after last night. I have been trying out some of the software available for the Falcon, and was testing some stuff on my F: partition. I ran a couple of programs, and then exited back to the desktop. To my amazement, the File Menu was now in German! (My machine is a UK Falcon, 4/80.) I thought, hey, it's just something buggering around inside memory. I power down for about two minutes.
Still in German.
Again I do the same.
Still Deutsch.
I repeat the process a few times, and then decide that I have corrupted some files on my C: boot partition. No problems. I've got all the install disks, I'll just wipe it all off and re-install.
Cleaned up, re-installed.
Still in German.
Zero'ed the C: Partition, Booted from floppy.
Still in German.
Killed the bootsector, thinking it was a virus.
Still in German!

<rest of tale deleted>

Aha!! I almost did the same thing to myself, but fortunatley realized what I had done before I rebooted. Fear not, there is hope!!

You innocently ran a program called "nvreset", availiable in the package NVRAM on atari.archive.umich.edu. This resets your Falcons nvram (permanent memory, stays even after a powerdown). Now normally this wouldn't be such a bad thing, but the version I had (and I guess you too!!) was compiled by some fun-loving german who I am sure is having a merry chuckle at our expense - for, you see, it resets the Falcon's NVRAM to the GERMAN default!!

The solution, as usual, lies in the problem - you need to get the NVRAM package again, and install the NVRAM cpx. Using this CPX, you can reset your Falcon to once again be a true blue American computer - just click on each of the options (desktop, language, etc.) and change them from whatever they are to USA. Don't forget to switch back from PAL to NTSC while you're there... Whew!!

Say, does anyone out there know what the three upper right options for NVRAM do? I just leave 'em all on at the moment...

I would also like to take a moment to publicly humiliate myself by stating that the problem I had earlier with my DSP was really no problem at all... just as someone (e-mail? posting? I forget) had said, I had set the application default to be the top window, so AFM just couldn't find its DSP code when it tried to run! Silly me... I still think my audio is messed up, I've tried everything up to sacrificing chickens over the keyboard, but still get a rather annoying hum when recording from stereo to ST, no matter where or how I plug the cables. Radio Shack stock must have risen substantially since I started, and I now have enough different audio cables to form three bands. Oh Well.

I still love my falcon, so nah nah nah to those who dislike them.

--
---> Kendall Gelner (kendall@rice.edu)

4843. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 09:08:33 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Sep28.090833.6127@zaphod.earth.ox.ac.uk>
Source record: 36441

In article <287s0m$mpi@news.dmpe.csiro.au> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>
>Hi!
>I got my Falcon last Thursday, and while it has been a relatively fun thing, I
>have come to a grinding halt after last night. I have been trying out some of
>the software available for the Falcon, and was testing some stuff on my F:
>partition. I ran a couple of programs, and then exited back to the desktop.
>To my amazement, the File Menu was now in German! (My machine is a UK Falcon,
>4/80.) I thought, hey, it's just something buggering around inside memory.
>I power down for about two minutes.
[Much deleted]
>Karl.
>
>w
>--
>| Karl Meyland CSIRO Division of Building, Construction and Engineering |
>| Post Office Box 56, Highett, Victoria, Australia 3190 |
>| Internet: karlm@mel.dbce.csiro.au |
>| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

It looks like something's been set in the non-volatile RAM.

Someone on here may have the Falcon nvram docs so that you can go changing
the values back to normal, I'm afraid I haven't.

It's nothing to do with any disks, viri etc.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4844. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 09:21:29 UTC
From: error@stack.urc.tue.nl
Message-ID: <288vmp$ch5@tuegate.tue.nl>
Source record: 36442

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

[many different actions to solve the problem...]

The problem is that this info is stored in Non volatile RAM.
There is some little program to set all this, but I do not know its
name.
By the way, you can alsdo get French and other nationalities ;-)

Erlend.

4845. Re: problems with internal floppy: 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 09:30:55 UTC
From: everling@iis.fhg.de
Message-ID: <everling.749208655@mw004>
Source record: 36443

psthomas@nyx.cs.du.edu (Patrick Thomas) writes:

> A couple years ago, my Atari 1040ST's internal floppy drive started
>haveing a few problems. It would seem to "miss" information, and would
>appear to eat disks at random. My copy of Flash was mysteriously
>reduced to 0 bytes, by copy of R-TYPE no longer loaded properly, and
>some disks gave the dreaded "garbage directories" on the desktop.
>I've since moved on to different computers, but want to get the ol' ST
>back on line (I'll admit it--I miss it).

> Does this sound like a problem I could diagnose/repair myself? Could
>it be related to wear? drive RPM? age? my previous residence for a year
>of college next to a 50 kilowatt FM radio station? Please help!

> Also, offers for other drives will be gladly considered.

> Thanks in advance,
> -- Patrick

Seem like you got got one these weak 50 kw power sources. Try a stronger
one. Or perhaps you are one of these who are storing their disc boxes upon
their tv or monitor because of the neat flat surface? That's of course
not meant to be as harsh as it sounds... :-)
And then there is the possibility of a dirty drive. BTW:which
TOS are you using ? 1.0, 1.2 (very nasty version) or 1.4 (quiet good) ?
See you, Dirk

--
Dirk Everling | Fraunhofer Gesellschaft IIS | Phone: +49-9131-776-380
everling@iis.fhg.de | Wetterkreuz 13 | FAX: +49-9131-776-399
| D-91058 Erlangen |

4846. Re: TOS Upgrade Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 10:01:03 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Sep28100103@algol.cerfacs.fr>
Source record: 36452

I too have possibly a TOS upgrade problem. On my Mega 4 STfm I have upgraded from TOS 1.02 to 2.06 using the TEC Bridge. For simple letters I often just use good ol' 1st Word. I boot from a floppy or hard drive, I enter 1st Word, do 1 document, and get started on a second. Then after some quich succession of keystrokes my Mega 4 freezes up with a whole line of bombs. Most surprising with these bombs is that it looks like the machine did a resolution change. In auto I have altboot, edisk21 RAM disk, maccel2, lgselect, and that's about all.

This has now happened two times!! And unfortunately I saved my document to the RAM disk. ;-(Does anybody have any suggestions?

Thanks!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Mega 4STfm with TOS 2.06, floptical! Where do I get good CDs for my Mega?

4847. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 10:18:15 UTC
From: fraser@festival.ed.ac.uk
Message-ID: <CE27AF.D5z@festival.ed.ac.uk>
Source record: 36444

In article <287s0m$mpi@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
|> Hi!
|> I got my Falcon last Thursday, and while it has been a relatively fun thing, I
|> have come to a grinding halt after last night. I have been trying out some of
|> the software available for the Falcon, and was testing some stuff on my F:
|> partition. I ran a couple of programs, and then exited back to the desktop.
|> To my amazement, the File Menu was now in German! (My machine is a UK Falcon,
|> 4/80.) I thought, hey, it's just something buggering around inside memory.
|> I power down for about two minutes.
|> Still in German.

What you've done here is switch your TOS languge version around somehow.

The falcon ROM's contain all the different language versions, and some sort of internal pointer which points to the currently set version. (I haven't a clue how they do this. I just hope no-one uses this to create a resetproof virus....)

What you need is some program to change this back to the UK language version.
I've seen at least two programs that allow you to do this.

fboot.lzh (i think?) and
nvram11.zip (All the text is in german, but you'll be used to this won't you..)

Both are available from atari.archive.umich.edu, amongst other sites, in the Falcon directory.

4848. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 10:51:38 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Sep28.105138.12372@solaris.rz.tu-clausthal.de>
Source record: 36448

In article mpi@news.dmpe.CSIRO.AU, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
> Hi!
> I got my Falcon last Thursday, and while it has been a relatively fun thing, I
> have come to a grinding halt after last night. I have been trying out some of
> the software available for the Falcon, and was testing some stuff on my F:
> partition. I ran a couple of programs, and then exited back to the desktop.
> To my amazement, the File Menu was now in German! (My machine is a UK Falcon,
> 4/80.) I thought, hey, it's just something buggering around inside memory.
> I power down for about two minutes.
> Still in German.

Hi! I am german so I have a good use for a _german_ Falcon. Why don't you give me
your machine? ;-D

No, no, just kidding. Your Falcon's CMOS setup is changed to german language. You
can't put the setup back by powering the machine off because it's buffered by a
little battery :-|

There _is_ a way to change back to english launguage, of course. Try BOOTCONF.ZIP
from ftp.tu-clausthal.de: /pub/atari/falcon
This program allows you to alter the CMOS setup. Don't change the other boot
preferences, just the language.

Hope this helps,

Chris

---------------------------------------+--
Christian Perle | So, if you feel a little glum
Leibnizstr. 24/107 | to Hergest Ridge you should come
38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield-----
Germany

4849. SAM---a problem with my keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 12:34:12 UTC
From: sys1@exnet.co.uk
Message-ID: <CE2DL1.AEo@exnet.co.uk>
Source record: 36459

When I run SAM my keyboard does strange things. The keys don't map the right keys to the letters, the beep switches off and the whole system becomes unusable.

Any ideas, anyone?

Xavier Gallgher

4850. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 12:35:58 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <289b3e$5qe@fbi-news.informatik.uni-dortmund.de>
Source record: 36446

```
> In article A48336@M4.maus.de, Achim_Wilhelm@m4.maus.de (Achim Wilhelm) writes:
> > M>Look at the German PD utility called GEMView. It displays GIF pix (
> > M>among many formats). Then, any snapshot accessory would do the trick (
> > M>most snapshot accessories produce .PI1 to .PI3 files.)
> >
> > Why not using GEMView's convert? I think, this is more comfortable.
> Cause the XIMG picture format is not very well supported by paint programs...
> But XIMG is the only Atari format GEM-View is able to create.

I your unregistered version ;-) RIGHT! The registered version saves XIMG,
BMP, IFF, GIF, ESM, TARGA and TIFF. The versions 2.4x allowes you to test
the saving of all this formats 14 days!

Register you program ;-)

Ciao
Dieter

-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D-45768 Marl (Germany) +---------------------------+
| | With a rubber duck :-) |
| fiebelko@sally.informatik.uni-dortmund.de | one's never alone! :^{ |
-----------------------------------------------+---------------------------
```

4851. Re: ICD-Adapter and Conner SCSI Ha

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 13:03:41 UTC
From: jvt@its.bt.co.uk
Message-ID: <1993Sep28.130341.13962@its.bt.co.uk>
Source record: 36447

In article <A48307@m4.maus.de>, Peter Missel <Peter_Missel@m4.maus.de> wrote:
>
>Same old problem. Conner drives have no "disable parity" feature, so they won't
>work with adaptors that don't support parity. Check your ICD manual or phone
>ICD.

I wish I knew that when I was trying to get one to work. I would have given
up much earlier :-)

Just a thought.... Does this mean the Connor would work on a Falcon?

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7TCP
+44 21 308 8892

4852. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 15:34:04 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1460@usdtsg.DaytonOH.NCR.COM>
Source record: 36449

In article <289b3e$5qe@fbi-news.informatik.uni-dortmund.de>
fiebelko@bonny.informatik.uni-dortmund.de (Dieter Fiebelkorn) writes:
[STuff deleted]

re: Gemview

>In your unregistered version ;-) RIGHT! The registered version saves XIMG,
>BMP, IFF, GIF, ESM, TARGA and TIFF. The versions 2.4x allowes you to test
>the saving of all this formats 14 days!

I have a question (and possible request). Is there any resolution
limitation when using DEGAS files? That is, could I create a 320x400x16
Degas file (assuming I can get this resolution which I would then have Warp9
use as a background). Basically I'm trying to convert some GIFs and JPGs
to a format that I could use in extended graphics modes as background
pictures, but the only formats that Warp9 supports are Degas, TNY, and
PNT. I guess my request would be to maybe include one (or some) of these
formats as other SAVE choices?

My other suggestion: I know I can halve the size of a picture and
double the size. Have you given any thought to including a RESIZE
option where an *arbitrary* resolution could be resized to (say I wanted
to resize a 800x600 GIF to 640x400).

Anyways, great program...

>Register you program ;-)

Already did :-)

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"For Sale: New and Used Antiques..."

4853. Problem with no boot on ICD FAST drive...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 16:57:03 UTC
From: brian@dweomer.org
Message-ID: <CE2pr4.C2D@dweomer.org>
Source record: 36454

Greetings all,

In the past week, my ICD 80MB FAST drive has started to refuse to boot off my clunky old Atari 1040ST (original ROMs if that matters). The symptoms are that the ICD upon power up has the red LED come on, then the middle (green) LED lights up for a bit, but not as long as I believe it used to do). I then boot the ST, and wait for it to put up the default desktop associated with the floppy I have in the drive. I then hit the RESET button on the back, which then does the SCSI reset that the ICD has always liked, and starts the reboot.

However, now instead of having the FAST drive start up full board, the green LED comes on momentarily and the default (floppy) boot occurs. I'll chase down ICD for help, but I thought I'd appeal here first.

Thanks for any and all suggestions. I'll summarize any responses I get via Email.

Regards,
--
Brian Taylor UUCP: uunet.ca!dweomer!brian
62 Derry Street Internet: brian@dweomer.org
Guelph, Ontario, CANADA Voice: (519) 824-0884
N1E 2C1 "You can twist perception, reality won't budge"

4854. VDI co-ordinates

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 17:09:23 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <289r43$9vq@sol.ctr.columbia.edu>
Source record: 36450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, this is a very simple VDI question... How does GEM interpret
the VDI co-ordinates when it is given (for example) a v_bar call?
Is it the entire GEM screen, or relative to the active window, or
what ?

All help appreciated...

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

4855. NeoChrome to DOS image format (like PCX): HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 17:13:01 UTC
From: wjr@pacific.uucp
Message-ID: <289rat$r8u@netline-fddi.jpl.nasa.gov>
Source record: 36451

I am looking for a way to convert Atari NeoChrome images over
to some PC (DOS) format, such as PCX. The NeoChrome images
are standard 320x200x16color.

Are there any conversion programs available to do this?

I have tried to convert the images manually, but I can't
figure out how the NeoChrome Images are stored. I do have
a file discription of NeoChrome format, but it doesn't seem
to be correct. Subtracting the header (something like 128k)
you are left with a 32000 byte file which contains data for
a 320x200 images. This works out to 4 bits per pixel, or
2 pixels per byte (with DN valaues of 0-15 for each pixel),
which is what I expect. But, when I split each bytes to make
a 320x200 array, the pixels do not match the original image.

I have assumed that byte 1 represents pixels 1 and 2 (on scan
line 1), byte 2 represents pixels 3 and 4, and so on. This seems
to be incorrect, but I can't find another way to do it.

If someone has a simple images converter, this problem will
be moot, otherwise if someone can explain how the NeoChrome
image is stored, I would be grateful. If you can tell me
how to convert a 32000 byte NeoChrome image into a 320x200
array with pixel values ranging 0-15, I can do the rest.

Thanks

Joe
--
W. Joseph Rhea / RHEA-FX / wjr@pacific.jpl.nasa.gov

4856. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 18:01:13 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCE2sq2.LtF@netcom.com>
Source record: 36455

In article <287s0m$mpi@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>I got my Falcon last Thursday, and while it has been a relatively fun thing, I
>have come to a grinding halt after last night. I have been trying out some of
>the software available for the Falcon, and was testing some stuff on my F:
>partition. I ran a couple of programs, and then exited back to the desktop.
>To my amazement, the File Menu was now in German! (My machine is a UK Falcon,
>4/80.)

[rest of story deleted... the upshot is, some program has messed with
his NVRAM and made the boot parameters set up for Germany]

There are 2 solutions:

(1) Turn off your machine. Wait 5 minutes (this is for a really cold boot).
Turn it back on. When the Fuji appears, press CTRL-ALT-UNDO. The machine
should then reboot again. (The above is not a typo: it is indeed
CTRL-ALT-UNDO that you should press, not CTRL-ALT-DEL). After the reboot,
the machine should come up with U.S. defaults; not quite what you
want, but at least it will be in English :-). The use of CTRL-ALT-UNDO
to reset the machine's configuration only works for machines with
TOS 4.04, and only during initial booting (i.e. while the Fuji is
on screen and perhaps while the memory is being tested).

(2) Or, get a copy of the CONFIG.PRG program from your local BBS or
FTP site. (Some places may call this FCONFIG.PRG). This is a program
that lets you change the boot nationality for your machine.

--
Eric Smith ersmith@atari.uucp ersmith@netcom.com
Definitely not Atari's opinions...

4857. PLEASE READ THIS....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 18:22:08 UTC
From: "Lea Anthony"
Message-ID: <932228182208@ibm3090.bham.ac.uk>
Source record: 36453

```
================================================================================
Thanks for reading this.. it's not really technical and please don't flame me f
or sticking this here but about a year and a half ago I made a little program c
alled REZSEL for the ST computers. It had a few bugs in it and was programmed u
nder the name of THE OVERLORD. I was just wondering if anyone here has seen/got
it. I heard it reached belgium and would love to know how far it's got !
Thanks for all your time,
Lea Anthony
LEA@UK.AC.BHAM.CS
```

4858. Re: VDI co-ordinates

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 18:55:24 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28a1asINN1js0@rs1.rrz.Uni-Koeln.DE>
Source record: 36456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <289r43$9vq@sol.ctr.columbia.edu> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>Ok, this is a very simple VDI question... How does GEM interpret
>the VDI co-ordinates when it is given (for example) a v_bar call?
>Is it the entire GEM screen, or relative to the active window, or
>what ?

VDI screen coordinates normally have their origin in the upper lefthand
corner of the screen. The origin definitely does not depend on the
position of the active window, because the AES is "above" the VDI.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4859. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 19:30:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.740695@cix.compulink.co.uk>
Source record: 36457

In article <287s0m$mpi@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>Hi!
>I got my Falcon last Thursday, and while it has been a relatively fun thing, I
>have come to a grinding halt after last night. I have been trying out some of
>the software available for the Falcon, and was testing some stuff on my F:
>partition. I ran a couple of programs, and then exited back to the desktop.
>To my amazement, the File Menu was now in German! (My machine is a UK Falcon,
>4/80.) I thought, hey, it's just something buggering around inside memory.
>I power down for about two minutes.
>Still in German.
>Again I do the same.
>Still Deutsch.
[...]

The nationality is stored in NVRAM, some program you tried ahs changed
this. There are several programs that let you set this up, let me know if
you can't find it. I can mail you one that solves the problem.
Two programs you should look for are BootConf and NVRAM, and a warning to
everyone - do not select the Unix option.

Ofir ogal@cix.compulink.co.uk

4860. 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-28 22:03:26 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <28acbe$9ev@charm.magnus.acs.ohio-state.edu>
Source record: 36458

Is it possible to use a 1.44 meg floppy in an unmodified ST as a 720K drive?
1.44 meg floppies are cheaper than 720K ones these days.....

->->->((JP))<-<-<-

4861. Motif-like GUI (early) available at UMich!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 00:12:21 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CE374o.2y9@ryn.mro4.dec.com>
Source record: 36460
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I just came back from vacation, and had MANY mail messages asking
for my Motif-like GUI demo...

It has been uploaded to the UMich archives as ICON.ARC, and I
encourage you to grab it, and try it!

NOTE - COLOR MONITOR REQUIRED!

Thanks!

John

4862. Re: 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 01:40:00 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Sep29.014000.1584@ibr.cs.tu-bs.de>
Source record: 36461

jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:

> Is it possible to use a 1.44 meg floppy in an unmodified ST as a 720K drive?
> 1.44 meg floppies are cheaper than 720K ones these days.....

Yes, that should be no problem. You will only have to set some jumpers
on the drive to make it recognize the kind of disk you insert instead
of being controlled by one pin on the interface to the controller.

Urs

4863. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 04:07:22 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <28b1lq$rtd@news.dmpe.CSIRO.AU>
Source record: 36463

Thanks to eveyone who replied to my Falcon -> Toaster conversion utility problem. I tracked it down, and now have a more useable(!) falcon that boots up in 640*480*256 automatically. So the ROMS are Multilingual! Cool. As for Kendall's question about the top three bars in the NV_RAM CPX, Off hand I remeber that the middleone? (Dopple ...) means 'double line' mode, and the compaibl...modus one whacks the Falcon into a ST? compatible mode. I'll sit down and translate the whole thing into english tonight, and post it if anyone wants a copy!
(I'll need some encouragement though!)

Best Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4864. DMA controller

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 04:50:29 UTC
From: fant@nextnet.csus.edu
Message-ID: <1993Sep29.045029.1291@csus.edu>
Source record: 36464

I think I destroyed my DMA controller in my ST.
Does anyone know the price for a new part or a source for used parts.

Maybe someone has a damaged ST that they would be willing to sell cheap.

It's an old slow machine, but I like it.
Thanks for the information,
Steve Miller (KB6ZVM)

4865. 19-inch monitor on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 04:59:54 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.t7HCKxFMqpM@sanity.tdkcs.waterloo.on.ca>
Source record: 36497

Does anyone know the horizontal and vertical scan frequencies of the TT in TT-High?

We've got a 19" ECL monitor and a cable we made, and the video seems proper, but the sync's seem off.

So, I'm looking for someone who's adapted a non-Atari monitor to work with their TT. And any suggestions would be appreciated.

Oh, the monitor is called something like L-View or similar.

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Audio Control |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Phoenix Gold, Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |

Also, lots of Tori Amos, Julian Cope and more......

4866. Hardware documentation 6.0 available

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 06:26:59 UTC
From: goemon@venice.mps.ohio-state.edu
Message-ID: <28b9rj$qpk@sol.ctr.columbia.edu>
Source record: 36466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The (in?)famous "Hardware documentation", revision 6.0 is now available.

It lists every known (and unknown) hardware register in every Atari
from the ST to the Falcon030, and everything in between. It also
details most of the register's functions.

This document is available on your favorite atari ftp site, or if you
can't get it, I can email a copy to you. It will be compressed
and uuencoded, however. No exceptions.

It is available on most atari ftp sites as "hardware.txt".

-Dan

4867. Compiling Mint 1.08 ; problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 07:56:59 UTC
From: jbww@ukc.ac.uk
Message-ID: <5933@eagle.ukc.ac.uk>
Source record: 36467

I have just tried compiling Mint 1.08, and have problems with
multiple definitions of main. I thought the solution was to use
an older Gcc, but that does not seem to help. Can anyone suggest
something I can try ?

At the final linking stage I get :

```
j:/gcc/bin.233/gcc.ttp -G -Wall -O2 -fomit-frame-pointer
-mshort -DMULTITOS -DDEBUG_INFO -o mint.prg
bios.o xbios.o console.o dos.o dosdir.o dosfile.o dosmem.o
dossig.o filesys.o main.o mem.o proc.o signal.o timeout.o tty.o util.o
biosfs.o pipefs.o procfs.o tosfs.o debug.o rendez.o unifs.o shmfs.o
fasttext.o welcome.o nalloc2.o memprot.o realloc.o context.o intr.o
syscall.o quickzer.o quickmov.o cpu.o -liio16

j:/gcc/bin.233/gcc-ld.ttp: multiple definitions of symbol `__main'.
Files: /dev/j/olib\gnu16.olb(main.o) main.o
j:/gcc/bin.233/gcc-ld.ttp: multiple definitions of symbol `_exit'.
Files: /dev/j/olib\gnu16.olb(main.o) main.o
mem.o: Undefined symbol _xbios referenced from text

make: *** [mint.prg] Error 1
```

I have tried recompiling main.c with Gcc versions 2.3.3, 2.4.2, 2.4.4
and linking with gnu16.olb from gnuolb versions 85, 87, 93.

Any ideas as to what I should try ? (or have I just done something wrong ?)

Cheers,
beau webber jbww@ukc.ac.uk

4868. Re: Packers on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 08:01:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.743255@cix.compulink.co.uk>
Source record: 36469

In article <288hoo$nqd@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>Hi.
>
>Anyone got ideas of how to make existing packers run o.k. on the Falcon?
>Pack-Ice seems to be the only one that has worked so far - Atomik 3.5,
>SpeekPacker v3 and JamPacker 4 all seem to dislike my Falcon.
>

PFXPAK works very well on the Falcom and even under MTOS.

Ofir ogal@cix.compulink.co.uk

4869. Re: Packers on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 08:38:51 UTC
From: bouton@inf.enst.fr
Message-ID: <11184@ulysse.enst.fr>
Source record: 36471

In article <288hoo$nqd@news.dmpe.CSIRO.AU>, Karl Meyland writes:
|> Hi.
|>
|> Anyone got ideas of how to make existing packers run o.k. on the Falcon?
|> Pack-Ice seems to be the only one that has worked so far - Atomik 3.5,
|> SpeekPacker v3 and JamPacker 4 all seem to dislike my Falcon.
|>
|> Karl.
|>
|> P.S. I mainly want to run packed software, rather than de-pack it all on my
|> trusty <grin> STf.......
|> --
>	Karl Meyland CSIRO Division of Building, Construction and Engineering
>	Post Office Box 56, Highett, Victoria, Australia 3190
>	Internet: karlm@mel.dbce.csiro.au
>	Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622

Have you tried running them with compatibility progs (MAGI, BACKWARD) ?

| Thomas Bouton Ecole Nationale Superieure des Telecommunications
| (Sup' Telecom, Telecom Paris)
| 46, rue Barrault 75013 Paris, France
|
| Internet : bouton@inf.enst.fr

4870. Re: Mxalloc() - Does it allocate?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 08:42:00 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.749292120@acp5>
Source record: 36470

mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>Could someone tell me if the Mxalloc() system call actually allocates
>memory, or does it just set an already allocated block to the requested

It allocates memory like the normal Malloc() call does. The only difference
is that you can specify the kind of RAM to be allocated, i.e. ST compatible
RAM or not.

>mode? I have been told that this is a system call, so it has nothing
>to do with the C library -- either your systm has it, or not. My
>system does NOT have it, though, since I do not have a Falcon/TT.

Yes, it's a GEMDOS call available since TOS 2.0. It doesn't depend on your
machine but on your TOS version, i.e. an ST with TOS 2.06 will support Mxalloc,
too.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4871. memory board for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 10:04:17 UTC
From: vacs@hpna49-1.cern.ch
Message-ID: <1993Sep29.100417.6686@dxcern.cern.ch>
Source record: 36472

one that uses SIMM modules for upgrade. Completely unused
just got it from the company, reason for selling it, my
atari stfm, died 5 days ago. Bought a 520STE, so no need
for this board. Interested for selling it especially
in switzerlan or france. Asking price
450 ff.

4872. Re: ICD v AHDI speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 10:45:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE4383.ps@barclays.co.uk>
Source record: 36488

In article <A48652@M4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) writes:
|> For the SCSI drive: I've seen RateHD several times before displaying complete
|> nonsense for SCSI drives on TTs. (Never tried it on a Falcon, though.)
Sounds like I may be getting more of the same.

|> One time it said 900 KB/s for a Conner 30210 drive, where a program measuring
|> GEMDOS file access and read/write speed displayed 1500 KB/s data rate for
|> reading.
|> A Quantum LPS240 showed 1300 KB/s in RateHD and 2200 KB/s in the latter
|> program. (That is How-Fast.PRG, btw.)
Where can I get how-fast.prg from?

|> Seems ICD has a strange bug in there, RateHD should in any case display a
|> higher rate than How-Fast, since RateHD measures raw transfer rate of a 2MB
|> block. How-Fast reads and writes files through GEMDOS.
I don't fancy ringing the US to check :-(Does ICD have an Internet address?

|> bye, Peter
Bye!

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4873. Re: Mxalloc() - Does it allocate?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 10:57:23 UTC
From: reschke@math.uni-muenster.de
Message-ID: <28bpmj$1gaj@obelix.uni-muenster.de>
Source record: 36473

In article p0s6@elfhaven.ersys.edmonton.ab.ca, mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

> Hi,
>
> Could someone tell me if the Mxalloc() system call actually allocates
> memory, or does it just set an already allocated block to the requested
> mode? I have been told that this is a system call, so it has nothing
> to do with the C library -- either your systm has it, or not. My
> system does NOT have it, though, since I do not have a Falcon/TT.
>

It's like Malloc(), it just has one more parameter.

> Also, will it return -255 if the function does not exist? (Other
> Gemdos functions do this, like Syield() (though this would be a MiNT
> extension).

-32!

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4874. ICD-Format => AHDI-Format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 11:35:20 UTC
From: haebler@uni-muenster.de
Message-ID: <28brto$10eq@obelix.uni-muenster.de>
Source record: 36474

Hi,

I have a ICD formatted and partioned HD. I would like to know if there
is a utility that aloows you to make ICD formated HDs AHDI compatible.
Is there something like this? Or has someone a documentation of that
ICD format?

Thanx in advance,

Marcus

--
****
* Marcus Haebler * haebler@obelix.uni-muenster.de *
* Althausweg 29 * or *
* * srb114@math.uni-muenster.de *
* 48159 Muenster **
* Germany * IRC: D_Gently *
****

4875. Re: Jaguar screenshots

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 13:02:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CE49KJ.GLJ@mailer.cc.fsu.edu>
Source record: 36475

M}rten R}nge (d3marten@dtek.chalmers.se) wrote:
> Hi there , somebody knows if there is screenshots from Jaguar anywhere.
> If so ,could you please tell me that address.

Well, ftp.math.fsu.edu (192.12.122.28) has /pub/atari/raiden.jpg, which I
picked up from one of the picture groups. Enjoy.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4876. Re: VDI co-ordinates

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 13:34:00 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993Sep29.073155.9962@peavax.mlo.dec.com>
Source record: 36468
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <289r43$9vq@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk
(Simon Gornall) writes...
>Ok, this is a very simple VDI question... How does GEM interpret
>the VDI co-ordinates when it is given (for example) a v_bar call?
>Is it the entire GEM screen, or relative to the active window, or
>what ?

It's relative to the *screen* origin.

>All help appreciated...
>
>Simon.

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

4877. Re: Mxalloc() - Does it allocate?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 14:00:30 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCE4C8u.CDJ@netcom.com>
Source record: 36476

In article <H.eg.XgkLmO_p0s6@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:
>Could someone tell me if the Mxalloc() system call actually allocates
>memory, or does it just set an already allocated block to the requested
>mode?

Mxalloc() actually allocates memory; it's just like Malloc, except it allows
you to choose the attributes (ST or TT RAM, and memory protection
attributes under MiNT) of the memory you're allocating.

>Also, will it return -255 if the function does not exist? (Other
>Gemdos functions do this, like Syield() (though this would be a MiNT
>extension).

As far as I know, calling a non-existent GEMDOS function should always
return -32 (EINVFN).

4878. Re: Hardware documentation 6.0 available

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 14:14:59 UTC
From: gruber@austin.ibm.com
Message-ID: <CE4Cwz.1rpK@austin.ibm.com>
Source record: 36477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
> It is available on most atari ftp sites as "hardware.txt".
>
> -Dan
>

Dan,
At this time I'm unable to access the ftp site, could you please
upload it to this newsgroup ? Thanks,
Scott

4879. Re : Sex , lies and replay routines

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 14:17:46 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.749312266@dtek.chalmers.se>
Source record: 36478

Oops seems like I`ve made a mistake , nowhere in the file in the file
I said that the file I sent up is uuencoded and also that the the
decoded file is a LZH - file (blush)(I must have drunk when I sent it
up but I`m a new man now (I`ve seen the light)).

M}rten R}nge | d3marten@dtek.chalmers.se

(Ashamed but now a better man)
--
//// M}rten R}nge - d3marten@dtek.chalmers.se \\\\
\\\\ I have a mission (you have not) ////

4880. Polygon wanted!?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 15:40:42 UTC
From: d92jk@efd.lth.se
Message-ID: <28ca9q$7gh@nic.lth.se>
Source record: 36479

Does anyone have a polygon drawing rout in assembler
(other than line-a and VDI)? I would appreciate if someone
could post me one or tell me were to find one(ftp).
It would be a great contribution to my program.

Best regards Johan

4881. Falcon FPU chip number

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 18:19:23 UTC
From: andrew@minster.york.ac.uk
Message-ID: <749326763.7689@minster.york.ac.uk>
Source record: 36526

If I'm going to get a 68882 FPU for my Falcon, what
do I have to be aware of?

A friend is willing to sell me one for #10.00 but it
is about 1 inch square, has all the pins underneath
(I think a PGA type) and is rated at 50MHz.
I think!

Any help with the sort of FPU I can use would be
appreciated.

Andrew Hague --
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

4882. Strange Falcon Problem... Help again, please!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 19:22:53 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep29132253@flammulated.owlnet.rice.edu>
Source record: 36481
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well, this time I have a really wierd problem with my Falcon... It
now locks up when doing certain things.

To be more precise, the machine locks up and I hear "static" through
my speakers when:

I try to save SCSI info in diamond edge
I try to start SETUP going (from the MINT install kit)
or when I access any of the three lowest "help" menu items from SETUP.

So, any ideas? All other things seem to work OK, so far - these are
the only times the problem occurs.

Thanks,

--
---> Kendall Gelner (kendall@rice.edu)

4883. Rwabs or equivalent beyond 32767 blocks?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 19:23:12 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <CE4rBA.GMH@ccu.umanitoba.ca>
Source record: 36480

hello. i'm working on a real time data logging modification to some data acquisition software and we need to log stuff directly onto a disk partition on our TT. we are using megamax C, and have run into a problem with Rwabs only being able to address 32767 blocks (ie. 32 megs)

is there code out there to do the equivalent of direct sector read-write beyond this 32 meg limit?

thanks in advance
vic spicer

4884. Cybercube email bounced, host unknown!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 21:07:35 UTC
From: crissman@btree.uucp
Message-ID: <1993Sep29.210735.1573@btree.uucp>
Source record: 36484

Sorry to post this here, but my email to Ralf at Cybercube
Research has bounced twice. Does anyone know the correct
email address?

------------------------- Session Transcript -------------------

From ucsd!Mailer-Daemon Wed Sep 29 13:06 PDT 1993
Received: by btree.brooktree.com
(16.8/16.2) id AA23207; Wed, 29 Sep 93 13:06:29 -0700
Return-Path: <ucsd!Mailer-Daemon>
Received: from ucsd with uucp; Wed, 29 Sep 93 12:54:30
Received: from btree.UUCP by ucsd.edu; id AA20828
sendmail 5.67/UCSD-2.2-sun via UUCP
Wed, 29 Sep 93 12:54:30 -0700 for crissman
Date: Wed, 29 Sep 93 12:54:30 -0700
From: ucsd!Mailer-Daemon (Mail Delivery Subsystem)
Subject: Returned mail: Host unknown
Message-Id: <9309291954.AA20828@ucsd.edu>
To: crissman@btree.brooktree.com
Status: RO

----- Transcript of session follows -----
550 canrem.com.INTERNET... 550 Host unknown
550 cybercube.research@canrem.com... Host unknown

----------------------- Transcript Complete ----------------------

-- George Crissman

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **
* "Video Demystified -- A Handbook for the Digital Engineer" by Keith *
* Jack is now available in technical bookstores for $29.95. *
****
--

4885. Re: Jaguar screenshots

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-29 21:35:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1465@usdtsg.DaytonOH.NCR.COM>
Source record: 36485

In article <CE49KJ.GLJ@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>M}rten R}nge (d3marten@dtek.chalmers.se) wrote:
>> Hi there , somebody knows if there is screenshots from Jaguar anywhere.
>> If so ,could you please tell me that address.
>
>Well, ftp.math.fsu.edu (192.12.122.28) has /pub/atari/raiden.jpg, which I
>picked up from one of the picture groups. Enjoy.

I saw a couple files on GEnie that might apply. There's JAGUAR.GIF
which is a picture of the Jaguar console...

There is also DD_TRGAS.ZIP which I think are TGA screenshots of
"Evolution Dino Dudes" for the Jaguar...

There is also RA_TRGAS.ZIP which I think are TGA screenshots of
"Raiden" for the Jaguar...

There is also TT_TRGAS.ZIP which I think are TGA screenshots of
"Tiny Toon Adventures" for the Jaguar...

If they're not on atari.archive, I'll try converting them to JPG
and then uploading them (the JPGs would be significantly less space,
and since TGA and JPG are both 24bit, there won't really be a loss
of quality)...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"when you're having 'one of those days' you just have to ride it out..."

4886. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 00:02:59 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2ca88399@p4.troed.ct.se>
Source record: 36486

> I got my Falcon last Thursday, and while it has been a relatively fun
....(much deleted)
> Again I do the same.

Well, obviously something/somebody have changed your battery-backed up (NV-RAM)
configurations... The Falcon has a Bttery backed-up memory that saves your
boot-up config and it also consists of info on what language you want to use,
and what your keyboard-layout is! All you have to do is to get a program like
NV-RAM 1.1 (CPX) or BootConf (PRG) and simply change back both keyboard and
desktop to english!!!

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@troedp4.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

4887. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 00:02:59 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2ca9db88@daggskim.ct.se>
Source record: 36487

Julian Reschke hacked the following on 27 Sep 93 (to All)...

> From: reschke@math.uni-muenster.de (Julian Reschke)
> Hm, are there different versions of Chkdsk3? Mine can't access the root
> sector.

Edit Disk sector
F1 (Drive/Unit)
Drive/Unit: //your desired HD-number, 0,1,whatever
(Hex) Absolute sector: //physical sector number, 0 for boot sector

Then you'll have to scroll the cursor down a bit to make the end of the sector visible where the partition table is (starts at offset +1C6).

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se (Bo Leuf)

4888. Re: Turning a Falcon into a toaster.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2ca9c1d7@stacken.ct.se>
Source record: 36489

> From: karlm@highett.mel.dbce.csiro.au (Karl Meyland)
>
> I got my Falcon last Thursday, and while it has been a relatively fun
> thing, I have come to a grinding halt after last night. I have been
> trying out some of the software available for the Falcon, and was
> testing some stuff on my F: partition. I ran a couple of programs, and
> then exited back to the desktop. To my amazement, the File Menu was now
> in German! (My machine is a UK Falcon, 4/80.) I thought, hey, it's
> just something buggering around inside memory. I power down for about
> two minutes. Still in German.

(Maybe we should add this to the FAQ?)

Your Falcon has a number of different languages and keyboard configurations stored in its internal ROM. To make it boot with the correct language of your country, there's a small battery backed memory inside that preserves the chosen preferences. Some program that you were running must have altered this memory so now you have to restore the original settings. You can do this with serveral PD programs like BOOTCONF.PRG or NVRAM.CPX. I believe both these programs can be found on atari.archive.umich.edu or ftp.uni-kl.de. Set it back to English (=USA) again and reboot. Don't mess with the monitor (RGB/TV or VGA) options though, unless you know what you're doing!

Congrats to your new Falcon btw!

-- --
_ /_/___ /_ _____
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

4889. GE-Soft SCSI & Quantem ELS drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 07:49:37 UTC
From: yammouni@vaxc.cc.monash.edu.au
Message-ID: <1993Sep30.174937.92742@vaxc.cc.monash.edu.au>
Source record: 36510

Hi All,
I hope that someone can shed some light on a problem I have. I
recently purchased a GE-Soft scsi adaptor from Gasteiner in U.K. and I'm
wishing to connect it to a Quantem ELS 127 meg hard drive. My questions are:
1) The ELS drive cannot disable parity - will this cause a drama?
2) Has anyone got a configuration like this - if so, what hassles have you had?

My set-up consists of a 1040 STFM that has a Frontier 4 meg. RAM upgrade
fitted. Any help would be immensely appreciated.

Regards
David Yammouni
e-mail yammouni@vaxc.cc.monash.edu.au

4890. Re: 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 11:54:13 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CE612E.FG2@hermes.hrz.uni-bielefeld.de>
Source record: 36491

In article <...>, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:

|> Is it possible to use a 1.44 meg floppy in an unmodified ST as a 720K drive?
|> 1.44 meg floppies are cheaper than 720K ones these days.....

It _is_, but maybe you've got to do something with pin 2 of the drive, which tells the controller about the density of the disk in use. Don't remember exactly what you've got to do, but I've had a Teac FD235? running as a 720K drive and _it worked_.

Schiller
--
Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

4891. Re: 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 11:55:15 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CE6144.FI4@hermes.hrz.uni-bielefeld.de>
Source record: 36490

I've forgotten to mention that the Teac was 1.6 times faster than the
original Atari (Epson?) drive...

Schiller
--
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4892. Re: Compiling Mint 1.08 ; problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 12:00:39 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CE61D4.Fo3@hermes.hrz.uni-bielefeld.de>
Source record: 36492

In article <...>, jbww@ukc.ac.uk (J.B.W.Webber) writes:

|> I have just tried compiling Mint 1.08, and have problems with
|> multiple definitions of main. I thought the solution was to use
|> an older Gcc, but that does not seem to help. Can anyone suggest
|> something I can try ?
|>
|> (...)
|>
|> I have tried recompiling main.c with Gcc versions 2.3.3, 2.4.2, 2.4.4
|> and linking with gnu16.olb from gnuolb versions 85, 87, 93.

That's not only a question of what compiler you use, but also one of
which library you use. Don't know about the Gnulibs, only about the
Mintlibs, but maybe you should use an older version of the libs.
GCC 2.3.3 and Mintlibs 30 do quite ok...

Schiller
--
Torsten Scherer (Schiller, TeSche...)
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4893. How to connect a NEC-II to an Atari STF?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 12:09:52 UTC
From: alberts@cs.utwente.nl
Message-ID: <1993Sep30.130952@cs.utwente.nl>
Source record: 36493

Recently I purchased a second hand NEC-II monitor. I would like to connect it to my STF. Does someone have a diagram of the cable (13-pin ST-connector with 9-pin monitor connector) required to establish this connection? Are the video signal levels of the NEC-II and the ST the same, or do I need some voltage adapter?

Regards,
Mert.

--
L.K. Alberts Tel: +31 53 89 3921/3690
University of Twente
Department of Computer Science Fax: +31 53 339605
Knowledge-based Systems Group
P.O. Box 217
7500 AE Enschede
The Netherlands E-mail: alberts@cs.utwente.nl

4894. Malloc under Mint, (was: Re: Mxalloc()...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 12:18:48 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CE627C.GMA@hermes.hrz.uni-bielefeld.de>
Source record: 36494

There's this problem I've had - and am having - which I can't track down
so I'd like to place it to the public:

I've written a small program which allocates as much memory blocks as it
can get, and then tells me about the sizes and adresses where it found
these blocks. The effect is that you see how fragmentated the memory is.
Well, I know, this method _can_ fail in multitasking systems, but let's
assume it _doesn't_ (as long as I am superuser I can kill all other proggies
so that nobody else claims memory).

When you start the system, it look like:

2814K at $XYZXYZ

Then you start multiple programs, e.g. mgr, gcc, some shells or what
you like. You play with them as long as you like. Then you leave all
programs regularily and look for the memory, which then looks like:

8K at $100000, Gap 16K
32K at $106000, Gap 96K
8K at $20????, Gap 8K
960K at $... and so on

See: All programs are terminated, so all memory should be free again, and
it should be free in one large block. Well, it isn't, and that makes me
wondering about the story, and sometimes forces me to reset my machine
because there isn't enough memory (in one block) left to run gcc.

May there be a but in MiNT's memory managing stuff, or may there
be other intelligent ideas???

Schiller
--
Torsten Scherer (Schiller, TeSche...)
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4895. Re: Rwabs or equivalent beyond 32767 blocks?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 12:23:05 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CE62EI.GrF@hermes.hrz.uni-bielefeld.de>
Source record: 36495

In article <...>, vspicer@ccu.umanitoba.ca writes:

|> hello. i'm working on a real time data logging modification to some data
|> acquisition software and we need to log stuff directly onto a disk
|> partition on our TT. we are using megamax C, and have run into a problem
|> with Rwabs only being able to address 32767 blocks (ie. 32 megs)
|>
|> is there code out there to do the equivalent of direct sector read-write
|> beyond this 32 meg limit?

Oops, it should be able to do so...
Are you using an Atari compatible harddisk driver?
If so, maybe just the Megamax doesn't support the extended rwabs mode.
This one uses an additional "long" parameter (lrecno) which is used as
the start sector if the normal one (recno) is set to -1. Think you'll
have to re-define the rwabs with this additional parameter.

Schiller
--
Torsten Scherer (Schiller, TeSche...)
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4896. Re: pic-converter for GIF

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 13:39:41 UTC
From: fiebelko@charly.informatik.uni-dortmund.de
Message-ID: <28enit$mbs@fbi-news.informatik.uni-dortmund.de>
Source record: 36496

> I have a question (and possible request). Is there any resolution
> limitation when using DEGAS files? That is, could I create a 320x400x16

DEGAS images limited to the ST resolution (P?[1-3]). After the TT 3 new
DEGAS formats exists, which are not supported by GEM-View!

> My other suggestion: I know I can halve the size of a picture and
> double the size. Have you given any thought to including a RESIZE
> option where an *arbitrary* resolution could be resized to (say I wanted
> to resize a 800x600 GIF to 640x400).

In the new version of GEM-View you can switch between relative ZOOM (meens
you put in the percentage of zooming, also in all version of GEM-View) and
absoulut ZOOM (meens you put in the destination size).
Therefor hold <ALTERNATE> if you choose "Load image..." and select the
image to load. A dialog opens. The zoom option is in this dialog (some
other options in the parallel dialog, RASTER-Button). Put in the
destination size and select "absolut"! If you want to save this image
without processing choose the destination format (right to "mono", "color"
or "true-color") and click the button of the the destination form (mostly
"color"). If you only want to convert the image without seeing it click to
"Do not show". Some additional processing options you can find in the
parallel dialog ("RASTER") the installed options will used before saving
the image!

Ciao
Dieter

P.S.: A Quiz! How you can clip, brighten and save an 256 color image with
its original colormap on ST-low (or other 16 color screen
resolution)?
BTW. It is possible with GEM-View >= 2.30! * *
|
_/

4897. Call for help with minix filesystem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 15:48:50 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28ev52INN2jtm@rs1.rrz.Uni-Koeln.DE>
Source record: 36498

Hello folks,

I have recently downloaded the minix filesystem from
src.doc.ic.ac.uk (mirror of a.a.u.e), to use it with my system:
TT with 8 MB RAM (4 ST/ 4 TT), 50 MB hard disk, Syquest drive,
TOS 3.06, MultiTOS. As a first test, I tried miniting a floppy,
as suggested in the docs. This seemed to work ok, except I
couldn't find out how to minit a HD floppy -- minit A: would
always minit 1440 blocks, 480 inodes, and specifying larger
numbers of blocks (-b option) caused minit to think the disk had
more tracks, not more sectors per track. The result were awful
squeaks from the disk drive. Does anyone know how to minit HD
disks?
Next, I tried to minit a partition on a Syquest medium. The
partition size was about 20 MB, so it should be type BGM, if that
matters. It minited ok, and I could put the gnuplot tar.gz file
on it and restore the original Unix filename of that. But
suddenly my system hung without any apparent reason (I think I
was doing an ls). I rebooted, and since then, the system always
hangs when trying to list the files on the minix partition (F:).
I confirmed it was ls that causes the problem by starting it from
the MultiTOS desktop and specifying "F:" as the commandline
argument. I downloaded the current version of the file utils
(futilbin.zoo), but that turned out to be futile -- no
differences to the utils I already had installed. Of course, I
disabled all accessories and auto folder programs that are not
absolutely necessary early in the process.
Any ideas what may cause my system to hang when doing a ls on
this minix partition? The system simply dies, tcsh doesn't even
get around to actually display the return after ls. fsck F: does
not report any problem, fsck seems tobe perfectly happy with the
partition.

Many thanx in advance.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4898. Re: 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 16:07:24 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Sep30.160724.17187@newshost.lanl.gov>
Source record: 36499

In article 9ev@charm.magnus.acs.ohio-state.edu, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>
> Is it possible to use a 1.44 meg floppy in an unmodified ST as a 720K drive?
> 1.44 meg floppies are cheaper than 720K ones these days.....
^^

Really? Where can you buy HD floppies cheaper than DSDD ones? Gee, I really do have to get out more. :)

At any rate, if you really want a 1.44Mb floppy drive, I'd say the easiest way would be to buy an external floptical drive and ICD Link interface. You could then not only read and write 1.44Mb floppies but 21Mb flopticals too. This might not be the cheapest solution, but it would work.

I don't think it's possible to install a 1.44Mb floppy in an ST because the ST's disk controller wouldn't recognize it. Others will quickly correct me if I'm wrong, no doubt. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

4899. Re: Timer for Modula-2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 17:08:32 UTC
From: d3hq@unb.ca
Message-ID: <1993Sep30.170832.13251@jupiter.sun.csd.unb.ca>
Source record: 36501

Hi Does any one have a timer module for ANA or FTL Modula-2 for the Atari ST?

Thanks, Peter Green

4900. Re: Call for help with minix filesystem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 19:08:17 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Sep30.190817.8074@unix.brighton.ac.uk>
Source record: 36500

THis might be a really silly thing to say (and I am sorry if you already thought of it) but have you copied the minix.xfs file system to your boot drive so that MultiTOS will load it when booting?

I have a Falcon with M/TOS and F: as a Minix drive and I have no probs running tcsh or any other program from or to F: .

If this helps...all well and good.

By the way...try the resizable ramdisk xfs. Its really good.

Pads

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

4901. MultiTOS & autostarting programs...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 19:16:00 UTC
From: klassa@aurs01.UUCP
Message-ID: <67146@aurs01.UUCP>
Source record: 36502

Hi-

Just got this from a friend:

>Do you know how to get MultiTos to start up a program (or programs)
>automatically? It has something to do with a line in an ascii
>configuration file (either mint.cnf or gem.cnf) but I can't remember
>what the line should be. Any help would be greatly appreciated.

Does anybody know the answer? If so, please reply directly to me
(klassa@aur.alcatel.com) or to my friend (wrenn@chewy.larc.nasa.gov).
Thanks!

John

--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // klassa@aur.alcatel.com \ /\ & \/ \
-------------- 72&$A("!-86ME('EO=2!L;V]K+BXN+@H -------------- \/ \/ \

4902. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 21:51:36 UTC
From: mk@anuurn.do.open.de
Message-ID: <2cab47d44a251b@anuurn.do.open.de>
Source record: 36503

In <286mus$1dbv@obelix.uni-muenster.de>,
Julian Reschke (reschke@math.uni-muenster.de) wrote:

>In article 2ca22299@daggskim.ct.se, bo.leuf@daggskim.ct.se (Bo Leuf) writes:
>> A number of disk utilities allow access of this sector, including of course
>> Ataris own CHKDISK. Presumably you _do_ know what to change and where this is
>> located, especially since there should only be one instance of "ACK" written in
>> that sector.
>>
>> (illegible signature) Bo Leuf
>> - Email: bo.leuf@daggskim.ct.se (Bo Leuf)
>>
>
>Hm, are there different versions of Chkdsk3? Mine can't access the root sector.

Try pressing a numeric key instead of a drive letter when the sector
editor prompts for "Drive/Unit"; next, it will ask for an _absolute_
sector # instead of a logical one.
Unfortunately, there seems to be no way to specify a unit adress
above 9 - you can only access ACSI devices 0 thru 7 and SCSI devices
8 and 9; you can't access IDE drives (unit 16 and 17, I believe) at all!
CHKDSK3 is a little bit out of date, it seems... :-)

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

4903. Re: Motif-like GUI (early) available at UMich!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 23:09:17 UTC
From: marshall@cs.uq.oz.au
Message-ID: <15713@uqcspe.cs.uq.oz.au>
Source record: 36504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CE374o.2y9@ryn.mro4.dec.com> miskinis@korg.enet.dec.com (John Miskinis) writes:
> I just came back from vacation, and had MANY mail messages asking
> for my Motif-like GUI demo...
> It has been uploaded to the UMich archives as ICON.ARC, and I
> encourage you to grab it, and try it!
> NOTE - COLOR MONITOR REQUIRED!
What about us mere mono owners? I hope you are doing something for us.
Thanks in anticipation!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4904. disk acess with VBI's running, is this a problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-09-30 23:15:47 UTC
From: wilsont@rahul.net
Message-ID: <CE6wMC.MEv@rahul.net>
Source record: 36505

I'm writing a program on the Falcon030, i set up a VBI to color cycle
the palette.

But it seems that when i start doing file accesses in the main loop...
(fopen, fread(500k), fclose)

it crashes. (sometimes after 7 file accesses, sometimes 20), but always
during a file access.

I've heard of some sort of bug/limit with nested xbios calls (3 max)
but i can't figure out how i could be getting 3 calls to nest.

i tried saving registers at the beginning of the VBI as well, but no luck.

Perhaps the problem lays in how i wrote the VBI routine, what are its
limitations, or what shouldn't i do in a VBI?

can I do the file access somewhere else? perhaps on another interrupt?

Your help is greatly appreciated!

Thanks.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

4905. Re: MultiTOS & autostarting programs...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 00:34:32 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28ftuoINN2ccf@rs1.rrz.Uni-Koeln.DE>
Source record: 36506

In <67146@aurs01.UUCP> klassa@aurs01.UUCP (John M. Klassa) writes:

>>Do you know how to get MultiTos to start up a program (or programs)
>>automatically? It has something to do with a line in an ascii
>>configuration file (either mint.cnf or gem.cnf) but I can't remember
>>what the line should be. Any help would be greatly appreciated.

Assume you want to run D:\FOLDER\PROGRAM.PRG automatically, then put

run D:\FOLDER\PROGRAM.PRG

into the gem.cnf file. Note that "run" seems to be recognized properly
only when typed in lowercase. This is especially silly as in my sample
gem.cnf file it said "Use RUN programname to automatically run programs
at startup" in some comment.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4906. Need help with Mint installer and setup prog on Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 01:39:14 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Sep30193914@flammulated.owlnet.rice.edu>
Source record: 36509

Ok, I've tried running the Mint setup and installation programs on my Falcon, but neither one works!! Has anyone else run these OK on a Falcon?

I'm running both programs under Multitos. When I try the "do setup" menu option in setup or the "do install" option in Install, Multitos dies saying that an error in AESSYS killed it, and to up the debug level and try again.

So, has anyone else had these problems? Also, I'd like to increse the Multitos debug level, so what do I have to put in my mint.cnf file to do that?

Thanks,

--
---> Kendall Gelner (kendall@rice.edu)

4907. AVR file format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 02:57:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.755209@cix.compulink.co.uk>
Source record: 36521

Does anyone have the AVR file format? Is this available anywhere?

Ofir ogal@cix.compulink.co.uk

4908. Re: ICD-Format => AHDI-Format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 04:48:25 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Oct1044825@algol.cerfacs.fr>
Source record: 36514

There is nowadays a button in ICDFMT somewhere, probably under
partiton, which purports to allow AHDI compatibility. I've set it!
It didn't destroy anything, and maybe I even tried AHDI on it.

Hope this helps,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Mega 4STfm with TOS 2.06, floptical! Where do I get good CDs for my Mega?

4909. connectors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 09:35:58 UTC
From: vacs@hpna49-1.cern.ch
Message-ID: <1993Oct1.093558.25624@dxcern.cern.ch>
Source record: 36511

Does anybody knoes where , in Europe, I can find the various
connectors that are present in an Atari ST computer. I am looking
mainly for the video connector, the rom port connector, males/females.
If someone knows any address, it will help a lot.
Thank you
g.V.

4910. ACCS From Desktop Under MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 10:06:46 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Oct1.100646.1590@unix.brighton.ac.uk>
Source record: 36512

Has anyone got an accessory to run from the desktop by double clicking on it as the (prelim) MTOS manual suggests? I have got them to run through tcsh but not from the desktop.

Replies by email would be handy because I cannot get access to a terminal regularly enough to read replies.

Thanks in advance

Pads

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

4911. Re: disk acess with VBI's running, is this a p

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 11:10:30 UTC
From: kuehn@cscs.ch
Message-ID: <1993Oct1.111030.4646@cscs.ch>
Source record: 36513

In article MEv@rahul.net, wilsont@rahul.net (Timothy Wilson) writes:
>
> [Description about crashing VBL-routine deleted]
>
> I've heard of some sort of bug/limit with nested xbios calls (3 max)
> but i can't figure out how i could be getting 3 calls to nest.
>
> i tried saving registers at the beginning of the VBI as well, but no luck.
>
> Perhaps the problem lays in how i wrote the VBI routine, what are its
> limitations, or what shouldn't i do in a VBI?
>
I think the problem lies in the fact that you call the XBIOS from an interrupt.
Normally you are not allowed to call any operating system function during any
interrupt unless explicitly allowed; so it might be a good idea to access the
screen driver hardware directly to make the color map changes.
BTW: if you are calling the XBIOS or not, you are not able to run your code
on a graphics card.

Regards,
Ulrich

4912. Re: Need help with Mint installer and setup prog on Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 12:54:15 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CE7yIG.1t5@cs.bham.ac.uk>
Source record: 36517

In article <KENDALL.93Sep30193914@flammulated.owlnet.rice.edu>
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>Ok, I've tried running the Mint setup and installation programs on my
>Falcon, but neither one works!! Has anyone else run these OK on a Falcon?
>
>I'm running both programs under Multitos. When I try the "do setup"

I don't get it... Why try and install MiNT when you are running
MultiTOS???

Also, as I recall, the MiNT setup program was written in GFA BASIC
which is not (as far as I know) Falcon compatible.

4913. Re: Compiling Mint 1.08 ; problems FIXED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 13:22:57 UTC
From: jbww@ukc.ac.uk
Message-ID: <5955@eagle.ukc.ac.uk>
Source record: 36515

Re: compiling Mint 1.08 :

Thanks to those that sent me suggestions as to fixes; the answer
is as follows, and was in the README.bin docs in the mint olibs
- I just had to work out which case applied to my set up :

" So you must either use the "-mint" flag when linking, or rename
the files to the "standard" names gcc is looking for. "

thus in the makefile had to be edited thus :

CFLAGS = -mint -G -Wall -O2 -fomit-frame-pointer $(MODEL) $(DEFS)

It now flies nicely.

cheers,
beau webber

4914. Re: Need help with Mint installer and setup prog on Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 13:45:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE80wK.CIy@barclays.co.uk>
Source record: 36523

In article <KENDALL.93Sep30193914@flammulated.owlnet.rice.edu>,
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
|> Ok, I've tried running the Mint setup and installation programs on my
|> Falcon, but neither one works!! Has anyone else run these OK on a Falcon?
What programs are these exactly? Do you mean the MTOS install program from Atari?
The MiNT distribution kit?

|> I'm running both programs under Multitos. When I try the "do setup"
|> menu option in setup or the "do install" option in Install, Multitos
|> dies saying that an error in AESSYS killed it, and to up the debug
|> level and try again.
If your running MTOS then MiNT is already installed and running.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

4915. Re: connectors

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 14:02:06 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Oct1.140206.6666@ajax.rsre.mod.uk>
Source record: 36516

Georgios Vasileiadis (vacs@hpna49-1.cern.ch) wrote:
: Does anybody knoes where , in Europe, I can find the various
: connectors that are present in an Atari ST computer. I am looking
: mainly for the video connector, the rom port connector, males/females.
: If someone knows any address, it will help a lot.
: Thank you
: g.V.

Try Maplin, PO Box 3, Rayleigh, Essex SS6 8LR (UK)

Phone +44 702 554161

They have everything with the possible exception of the ROM connector.

Little John
These ramblings are mine - all mine

4916. Need HELP with C Function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 15:03:40 UTC
From: walkerd@maccs.mcmaster.ca
Message-ID: <1993Oct1.150340.7288@mcshub.dcss.mcmaster.ca>
Source record: 36518

Would some C programmer be kind enough to help me? I need to reconfigure my RS232 port (on an STFM1040). I plan to use a utility to do this, but the only instructions on the SETTINGS I need are contained in a C function call that I can't parse (I don't program in C on the Atari and don't have a manual).

The call is :
Rsconf(5, 0, 8, -1, -1, -1)

Can someone tell me what the parameters are specifying? (I bet the function call means something like "RS232 Configure" :-))

Thanks,

Dave Walker
McMaster University

D. Walker
McMaster University

4917. Re: 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 16:35:27 UTC
From: pshea@dg-webo.rtp.dg.com
Message-ID: <1993Oct1.163527.25337@webo.dg.com>
Source record: 36519

In article <1993Sep29.014000.1584@ibr.cs.tu-bs.de>, thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:
|> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
|>
|>
|> > Is it possible to use a 1.44 meg floppy in an unmodified ST as a 720K
|> drive?
|> > 1.44 meg floppies are cheaper than 720K ones these days.....
|>
|> Yes, that should be no problem. You will only have to set some jumpers
|> on the drive to make it recognize the kind of disk you insert instead
|> of being controlled by one pin on the interface to the controller.
|>
|> Urs

I've had no problems doing this. Have 2 1.44mb Teac's running in an external case using a home brew din -> header cable. This has been running for about 3 years now. I did nothing to the drives but plug 'em in, so I'm not sure any jumpering needs to be done. May depend on the specific drive type etc...

Phil

--

+---+
| Phil Shea | Amateur Radio Callsign N1QAM
|
| Data General Corporation | email shea@daytona.webo.dg.com
|
| 4400 Computer Dr. Westboro MA, 01580|
|

+---+

4918. Re: Need help with Mint installer and setup prog on Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 17:26:25 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1467@usdtsg.DaytonOH.NCR.COM>
Source record: 36520

In article <CE7yIG.1t5@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>I don't get it... Why try and install MiNT when you are running
>MultiTOS???

So you always have the latest version of MiNT installed as part of
MultiTOS, I'd imagine. For instance, to make MiNT 1.08, you might
want to have the Mintlibs, etc. Using the installation program may
seem easier than tracking everything down. Since MiNT is also part
of MTOS, this would be like upgrading yourself...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"falling asleeeee.....zzzzzzzzzzzzzzzzzzzzzz."

4919. Re: AVR file format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-01 19:58:43 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <28i25j$1ao@elroy.jpl.nasa.gov>
Source record: 36522

In article <memo.755209@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>Does anyone have the AVR file format? Is this available anywhere?

I have a description of it, from the appendix of a manual for Stereo Replay.
I've also written a C header file defining the structure. Send email if
you're interested...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

4920. Re: Need help with Mint installer and setup prog on Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 00:56:10 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct1185610@flammulated.owlnet.rice.edu>
Source record: 36393

In article <CE7yIG.1t5@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

In article <KENDALL.93Sep30193914@flammulated.owlnet.rice.edu>
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>Ok, I've tried running the Mint setup and installation programs on my
>Falcon, but neither one works!! Has anyone else run these OK on a Falcon?
>
>I'm running both programs under Multitos. When I try the "do setup"

I don't get it... Why try and install MiNT when you are running
MultiTOS???

Also, as I recall, the MiNT setup program was written in GFA BASIC
which is not (as far as I know) Falcon compatible.

Ahh, I didn't realize that.

Well, although it does sound odd, I really wanted to have the install
program do everything for me - set up the minix partition, and install
everything like gcc, shells, utils and everything else. I guess I'll
have to do it by hand...

Is there a description anywhere of how and where it sets up the
directory structure? I guess I can just look at the files that
install uses to determine where to put each of the individual
packages, but I would like to know what stuff Setup does, so I can
just go and do it myself. I'm pretty familiar with UNIX, so I should
be able to figure most of out myself, right? :-)

--
---> Kendall Gelner (kendall@rice.edu)

4921. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 06:42:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A5972@MS.maus.de>
Source record: 36534

In article <2ca9db88@daggskim.ct.se>, Bo Leuf (o.leuf@daggskim.ct.se) wrote:
>Edit Disk sector
>F1 (Drive/Unit)
>Drive/Unit: //your desired HD-number, 0,1,whatever
>(Hex) Absolute sector: //physical sector number, 0 for boot sector
>
>Then you'll have to scroll the cursor down a bit to make the end of the sector
>visible where the partition table is (starts at offset +1C6).

Thanks, I didn't know that you can specify a harddisk number :-)

4922. Re: AVR file format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 11:59:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.761510@cix.compulink.co.uk>
Source record: 36524

In article <28i25j$1ao@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <memo.755209@cix.compulink.co.uk>,
>Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>Does anyone have the AVR file format? Is this available anywhere?
>
>I have a description of it, from the appendix of a manual for Stereo Replay.
>I've also written a C header file defining the structure. Send email if
>you're interested...
>--

The answer was posted on my BBS. Thanks for the offer anyway.

Ofir ogal@cix.compulink.co.uk

4923. Re: Need HELP with C Function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 15:36:17 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.749576177@groucho>
Source record: 36525

walkerd@maccs.mcmaster.ca (David Walker) writes:

>The call is :
> Rsconf(5, 0, 8, -1, -1, -1)

>Can someone tell me what the parameters are specifying? (I bet the
>function call means something like "RS232 Configure" :-))

Declaration:
long Rsconf(int speed, int flowctl, int ucr, int rsr, int tsr, int scr)

Call:
rsret = Rsconf(speed, flowctl, ucr, rsr, tsr, scr);

Parameters:
speed: 0 = 19200 baud
1 = 9600
2 = 4800
3 = 3600
4 = 2400
5 = 2000
6 = 1800
7 = 1200
8 = 600
9 = 300
10 = 200
11 = 150
12 = 134
13 = 110
14 = 75
15 = 50
flowctl: bit 0 = XON/XOFF, bit 1 = RTS/CTS
ucr, rsr, tsr, scr: values for the corresponding registers of the MFP. If one
of the values is -1 (0xFFFF), the corresponding value isn't changed.
rsret (d0): the values of the ucr-, rsr-, tsr- and scr-registers, in d0.
ucr in the highest byte, scr in the lowest.

Remark:
Starting from TOS's from 1988, Rsconf(-2,-1-,1,-1,-1,-1) gives the current
baudrate.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

4924. Re: 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 18:50:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.aW4USJGlBdE@semprini.waterloo-rdp.on.ca>
Source record: 36531

In <28acbe$9ev@charm.magnus.acs.ohio-state.edu>, Jeff A Poling writes:
>
> Is it possible to use a 1.44 meg floppy in an unmodified ST as a 720K drive?
> 1.44 meg floppies are cheaper than 720K ones these days.....

You can:

* stick a 1.44M floppy _drive_ into an unmodified ST and use it as a 720k
drive

* stick 1.44M floppy _disks_ in 720k drives and use them as 720k disks
(if you do this, you may need to stick tape or something over the other
hole for PCs to be able to read them properly; some have real problems
reading a 1.44M floppy that's been formatted as 720k)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4925. -mbaserel executables crash?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 19:10:15 UTC
From: karlo@ifi.uio.no
Message-ID: <1993Oct2.191015.25612@ifi.uio.no>
Source record: 36527

WHY is it that gcc with the -mbaserel switch produce broken executables under MiNT?
Is my system set up incorrectly? Do I need to have memory protection turned on?
What?

/Karl Anders

4926. my st has started freezing randomly. what can it be?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 20:59:28 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Oct2.205928.18073@news.cs.brandeis.edu>
Source record: 36528
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

alas there's no end to my st woes...

my st has started freeze-crashing randomly. average uptime now is about
4 minutes.

it crashes even when it sits there waiting for input from the keyboard
(i know that because it also crashes in a program of mine)...

it crashes with the desktop sitting there...

it crashes when running a midi sequencer that goes between memory and
midi port like crazy...

when say it crashes i mean it just freezes there. when i try to reboot
it (cold or reset) it does _not_ always reboot. i've had to open the
case and wiggle things around which makes me think it's a loose contact
somewhere.

on there other hand it crashes with _nothing_ perceptibly moving in the
room. a loose contact _would_ have to be produced by some movement would
it not?

sure expansion due to heat generated could be something creating a loose
contact. but in 4 minutes?

does any of this give you any idea? thanks (preferably email)

cheers.
jacob

for additional input here's the history of that poor st:

i've had it since 1986 w/o any problem (but only 512 k)
this summer i've had it upgraded to a newer version of tos and 4 megs.
fiy the works was done by toad computers down in severna park, md

when it started crashing about a week ago i opened the case and first
saw that the work didn't seem to me to be of the very highest quality.

the board carrying the 4 megs is just loose inside the case, there are
a few miles of extra ribbon cable between it and the two points where
it attaches to the mother board (one place is right next to the 68000
the other close to some other chip i haven't identified) and that ribbon
cable is besides twisted like a moebius band. (isn't there ribbon cable
that changes orientation? do you have to use this "twisting" thing
inside a crowded case?) furthermore the new memory board was grounded
to where the television thing is (the thing that allows you to plug

a tv monitor into the atari and used it as a terminal) and so poorly soldered that the ground broke. amusingly enough the atari kept on working (just as intermittently) with _no_ ground... (what the hell is going on?)

4927. Re: Mxalloc() - Does it allocate?!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 22:13:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49939@M4.maus.de>
Source record: 36535

>Could someone tell me if the Mxalloc() system call actually allocates
>memory, or does it just set an already allocated block to the requested
>mode? I have been told that this is a system call, so it has nothing
>to do with the C library -- either your systm has it, or not. My
>system does NOT have it, though, since I do not have a Falcon/TT.

Mxalloc() really allocates memory.

>
>Also, will it return -255 if the function does not exist? (Other
>Gemdos functions do this, like Syield() (though this would be a MiNT
>extension).

Yes, GEMDOS will return an EINVFN error (invalid function number) when there's
no Mxalloc().

4928. Re: ICD-Format => AHDI-Format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 22:15:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49940@M4.maus.de>
Source record: 36536

>I have a ICD formatted and partioned HD. I would like to know if there
>is a utility that aloows you to make ICD formated HDs AHDI compatible.
>Is there something like this? Or has someone a documentation of that
>ICD format?

If you don't have 5 or more partitions on your HD, it's Atari compatible
anyway. Otherwise, you'll have to repartition (thus erase) it.

bye, Peter

4929. Re: 19-inch monitor on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 22:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49941@M4.maus.de>
Source record: 36538

```
>Does anyone know the horizontal and vertical scan frequencies of the TT
>in
>TT-High?

72 kHz horizontal and 72 Hz vertical scan rate.
```

4930. Re: ICD v AHDI speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 22:19:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49942@M4.maus.de>
Source record: 36537

>|> A Quantum LPS240 showed 1300 KB/s in RateHD and 2200 KB/s in the
>latter
>|> program. (That is How-Fast.PRG, btw.)
>Where can I get how-fast.prg from?

That's from a German PD disk. ST Computer magazine wrote it for their hard drive tests. You can try and order it from them.

4931. Re: Turning a Falcon into a to

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 22:21:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49943@M4.maus.de>
Source record: 36540

> > then exited back to the desktop. To my amazement, the File Menu was
>now
> > in German! (My machine is a UK Falcon, 4/80.) I thought, hey, it's
> > just something buggering around inside memory. I power down for about
> > two minutes. Still in German.
>
>(Maybe we should add this to the FAQ?)
>
>Your Falcon has a number of different languages and keyboard
>configurations
>stored in its internal ROM. To make it boot with the correct language of
>your
>country, there's a small battery backed memory inside that preserves the
>chosen
>preferences. Some program that you were running must have altered this
>memory
>so now you have to restore the original settings. You can do this with
>serveral
>PD programs like BOOTCONF.PRG or NVRAM.CPX. I believe both these
>programs can

btw, you got CONFIG.PRG included in your Falcon package. It cannot change all
the options in the non-volatile Falcon RAM, but you can alter language and
keyboard layout with it.

4932. Re: GE-Soft SCSI & Quantem ELS dri

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 22:25:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49944@M4.maus.de>
Source record: 36539

> I hope that someone can shed some light on a problem I have. I
>recently purchased a GE-Soft scsi adaptor from Gasteiner in U.K. and I'm
>wishing to connect it to a Quantem ELS 127 meg hard drive. My questions
>are:
>1) The ELS drive cannot disable parity - will this cause a drama?
>2) Has anyone got a configuration like this - if so, what hassles have
>you had?

If the GE-Soft adaptor is a Megadrive 5 or a Toplink, these do support parity.
Then, there are no hassles.

4933. Are there any more ST newsgroups?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 22:45:05 UTC
From: lordthan@news.delphi.com
Message-ID: <28l09h$cj7@news.delphi.com>
Source record: 36529

On Delphi (where I'm connecting from), there's only this newsgroup (comp.sys.atari.st.tech). On a friend's Rutgers account, there is also comp.sys.atari.st. Is that ALL of the Atari ST newsgroups that are available?!?

-Steve

4934. Re: Call for help with minix filesystem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 22:56:14 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28l0ueINNv9h@rs1.rrz.Uni-Koeln.DE>
Source record: 36530

From additional messing around since I wrote my first posting
with this subject, I found out that the version of ls I have has
the silly problem that it hangs the system when there are files
with long filenames in minix filesystems. So I downloaded the
sources of the file utilities and compiled them. I had to
truncate a few file names to get things compiled, and I removed
cp and install from the makefile in ./src because they gave
"Undefined symbol referenced from text" errors. Finally, I got
another ls made. This one doesn't crash upon encountering long
file names at least, but it truncates them to 8+3 type file
names. It obviously uses the 8+3 names internally, as it
displays identical file sizes for files that have the same names
after truncation.
So, what all this seems to boil down to is: Could anybody point
me to an archive of file utilities that are known to work with
minix filesystems? Or can anybody tell me what caused the ls
compiled by myself to do the filename truncation?

Greetinx & many thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4935. Re: Need help with Mint installer and setup prog on Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-02 23:09:49 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct2170949@flammulated.owlnet.rice.edu>
Source record: 36396

In article <1467@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

In article <CE7yIG.1t5@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>I don't get it... Why try and install MiNT when you are running
>MultiTOS???

So you always have the latest version of MiNT installed as part of
MultiTOS, I'd imagine. For instance, to make MiNT 1.08, you might
want to have the Mintlibs, etc. Using the installation program may
seem easier than tracking everything down. Since MiNT is also part
of MTOS, this would be like upgrading yourself...

Yes - this is exactly what I wanted to do...

So, can anyone out there perhaps even just send me some of thier
mint.cnf and gem.cnf files, as well as directory setup?

Also, is there a list anywhere of MultiTos variables? For instance, I
now know of two - SHSHOW, which I believe should tell MultiTos what
program to use to display text files (although I suspect it of the
much more henious ability to define how the output from all TOS
programs is routed - after I tried it, tos programs just fail to
run...)

Another more useful one is the line "SLICES=3" in my mint.cnf file,
that improves the response of topped applications...

In both cases, I learned of these from other programs docs (the SLICES
one was from Photoshow - thanks guy(s)!!)

Perhaps I'll just download the source and page through it myself to
look for these.. But I would like to get my whole system set up to
try and compile 1.08.

Thanks,
--
---> Kendall Gelner (kendall@rice.edu)

4936. Re: Are there any more ST newsgroups?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 00:41:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1470@usdtsg.DaytonOH.NCR.COM>
Source record: 36533

In article <28l09h$cj7@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>On Delphi (where I'm connecting from), there's only this newsgroup
>(comp.sys.atari.st.tech). On a friend's Rutgers account, there is also
>comp.sys.atari.st. Is that ALL of the Atari ST newsgroups that are
>available?!?

These are the ones I know about:

comp.sys.atari.st : general stuff about the ST
comp.sys.atari.st.tech : more technical stuff about the ST
comp.sys.atari.advocacy : alot of the arguments of pros and cons about
the Atari (I suppose the correct place to put
the flame wars)
comp.binaries.atari.st : supposed to have binaries posted on it uuencoded
but hasn't been used much in awhile (from what
I can tell, anyways)

I've found the top 2 to be most useful to me. Oh, the descriptions
of the groups are my own; the FAQ for the groups would probably be the
best place to see the actual purposes of each group.

If I'm off on any of this, I'm sure someone will let me know :-)

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"I've been overwhelmed, and I've been underwhelmed, but you know, I don't
think I've ever been just whelmed..." - Drabble (paraphrased)

4937. Re: -mbaserel executables crash?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 01:10:55 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <28l8qv$7ci@elroy.jpl.nasa.gov>
Source record: 36532

In article <1993Oct2.191015.25612@ifi.uio.no>,
Karl Anders &#65533;ygard <karlo@ifi.uio.no> wrote:
>WHY is it that gcc with the -mbaserel switch produce broken executables under MiNT?
>Is my system set up incorrectly? Do I need to have memory protection turned on?
>What?

```
Which version of MiNT are you using? It should work regardless of memory
protection being enabled. Perhaps one of the libraries you are linking with
was not compiled with -mbaserel ... ?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4938. Re: Need HELP with C Function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 07:07:38 UTC
From: walra@moacs11
Message-ID: <MqRf1vnuve2@moacs11>
Source record: 36392

In <hjv.749576177@groucho>, Hendrik Jan Veenstra writes:

> Declaration:
> long Rsconf(int speed, int flowctl, int ucr, int rsr, int tsr, int scr)
>
> Call:
> rsret = Rsconf(speed, flowctl, ucr, rsr, tsr, scr);
>
> Parameters:
> speed: 0 = 19200 baud
> 1 = 9600
> 2 = 4800
> 3 = 3600
> 4 = 2400
> 5 = 2000
> 6 = 1800
> 7 = 1200
> 8 = 600
> 9 = 300
> 10 = 200
> 11 = 150
> 12 = 134
> 13 = 110
> 14 = 75
> 15 = 50
> flowctl: bit 0 = XON/XOFF, bit 1 = RTS/CTS

> ucr, rsr, tsr, scr: values for the corresponding registers of the MFP. If one
> of the values is -1 (0xFFFF), the corresponding value isn't changed.

In modern Atari times that is no longer correct.

ucr : bit 1 : parity type (0-> odd, 1->even)
bit 2 : parity (0->disabled, 1->enabled)
bit 3..4 : stopbits (00->invalid, 01->1, 10->1.5, 11->2)
bit 5..6 : databits (00->8, 01->7, 10->6, 11->5)
other bits must remain unchanged!
tsr : bit 3 : set to send break
other bits must remain unchanged!
rsr,scr : always -1 (no change)

> rsret (d0): the values of the ucr-, rsr-, tsr- and scr-registers, in d0.
> ucr in the highest byte, scr in the lowest.
>
> Remark:
> Starting from TOS's from 1988, Rsconf(-2,-1-,1,-1,-1,-1) gives the current

> baudrate.

4939. Re: Need HELP with C Function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 07:20:12 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <28lufc$dmr@agate.berkeley.edu>
Source record: 36391

```
In article <hjv.749576177@groucho>,
Hendrik Jan Veenstra <hjv@phil.ruu.nl> wrote:
|
|Declaration:
|long Rsconf(int speed, int flowctl, int ucr, int rsr, int tsr, int scr)
|
| [...]
|
|Parameters:
|speed: 0 = 19200 baud
| [...]
| 14 = 75
| 15 = 50
```

As I recall, these last two wouldn't work in older versions of TOS due to a bug in TOS. Anybody know if/when this was ever fixed? (Or whether I'm just blowing smoke? Of course, it's not the sort of bug most people would have reason to notice, but, well, every bug counts, as they say.)

- John

4940. Re: Need HELP with C Function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 12:38:59 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.749651939@groucho>
Source record: 36394

walra@moacs11 (Waldi Ravens) writes:

>In <hjv.749576177@groucho>, Hendrik Jan Veenstra writes:

>> ucr, rsr, tsr, scr: values for the corresponding registers of the MFP. If one
>> of the values is -1 (0xFFFF), the corresponding value isn't changed.

>In modern Atari times that is no longer correct.

What exactly do you mean by 'modern Atari times'? The above information was
taken from the Atari Profibuch, Dutch version, 1989.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

4941. Why do I lose ACCs when changing resolutions?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 13:24:58 UTC
From: ortega@cactus.org
Message-ID: <1993Oct3.132458.2838@cactus.org>
Source record: 36395

I've finally added a hard drive to my 1040 ST and found something strange.

I now lose my ACCs when I change resolutions from med-rez to low-rez.

What happened?

--
Paul Ortega | "My boyfriend's back and there's
2015 Cedar Bend Dr., #1105 | gonna be trouble....."
Austin, TX 78758 | -- Lois Lane
ortega@cactus.org ----------

4942. Re: 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 16:41:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A50175@M4.maus.de>
Source record: 36413

```
>* stick 1.44M floppy _disks_ in 720k drives and use them as 720k disks
> (if you do this, you may need to stick tape or something over the other
> hole for PCs to be able to read them properly; some have real problems
> reading a 1.44M floppy that's been formatted as 720k)

This will NOT work properly, as the magnetic material of HD disks is different
to DDs. It needs a higher magnetic current for writing bits properly.
It MIGHT work in some cases, but these disks will very soon lose data.

bye, Peter
```

4943. Re: Need HELP with C Function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 19:02:46 UTC
From: walra@moacs11
Message-ID: <g3PN9KWsJI2@moacs11>
Source record: 36398

In <hjv.749651939@groucho>, Hendrik Jan Veenstra writes:

> walra@moacs11 (Waldi Ravens) writes:
> >In <hjv.749576177@groucho>, Hendrik Jan Veenstra writes:
> >> ucr, rsr, tsr, scr: values for the corresponding registers of the MFP. If one
> >> of the values is -1 (0xFFFF), the corresponding value isn't changed.
> >In modern Atari times that is no longer correct.
>
> What exactly do you mean by 'modern Atari times'? The above information was
> taken from the Atari Profibuch, Dutch version, 1989.

Have a look at the Atari Profibuch, German version, 1991 :-).

The dutch translation is based on the original publication in 1987, there
were no TT and Falcon at that time. The older ST models had only one serial
port using the MFP 68901, the TT and Mega STe have additional serial ports
contolled by an 85C30. Assuming that the ucr, rsr, tsr and scr parameters
of Rsconf() refer to the equivalent MFP registers is incorrect.

Regards,
Waldi (walra%moacs11@nluug.nl)

4944. Re: -mbaserel executables crash?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 19:56:02 UTC
From: karlo@ifi.uio.no
Message-ID: <1993Oct3.195602.15534@ifi.uio.no>
Source record: 36397

> In article <1993Oct2.191015.25612@ifi.uio.no>, Karl Anders ygard <karlo@ifi.uio.no> wrote:
> >WHY is it that gcc with the -mbaserel switch produce broken
> >executables under MiNT? Is my system set up incorrectly? Do I need
> >to have memory protection turned on? What?
>
> Which version of MiNT are you using? It should work regardless of
> memory protection being enabled. Perhaps one of the libraries you
> are linking with was not compiled with -mbaserel ... ?

MiNT 1.08, minixfs 6.0pl6, bgcc233 etc. And the latest libraries grabbed
from a.a. I simply cannot figure this out.

/Karl Anders - karlo@ifi.uio.no

4945. Re: Need HELP with C Function

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 23:02:32 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.749689352@groucho>
Source record: 36400

walra@moacs11 (Waldi Ravens) writes:

>In <hjv.749651939@groucho>, Hendrik Jan Veenstra writes:

>> What exactly do you mean by 'modern Atari times'? The above information was
>> taken from the Atari Profibuch, Dutch version, 1989.

>Have a look at the Atari Profibuch, German version, 1991 :-).

O, geesh, one copy already was expensive enough... :-)

>The dutch translation is based on the original publication in 1987, there
>were no TT and Falcon at that time. The older ST models had only one serial
>port using the MFP 68901, the TT and Mega STe have additional serial ports
>contolled by an 85C30. Assuming that the ucr, rsr, tsr and scr parameters
>of Rsconf() refer to the equivalent MFP registers is incorrect.

I believe you. And stand corrected. Or rather, my Profibuch stands corrected.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

4946. GEM++ and AMS Class Libraries (C++)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-03 23:04:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.y6oXqoanOE_@semprini.waterloo-rdp.on.ca>
Source record: 36405

Warwick's GEM++ and AMS class libraries have been available for a while now; I'd like to know if there are other people out there using them? I wouldn't call myself a user yet, since I'm still learning C++ (the syntax is no problem, but OO design is quite a challenge).

I'd also like to start some discussion about some things that need to be done; for example, we need a GEMTextWindow and a GEMCursesWindow class to make porting text applications to GEM easier. We also need to bug Warwick so he'll write some 'How-to' articles about AMS and GEM++... ;-)

GEM++ GEMTextWindow class

IMHO, a GEMTextWindow should be a kind-of ostream, so you can do this:

```
GEMTextWindow main_wind;
[...]
main_wind << "This is the main window!\n";
main_wind << some_mutant_class_with_an_operator<<_for_ostream;
```

GEMTextWindows also should support any font available; I've done some work on creating a class for GDOS fonts and a font selector like the standard fileselector.

A GEMCursesWindow class will build on a GEMTextWindow and the CursesWindow class; this would probably be rather ugly for proportionally spaced fonts, unless we treated them as monospaced fonts (there should be an ios-style bitflag for this option).

GEMCursesWindow should also have operator<<; I'm hoping to get some time to add an operator<< to the CursesWindow class (which is just a C++ wrapper for the standard curses library functions)... perhaps an operator>> as well.

Comments? There are probably some things that should be added to AMS as well, and Warwick is currently working on that class library; maybe he'll add the icon classes he used for the GEM NetHack.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4947. Uploading...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 00:00:48 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cae043a@p4.troed.ct.se>
Source record: 36399

I've encountered a serious problem with my Falcon: Sometimes when I try
to Upload file to BBSs all I get is a hell of a lot of "syncing". It works fine
for a few seconds, but then the program starts reporting "sync on xxxxx" where
xxxxx of course is the number of bytes I've uploaded so far. The reporting
occurs about every 2Kb and the "time left" indicator keeps increasing... The
CPS rate goes from around 3500cps to 200cps and after a while the transfer is
stopped... I'm using a SupraFAX v32" modem, a Falcon and CoNnect. I've tried
using both the internal CoNnect Zmodem protocol and external ones such as XYZ
and GSZRZ...it doesn't help! I've tried setting my serial port to both 19200,
38400 and 57600...Nothing helps! Could there be a need for a serialfix? I've
tried using "Serialfix v2.0" but it doesn't work.... Note that downloadibng is
not a problem at all, it works perfectly...and I don't believe it's due to a
bad
connection since I've encountered the sam problem on several BBSs close to
me... Anyone got any ideas???

****
* GREETZ, Magnus Thylander..... *
* .... **
* .... CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. ..XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
****

4948. Re: Why do I lose ACCs when changing resolutions?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 01:32:35 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Oct3.193235.1695@rivers.acc.uwrf.edu>
Source record: 36401

ortega@cactus.org (Paul Ortega) writes:
> I've finally added a hard drive to my 1040 ST and found something
> strange.
>
> I now lose my ACCs when I change resolutions from med-rez to
> low-rez.
>
> What happened?
>
> --
> Paul Ortega | "My boyfriend's back and there's
> 2015 Cedar Bend Dr., #1105 | gonna be trouble....."
> Austin, TX 78758 | -- Lois Lane
> ortega@cactus.org ---------------------------------------

That depends. Can your acc's run in low-res? Does your 1040 need to boot
from floppy, or does it boot from the hard disk?

More info please!
--

Larry Imm -- Larry.O.Imm@uwrf.edu
"The only problem with being a pessimist is that everyone proves you right."

4949. Re: Partition type

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 02:13:11 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2cae8827@daggskim.ct.se>
Source record: 36402

Julian Reschke hacked the following on 03 Oct 93 (to All)...

> From: Julian_Reschke@ms.maus.de (Julian Reschke)
>
>> Edit Disk sector
>> F1 (Drive/Unit)
>> Drive/Unit: //your desired HD-number, 0,1,whatever
>> (Hex) Absolute sector: //physical sector number, 0 for boot
>> sector
>> Then you'll have to scroll the cursor down a bit to make the end of the
> sector
>> visible where the partition table is (starts at offset +1C6).
>
> Thanks, I didn't know that you can specify a harddisk number :-)

=id-number, since you could (originally) have up to 8 different devices on the DMA bus. Sadly checkdisk breaks down with TT and Falcon, since more id-numbers are possible then, eg the F030 IDE has id#16 I believe. There are some other inconveniences with checkdisk v3 too, but despite that I've found it a reliable and useful hack, at least when one has a fairly straight-forward harddisk setup.

Over the years we've often had occasion to wish for a few lines of documentation along with the sundry utilitites "released" from Atari (not actually, just internal hacks uploaded somewhere by Atari employees who've realized the need and done something about it).

Perhaps checkdisk v4??? :-)

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se (Bo Leuf)

4950. changing TT's SIMM's 4Mb->16Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 08:36:01 UTC
From: mluoto@plootu.Helsinki.FI
Message-ID: <28on9h$7ta@plootu.Helsinki.FI>
Source record: 36403

BAckground:
I've got older model TT, that is, it's got metal-faraday inside
(no ferric paint) and has an ATARI TT-RAM board that has four standard
SIMM slots and three jumpers (W0-3 I bellive)...

I've heard of numerous succesfull simm replacements and what's common
between them is that only from 4mb to 16 (replacing 1mb simms with 4mb
ones) seem to have worked... now the questions are...

QUESTIONS:
What speed should I have (which ones work ?) the old ones were
100ns as it red -10 in the IC's

Could I use standard pc-simms with 9 IC's (that is 9bit) and if
so, what jumpers should I set and how ? (or maybe dip switches ?)

Or do I have to get 8bit (8IC's) simms as the original ones to
get it to work ? and if so what jumpers / dips and how ???

ANY OTHER SUGGESTIONS ??
HAS ANYBODY HERE IN THE NET DONE IT ?

I'd appreciate e-mail also... (you may post but my newsreader isn't
allways there...)

thanks !

--
email: Markku.Luoto@Helsinki.Fi # Literally "living in my office"
(will find me where ever...) # . . .
fax: +358-0-4524015 ***from 6.Sept->*** # ...But underestanding is the
voice: +358-0-426114 *** -5091656) ***** # beginning of acceptance...

4951. Fast efficient Sprites

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 10:41:00 UTC
From: mike.hill@cccbbs.UUCP
Message-ID: <387.265.uupcb@cccbbs.UUCP>
Source record: 36421

All,

Some friends and I are working on a game that will require heavy use of "sprites" (I know the ST doesn't have true sprites). We encountered a speed problem at this point. Im not totally fluent on the graphic issue (Im the only one with Usenet access) but I will try to describe what we are doing.

We currently have two screens we work with. While the computer is displaying one screen we draw our background on the second, and then draw all of our sprites (we are using masks on each sprite also so the background patterns dont "mix" into the sprite). We then switch the ST screen over to the second screen to display it (Setscreen). Then we repeat this loop but now load the background pic onto the first screen (the st is still displaying the second screen) and draw the sprites on that screen and when done setscreen to that screen. This seemed to give us the smoothest "Flicker Free" display.

The problem is the sprites just dont move as fast as we would hope. We are doing this with 100% VDI calls no Line A.

Does anyone have any thoughts,tips,ideas,etc on a better approach to fast flicker free sprites? The game when finished will probably have about 16 sprites on screen maximum.

Also any info on a good program for creating sprites (hopefully there is something compatible with Graphic cards and Falcon TT Rez's). Right now we are using GLEE which works reasonably well for ST rez's but doesn't allow you to draw sprites, just import in a pre drawn picture and pull your sprite from it.

Any comments or feedback would be appreicated. If replies could be sent to my email address below I would appreciate it. I can summarize it here if there is interest.

Mike Hill
cccbbs!mike.hill@uceng.uc.edu

4952. Re: Uploading...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 11:33:41 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <28p1mlINNq3b@rs18.hrz.th-darmstadt.de>
Source record: 36404

Hi!

Do you use something like BlowUP030? i've got the same errors, when I use
BlowUP030 and the screen-saver is active. In each other case, however,
uploading is quite OK.

Maybe you should also use FPATCH2.PRG - the patch for the serial port.

Roland.
--
---------------==========**********************************==---------------
! INGENIUM - Software, Roland Schorr, Draisstrasse 21, 69502 Hemsbach (6944) !
! Roland Schorr @ HD (MausNet) /|\ schorr@rbg.informatik.th-darmstadt.de !
! Maus @ HD: Germany - (06201) 47 72 74, 18:00 - 19:00 Uhr Maustauschzeit !
---------------==========**********************************==---------------

4953. ATARI Light Pen

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 11:47:30 UTC
From: anthony@concave.cs.wits.ac.za
Message-ID: <28p2gi$pd2@caesar.wits.ac.za>
Source record: 36406

Does anyone know how I can connect an ATARI 8-bit Light Pen to my ST?
(not an STE!!!)...

4954. 1.44 drives on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 11:52:01 UTC
From: anthony@concave.cs.wits.ac.za
Message-ID: <28p2p1$pd6@caesar.wits.ac.za>
Source record: 36407

Can anyone tell me what the 16Mhz version of the WD1772 controller is called
so that I can use the 1.44 part of my HD drive on a standard ST...
What else needs to be changed to use this drive to 1.44meg? (resistors etc.)
I've sent faxes to various companies who advertise 1.44 drive upgrades, but
they do not respond!!?? Thanx, Ant.

4955. File utils (was: Call for help with minix filesystem)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 13:19:05 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28p7s9INN2jvg@rs1.rrz.Uni-Koeln.DE>
Source record: 36408

Hi again,

I grabbed and compiled the latest mintlibs this weekend, compiled them, and compiled the file utils with them. This finally gave me a fully working ls. Thanx to all who replied. The minix filesystem proved to work ok, I used it for the compiling all the time -- I just couldn't ls properly until I finally got the fileutils to compile.
Amon the fileutils, I couldn't get touch to compile -- gcc-ld cannot resolve the symbol _timezone. Has anyone come across this before, and solved it?
In the process of making and compiling stuff, I had to get a few utilities used by the makefiles (sh, bison, sed), thanx to all who did the ports. One little thing about these, could we agree on the extension ".st" for Atari-specific docs and makefiles? Some archives used ".tos" instead, and this confuses TOS when I try to view them by double clicking.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4956. Re: Malloc under Mint, (was: Re: Mxalloc()...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 13:44:30 UTC
From: mh1@irz.inf.tu-dresden.de
Message-ID: <28p9bu$si@irz205.inf.tu-dresden.de>
Source record: 36409

In article <CE627C.GMA@hermes.hrz.uni-bielefeld.de>, itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

> See: All programs are terminated, so all memory should be free again, and
> it should be free in one large block. Well, it isn't, and that makes me
> wondering about the story, [...]

> May there be a but in MiNT's memory managing stuff, or may there
> be other intelligent ideas???

My understanding is that the MiNT kernel itself or one of its filesystems allocate some memory from the system's free pool, which may result in fragmenting the pool. However, there may be bugs as well.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

4957. Atari Spectre GCR Mac Emulator, printer drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 15:09:40 UTC
From: T.I.Morley@lut.ac.uk
Message-ID: <CEDos4.F9v@lut.ac.uk>
Source record: 36411

Does anyone know of a decent Epson compatible printer driver which will work with Spectre v3.0? I recently purchased PowerPrint from GST Softworks, after being told by their sales team that it would work with Spectre.
I have since found that this is not the case, as whatever application I try to print from, and whichever printer driver I select, I get the message: "System error, stack collision with heap!". This happens with a newly partitioned hard disk, no inits/cdevs and a minimal newly installed system/finder, so I know it's not a heap/desktop problem. GST have now admitted that they know of other users having the same problems and have advised me to go back to their previous product 'JetLink' as this is known to work with Spectre.

All I really want is a driver which will work reliably with Spectre and an Epson compatible Printer (actually the Canon BJ10-sx in Epson LQ510 mode), and preferably the driver will work with
the Adobe Font manager ATM.
Can anyone help?

4958. Re: SM125 Spare Parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-04 15:53:35 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <28pgtv$6gb@cismsun.univ-lyon1.fr>
Source record: 36410

In article <H.eg.xv1zvLTkIvo@home.ibmpcug.co.uk> jake@home.ibmpcug.co.uk writes:
>
>Hello,
>
>Now I have a problem;
>
>For a few weeks whenever I switched it on it *crackled* loudly for a few
>seconds. Then one day it gave an almighty crackle and never came on.
>
>I should point out that the crackling/vibrating came from the black
>plastic switch.
>
>I have taken it apart and found that the two metals contacts were badly
>carbonised and one was corroded quite badly.
>
>QUESTION:
>
>Where can I get a replacement switch for my SM125 monitor? I have tried
>a number of places with no luck.
>

I got the same problem with a colour monitor from Thomson a while ago.
The best solution I found: I soldered two wires that by-passed the switcher:
Now the switcher is always on :-) and I've put an external switcher. It works
for me since 1991.

Patrice

4959. Re: -mbaserel executables crash?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 00:04:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&U_wkmB8U8Y@semprini.waterloo-rdp.on.ca>
Source record: 36420

In <28l8qv$7ci@elroy.jpl.nasa.gov>, Howard Chu writes:
> In article <1993Oct2.191015.25612@ifi.uio.no>,
> Karl Anders ï¿½ygard <karlo@ifi.uio.no> wrote:
> >WHY is it that gcc with the -mbaserel switch produce broken executables under MiNT?
> >Is my system set up incorrectly? Do I need to have memory protection turned on?
> >What?
>
> Which version of MiNT are you using? It should work regardless of memory
> protection being enabled. Perhaps one of the libraries you are linking with
> was not compiled with -mbaserel ... ?

Doesn't the linker complain if you link in a non -mbaserel library? Or
is that only if the functions in the library are large enough? I know
the latest port of gnu-ld complained when I tried to link the portable
math library with some -mbaserel code I'd built.

Anyone care to make pml -mbaserel compatible? It's not just a simple
re-compile... :-(Prevented me from making a really nice port of
PBM-Plus that used _four_ executables and hard links on a minix
partition... dang!
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4960. Re: Why do I lose ACCs when changing resolutions?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 00:53:39 UTC
From: ortega@cactus.org
Message-ID: <1993Oct5.005339.7665@cactus.org>
Source record: 36412

In article <1993Oct3.193235.1695@rivers.acc.uwrf.edu> ph9991_imm@rivers.acc.uwrf.edu (Lawrence Imm) writes:
>ortega@cactus.org (Paul Ortega) writes:
>> I've finally added a hard drive to my 1040 ST and found something
>> strange.
>>
>> I now lose my ACCs when I change resolutions from med-rez to
>> low-rez.
>>
>> What happened?

>That depends. Can your acc's run in low-res? Does your 1040 need to boot
>from floppy, or does it boot from the hard disk?
>
>More info please!

My ACCs can run in low-res.

My hard drive is an old Astra HD+ (20 meg).
The hard drive software is ASTRA103.PRG and is booted from the A drive.

--
Paul Ortega | "My boyfriend's back and there's
2015 Cedar Bend Dr., #1105 | gonna be trouble....."
Austin, TX 78758 | -- Lois Lane
ortega@cactus.org ---------------------------------------

4961. Re: Why do I lose ACCs when changing resolutions?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 07:21:08 UTC
From: ph9991_imm@rivers.acc.uwrf.edu
Message-ID: <1993Oct5.012109.1703@rivers.acc.uwrf.edu>
Source record: 36414

ortega@cactus.org (Paul Ortega) writes:
>>> I've finally added a hard drive to my 1040 ST and found something
>>> strange.
>>>
>>> I now lose my ACCs when I change resolutions from med-rez to
>>> low-rez.
> My ACCs can run in low-res.
>
> My hard drive is an old Astra HD+ (20 meg).
> The hard drive software is ASTRA103.PRG and is booted from the A drive.

Usually, when the resolution is changed, the ACCs are removed so that a reboot (which should reload them) will run the ACCs again, since they detect resolution at start-up. After selecting low-res, you may have to warm-boot the system to get your ACCs back. Or, create a boot floppy with the ACCs you intend to use, and try to Save Desktop in Low-res.

It might also be the case that once your computer detects the hard-drive after a cold-boot, it attempts to use the hard-drive during a warm-boot or res-change. (see if your Set Preferences... Confirm Delete changes with a res-change)
--

Larry Imm -- Larry.O.Imm@uwrf.edu
"The only problem with being a pessimist is that everyone proves you right."

4962. Re: 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 07:59:40 UTC
From: rincewind@discworld.oche.de
Message-ID: <2cb1f45c31a15a@discworld.oche.de>
Source record: 36427

In <1993Sep30.160724.17187@newshost.lanl.gov>,
John Hutchinson (hutch@bellman.lanl.gov) wrote:

JH>I don't think it's possible to install a 1.44Mb floppy in an ST because the
JH>ST's disk controller wouldn't recognize it. Others will quickly correct me
JH>if I'm wrong, no doubt. :)

You are.
First, the original poster only wanted to use the drive as a 720K drive, and
that's no problem at all.
Second, my 1040ST works fine with a 3.5" and a 5.25" HD disk drive. All you
need is the drive, the new Floppy Controller from Atari (called AJAX) -
sometimes the old one works, too. And a little circuit that supplies 16MHz
instead of 8MHz to the FDC when there is a HD floppy in the drive. I think
there should be docs about that somewhere - maybe a.a.u.e?

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Eureka," he said.
"Going to have a bath then?"
-- Philosophy in action
(Terry Pratchett, Small Gods)

4963. Re: PARITY CHECK DISABLE - may not be necessary

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 10:09:01 UTC
From: jbww@ukc.ac.uk
Message-ID: <5975@eagle.ukc.ac.uk>
Source record: 36415

In article <2ca0c97a@daggskim.ct.se> bo.leuf@daggskim.ct.se (Bo Leuf) writes:
>Peter Missel hacked the following on 21 Sep 93 (to All)...
>
> > So? ICD's AdSCSI series support parity, so does GE-Softs TOPLINK...
>
>ICD technical support and the AdSCSI ST series manual both emphatically say
>parity check must be disabled for the SCSI drive to function with Atari. Also
>from the Link documentation v6.2.0:

When I examined the latest AdSCSI board, I noticed that although the data lines
are buffered, the parity line is not - THOUGH IT IS CONNECTED.

My guess is that it does not have enough current to handle all drives,
or for some multiple drive systems.

My Ricoh has parity permanently enabled (thanks to Ricoh themselves
for replying), but after I upgraded to the latest AdSCSI it worked fine.

hope this does not muddy the waters too much
cheers
beau webber jbww@ukc.ac.uk

4964. Re: ACCS From Desktop Under MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 11:07:56 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEF898.FCD@newcastle.ac.uk>
Source record: 36416

I use the old accessory which came with the Beta test releases of multiTOS
to run accessories. Just install it as TTP with a document type of ACC. This
allows you to load & unload accessories at will.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4965. FPU's for Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 12:23:03 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CEFBqG.G4u@bailgate.gpsemi.com>
Source record: 36417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

There's been a bit of discussion about 68881/2 FPU's for the atari range here recently - but I'm still a little unsure.

Which chip will work with a _MEGA STe_ ? Also, a) is it worth it (ie what software will it improve etc.) and b) what sort of cost would it be ?(UK supplier prefered)

Thanks in advance,

Martin

P.S. To save bandwidth - email me and I'll sumarize if necessary. Ta :-)
--

```
=========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
=========================================================================
```

... I just work here, I don't speak for G.P.S., and all that disclaimer stuff

4966. Re: 1.44 MEG FLOPPY

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 12:45:52 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Oct5.124552.22318@iplmail.orl.mmc.com>
Source record: 36425

In article <A50175@M4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) writes:
|> >* stick 1.44M floppy _disks_ in 720k drives and use them as 720k disks
|> > (if you do this, you may need to stick tape or something over the other
|> > hole for PCs to be able to read them properly; some have real problems
|> > reading a 1.44M floppy that's been formatted as 720k)
|>
|> This will NOT work properly, as the magnetic material of HD disks is different
|> to DDs. It needs a higher magnetic current for writing bits properly.
|> It MIGHT work in some cases, but these disks will very soon lose data.
|>
|> bye, Peter

I often use HD disks in 1.44 PC drives, formatted to 720K (yes, you need a piece of tape to cover the other hole) to bring ST software home from the net. If the HD disk is formatted with a 1.44 meg floppy drive, this should work fine... at least I haven't had a problem.

Larry Richardson
richards@foghorn.orl.mmc.com

4967. OS Bindings for LAttice C5 on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 13:04:05 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Oct5.140405@cs.bham.ac.uk>
Source record: 36418

Hi,
does anyone out there have the header files and stuff for using the
new OS calls on the Falcon with Lattice C5. I'm waiting for the Falcon version to
come out but can't wait forever... I managed a few of the xbios header calls my
self but have come unstuck with the new AES ones...

Many thanks in advance

Ian Rae
Software Engineering
University of Birmingham, UK

4968. Re: Malloc under Mint, (was: Re: Mxalloc()...)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 13:17:07 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CEFE8K.DAn@hermes.hrz.uni-bielefeld.de>
Source record: 36419

In article <...>, mh1@irz.inf.tu-dresden.de (Michael Hohmuth) writes:

|> My understanding is that the MiNT kernel itself or one of its filesystems
|> allocate some memory from the system's free pool, which may result in
|> fragmenting the pool. However, there may be bugs as well.

Obviously that seems to be the case. I'm no longer sure if I'd like to call
this a "bug" or a "feature", but in my eyes this should be subject of
improovement. The newest (non-public) versions of MiNT seem to be a bit
more relaxed on this, or so I was told...

Schiller
--
Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

4969. SM124 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 14:13:40 UTC
From: silvera@p4.cs.man.ac.uk
Message-ID: <silvera.749830420@p4.cs.man.ac.uk>
Source record: 36429

My SM124 monitor has a screen problem.
The brightness of the picture is unstable, and sometimes
suddenly dims, its not like the brightness control is dicky,
the picture acually deteriorates and breaks up.
I find this only really when it has been on >1 hour.

Any suggestions?

Andy

4970. Re: Falcon FPU chip number

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 17:11:23 UTC
From: hn@balmuff.informatik.rwth-aachen.de
Message-ID: <hn.749841083@balmuff>
Source record: 36422

andrew@minster.york.ac.uk writes:

>If I'm going to get a 68882 FPU for my Falcon, what
>do I have to be aware of?

>A friend is willing to sell me one for ₯10.00 but it
>is about 1 inch square, has all the pins underneath
>(I think a PGA type) and is rated at 50MHz.
>I think!

The Falcon030 needs a PLCC type FPU (i.e. pins on the side all around the
black plastic square, like the old ST's mmu and glue chip). PGA won't
work. Btw.: in the Falcon030 the FPU is placed under the power-supply.
With the speed I have no experience, the Falcon030 FPU is driven with
a 16Mhz clock, maybe that's too slow for a 50Mhz version (I don't know...)
--
Helmut Neukirchen "Harry, manchmal hasse ich diesen Beruf."
hn@pool.informatik.rwth-aachen.de (Stefan Derrick)

4971. Re: Fast efficient Sprites

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 17:19:24 UTC
From: ep93dha@tex2.se
Message-ID: <1993Oct5.171924.28412@t.hfb.se>
Source record: 36423

In article uupcb@cccbbs.UUCP, mike.hill@cccbbs.UUCP (Mike Hill) writes:

> The problem is the sprites just dont move as fast as we would hope. We
> are doing this with 100% VDI calls no Line A.
>
> Does anyone have any thoughts,tips,ideas,etc on a better approach to
> fast flicker free sprites? The game when finished will probably have
> about 16 sprites on screen maximum.
>

Is this a joke?
There is no way to do a smooth game using VDI-calls, unless you only need
VERY few, VERY small sprites. All good games on the ST have there own
spritehandling routines, written in 100% assembly languge!

/
/ Daniel

4972. Re: SCSI 2 Interface on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 17:19:48 UTC
From: hn@balmuff.informatik.rwth-aachen.de
Message-ID: <hn.749841588@balmuff>
Source record: 36424

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

>Here's an easy one - is the Falcon SCSI 2 bus Fast, or Fast and Wide?
Because it is not Wide it must be Fast! (I connected an old SCSI-1 drive
which isn't Wide and not even Fast...)
>(I need to know so I know what HD to steal from work ;^))
Well, I'd like to have on of those, too:-)))
--
Helmut Neukirchen "Harry, manchmal hasse ich diesen Beruf."
hn@pool.informatik.rwth-aachen.de (Stefan Derrick)

4973. -mbaserel pml pl21

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 21:05:06 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <CEFzwJ.KD0@dutiws.twi.tudelft.nl>
Source record: 36426

That gave me a chance to use the cross-compiler I have set up here.
-mbaserel compiled versions of the portable math library version 21
can be found on ftp.twi.tudelft.nl in pub/atari/bpml21olb.zoo
(I havent tested them, but I use a -mbaserel pl20 which works)

Bart Schuller schuller@ftp.twi.tudelft.nl

4974. Re: Falcon FPU chip number

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-05 22:46:15 UTC
From: monnier@di.epfl.ch
Message-ID: <28stfn$239@disun41.epfl.ch>
Source record: 36428

In article <hn.749841083@balmuff>,
Helmut Neukirchen <hn@balmuff.informatik.rwth-aachen.de> wrote:
> The Falcon030 needs a PLCC type FPU (i.e. pins on the side all around the
> black plastic square, like the old ST's mmu and glue chip). PGA won't
> work. Btw.: in the Falcon030 the FPU is placed under the power-supply.
> With the speed I have no experience, the Falcon030 FPU is driven with
> a 16Mhz clock, maybe that's too slow for a 50Mhz version (I don't know...)

I think the speed is not a big concern, because you can probably
easily change the clock for the FPU so that it runs at 32 or 50Mhz
even though the main CPU still runs at 16Mhz !

Stefan

4975. RGB Monitor,50pounds

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 10:20:26 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Oct6.102026.3367@vax.sbu.ac.uk>
Source record: 36432

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
I've got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you can't say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

--

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

...or if you prefer analogue communications: London (+44) 81 693 2846...

4976. RGB Monitor,50pounds

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 10:22:35 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Oct6.102235.3377@vax.sbu.ac.uk>
Source record: 36431

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
I've got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you can't say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

--

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

...or if you prefer analogue communications: London (+44) 81 693 2846...

4977. ACC in Multitos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 11:43:17 UTC
From: Hans_Meijer@p25.f202.n281.z2.fidonet
Message-ID: <2cb2c0eb@p25.f202.n281.z2.fidonet>
Source record: 36344

Moi All,

Everybody who runs Multitos and wants to load accesories after booting.
Just add this to your NEWDESK.INF (at the same place as your other program
extensions defenitions: prg/ttp/gtp etc.) #A 03 04 000 *.ACC@ @ @
#A 03 04 000 *.ACX@ @ @
You should be able to start accesories with the extension ACC & ACX from
your Multitos desktop with this, however if your save your DESKTOP in
another, older TOS version you will lose this again. So beware!! (-|

Good luck,

+-+-+-

4978. Re: Fast efficient Sprites

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 11:44:06 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Oct6.114406.19169@iplmail.orl.mmc.com>
Source record: 36343

In article <1993Oct5.171924.28412@t.hfb.se>, ep93dha@tex2.se (Daniel Hagg - HFB T ep93) writes:
|> In article uupcb@cccbbs.UUCP, mike.hill@cccbbs.UUCP (Mike Hill) writes:
|>
|> > The problem is the sprites just dont move as fast as we would hope. We
|> > are doing this with 100% VDI calls no Line A.
|> >
|> > Does anyone have any thoughts,tips,ideas,etc on a better approach to
|> > fast flicker free sprites? The game when finished will probably have
|> > about 16 sprites on screen maximum.
|> >
|>
|> Is this a joke?
|> There is no way to do a smooth game using VDI-calls, unless you only need
|> VERY few, VERY small sprites. All good games on the ST have there own
|> spritehandling routines, written in 100% assembly languge!
|>
|> /
|> / Daniel
|>
|>

Anyone with a C library of sprite movement routines? I can't use the AMS C++ libraries because I don't have enough RAM to run C++.

Larry Richardson
richards@foghorn.orl.mmc.com

4979. Re: SM124 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 11:58:28 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.dsKI8xV0&v2@albemuth.equinox.gen.nz>
Source record: 36368

silvera@p4.cs.man.ac.uk (Andrew Silver) writes:
>
> My SM124 monitor has a screen problem.
> The brightness of the picture is unstable, and sometimes
> suddenly dims, its not like the brightness control is dicky,
> the picture acually deteriorates and breaks up.
> I find this only really when it has been on >1 hour.
>
> Any suggestions?

Check your monitor cable, plug and the socket on your computer. A loose
connection can cause this type of problem. It also could be something
more serious though :-(

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921
|"Any man making a pun should be drawn and quoted"

4980. Re: Falcon FPU chip number

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 12:13:58 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CEH5zA.9Kp@hermes.hrz.uni-bielefeld.de>
Source record: 36433

andrew@minster.york.ac.uk writes:

|> If I'm going to get a 68882 FPU for my Falcon, what
|> do I have to be aware of?
|>
|> A friend is willing to sell me one for #10.00 but it
|> is about 1 inch square, has all the pins underneath
|> (I think a PGA type) and is rated at 50MHz.
|> I think!

If that's really a 50MHz 68882 for 10 pounds(?!) I would buy it even without
being able to use it, if I was you... :-)
--
Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

4981. Re: changing TT's SIMM's 4Mb->16Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 12:42:43 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <CEH7B8.875@dcs.ed.ac.uk>
Source record: 36435

Hi There,
In article <28on9h$7ta@plootu.Helsinki.FI>, mluoto@plootu.Helsinki.FI (Markku Luoto) writes:
> BAckground:
> I've got older model TT, that is, it's got metal-faraday inside
> (no ferric paint) and has an ATARI TT-RAM board that has four standard
> SIMM slots and three jumpers (W0-3 I bellive)...
>
> I've heard of numerous succesfull simm replacements and what's common
> between them is that only from 4mb to 16 (replacing 1mb simms with 4mb
> ones) seem to have worked... now the questions are...

I have a copy of the TT Service Manual, which actually has schematics for the entire TT, including the TT and ST RAM expansion boards. It seems that there are in fact 2 types of Atari made TT RAM boards - one with 3 jumpers (w1,w2,w3) and one with 6 jumpers (w101-w106). It also seems to be impossible to upgrade the 3-jumper boards to 16MB as according to the circuit diag. only the SIMM address lines A0-A9 are connected to the TT RAM controller chip. The jumpers on the 3 jumper board just enable/disable burst-mode and change the starting address of the TT RAM.

However the 6 jumper boards are upgradeable, and the jumper settings are:

w101 w102 w106
1 Meg x 8 SIMMs (4MB) 2-3 2-3 2-3
4 Meg x 8 SIMMs (16MB) 1-2 1-2 1-2

Jumpers w103 and 104 alter the start address of the TT RAM and the default setting is 2-3 for both jumpers.

Jumper w105 enables or disables burst-mode:
1-2 Burst-mode OFF , 2-3 Burst-mode ON (default setting).

TT RAM can be made up from either 8 or 9 bit wide SIMMs , as the TT doesn't use the parity bit. I am not sure how fast the SIMMs should be - I have a GE-Soft 32MB TT RAM board and I've filled it with 8 1 Meg x 9 70ns SIMMs, but I guess that 60,70 or 80ns SIMMs would probably work as well, but it might be wise not to mix speeds.

Hope I have helped,
Cheers,
Joe Tapply.

P.S. It is nice to know that I'm not the only TT owner in the world!

4982. F030 Sound System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 13:24:53 UTC
From: isi2g18@cix.cict.fr
Message-ID: <28ugv5$kfg@reseau.cict.fr>
Source record: 36434

Hi...

I would want to know if the falcon is able to mix the 8 voices not using the DSP or MOTOROLA of course...

There is a 16 bit hardwareAdder...but how does he run ???

Emmanuel.

4983. Re: OS Bindings for LAttice C5 on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 14:01:17 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993Oct6.080102.11770@peavax.mlo.dec.com>
Source record: 36430

In article <1993Oct5.140405@cs.bham.ac.uk>, imr@cs.bham.ac.uk (Ian M Rae) writes...
>Hi,
> does anyone out there have the header files and stuff for using the
>new OS calls on the Falcon with Lattice C5. I'm waiting for the Falcon version to
>come out but can't wait forever... I managed a few of the xbios header calls my
>self but have come unstuck with the new AES ones...

The new version of Lattice C (5.6?) is currently being advertised by HiSoft
and claims new Falcon support. Upgrades start from 49 quid I think. You
could try contacting them at hisoft@cix.compulink.co.uk, or call them on
0525 718181.

>Many thanks in advance
>
>Ian Rae
>Software Engineering
>University of Birmingham, UK

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

4984. Re: Hard Drives & TOS1.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 14:07:06 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Oct6140706@wpi.WPI.EDU>
Source record: 36440

0{{ On Wed, 6 Oct 1993 15:55:25 GMT, lezo@syma.sussex.ac.uk (Lez Oxley) said:
lezo> Please can someone refresh my memory about the pitfalls to do
lezo> with adding a Hard Drive to a TOS 1.0 system. I seem to remember
lezo> that partition size is a limiting factor and accessibility of
lezo> data is not as fast as in later versions of TOS.

I run a HD on my TOS 1.0 STf, so I can tell you all about it!

TOS 1.0 limits partition size to 16 MB (not really a big problem
unless you have a lot of HD space!). You can get around this by
making "BGM" partitions with ICD's format utility... I don't
reccommend that, though, since BGM makes bigger sectors (If I remember
correctly) and since all files must take up at least one sector, you
can actually LOSE space by making these big partitions! I reccommend
getting a relatively small HD (I use a 50-megger) and using 16 Meg
partitions.

Second, TOS 1.0 has LOTS of trouble dealing with big FATs... Once you
get some files on your HD, it starts slooooowwwwwwing dowwwwwwwnnnnnn
a LOT (like 30 seconds for a file write!). You can fix this with an
auto-boot program, though. Get either FATSPEED.PRG or TURBODOS.PRG.
I prefer TURBODOS since it seems a LOT faster to me, but FATSPEED
works too.

So it IS possible to run an ST with a HD under TOS 1.0 (despite what
many on here would like you to believe), but it involves some
compromises. Get a HD, get TURBODOS, use them, and get 1.4 when you
can afford to...

.s.
--
- lancer@wpi.wpi.edu - - The Kids in the Hall: -
- And in France they speak French because they think it's cool -
- It gives them an excuse to smoke -

4985. Re: Packers on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 15:50:48 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Oct6.155048.14443@dmu.ac.uk>
Source record: 36436

Does anyone know of a fractral packer for the Falcon ??
There has been a rumour that it uses the DSP and can get a phenomenal
amount of data onto one high density disk.

Any news ??

Simon
=====

4986. Hard Drives & TOS1.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 15:55:25 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <1993Oct6.155525.17495@syma.sussex.ac.uk>
Source record: 36438

Please can someone refresh my memory about the pitfalls to do with adding a Hard Drive to a TOS 1.0 system. I seem to remember that partition size is a limiting factor and accessibility of data is not as fast as in later versions of TOS.

Yes I know I should get at least TOS 1.4 or higher but I don't want to loose compatibility with 7/8 year old software. I believe you can now get ROM switchy boards but I don't think my ancient 1040ST (one of the first to be delivered with TOS in ROM) will take kindly to such 'surgery'!

Thanks in advance

Lez
--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

4987. Re: Packers on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 16:25:05 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <28urh1$4ur@vishnu.jussieu.fr>
Source record: 36437

In article 14443@dmu.ac.uk, c2sgy@dmu.ac.uk (SG Yardley) writes:
> Does anyone know of a fractral packer for the Falcon ??
> There has been a rumour that it uses the DSP and can get a phenomenal
> amount of data onto one high density disk.
>
> Any news ??
>
> Simon
> =====

If you find THAT, please SEND IT TO ME !!!!!!!!!!!!

Marc

4988. Advice wanted about Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 16:56:31 UTC
From: ssuhutch@reading.ac.uk
Message-ID: <ssuhutch.749926591@reading>
Source record: 36439

Keywords: Hard Drive

I can get hold of a cheap 100Mb SCSI hard disk but don't know how to interface
it to my 1040STFM. Do I just need an interface card and lead ??

4989. WordPerfect 2 PS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 16:59:28 UTC
From: d3hq@unb.ca
Message-ID: <1993Oct6.165928.18750@jupiter.sun.csd.unb.ca>
Source record: 36341

[No readable article body recovered]

4990. GNU Emacs on the FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 19:23:50 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <CEHpvq.5po@cck.coventry.ac.uk>
Source record: 36354

I wonder if anyone can help with this. I am trying to get the <ALT> key to work as the META key in GNU Emacs. Version 18.55 works OK on my UK keyboard but every version above it fails to recognise the <ALT> key: except that <ALT>-x is fine anything else just sets the mark.

Also is there a version of Emacs that redirects the std files before spawning another process. None of the futil programs like ls etc do this in their initialisation code (it appears that parseargs has had redirection removed!). So I am having difficulty using 'dired' in emacs.

Lloyd

--
"You poor blind earth moles!" | ljp@uk.ac.cov.cch
Winstanley

4991. Piping on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 19:29:02 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <CEHq4E.63K@cck.coventry.ac.uk>
Source record: 36355

Okay this is another redirection problem. I have been using GNU BASH on a STFM for some time and had no problems with piping. However running bash on the Falcon results in a Dup2 error message and the redirection fails. Does any one know of a cure? The problem also occurs with tcsh as well.

--
"You poor blind earth moles!" | ljp@uk.ac.cov.cch
Winstanley

4992. Re: Uploading...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 20:53:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A50685@M4.maus.de>
Source record: 36371

> I've encountered a serious problem with my Falcon: Sometimes when I
>try
>to Upload file to BBSs all I get is a hell of a lot of "syncing". It
>works fine
>for a few seconds, but then the program starts reporting "sync on xxxxx"
>where
>xxxxx of course is the number of bytes I've uploaded so far. The
>reporting
>occurs about every 2Kb and the "time left" indicator keeps increasing...
>The
>CPS rate goes from around 3500cps to 200cps and after a while the
>transfer is
>stopped... I'm using a SupraFAX v32" modem, a Falcon and CoNnect. I've
>tried

You'll have to turn RTS/CTS handshake on in CoNnects port setup, in your modem's setup (AT &K3 for SUPRAs) and make sure your cable has all nine wires connected.

bye, Peter

4993. Some help with comms and vro_cpyfm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 22:06:24 UTC
From: Graham.Leggett@f71.n7107.z5.fidonet.org
Message-ID: <2115.2CB289C3@catpe.alt.za>
Source record: 36342

Greetings all.

I'm currently writing a terminal program, and currently have 2 small problems... I'm using a 1040STFM (TOS 1.2), and am coding in m/c using devpac 2...

The first problem is with the VDI function vro_cpyfm to blit screens from A to B. I'm trying to implement a pull down menu, exactly like the one in GEM, and am using the function to save the background into an internal buffer, and restoring it again when done.

Problem - the internal buffer is ignored, and the block behind the menu is saved to the main screen - in the current clipping (from a previous window redraw). If I turn clipping off, the top of the screen becomes corrupted rather badly, the internal buffer I painstakingly set up is still ignored.

The source and destination addresses are set up correctly, the sizes are right. This function has also failed sporadically in window scrolls and other such things... anyone have a clue what the problem is? What is the politically correct way of using vro_cpyfm?

Second question: Can anyone tell me where I can obtain/ftp some sort of reference on how to use COM ports on the TT and Falcon? I have info in the ST, but that's all changed in the new machines. If anyone can help, I'd be extrememly grateful.

If possible please respond to 007lga3@witsvma.wits.ac.za, as I can't always read this newsgroup.

Thanks.
Graham Leggett

--
INTERNET: Graham.Leggett@f71.n7107.z5.fidonet.org
via: THE CATALYST BBS in Port Elizabeth, South Africa.
(catpe.alt.za) +27-41-34-2859, V32bis & HST.

4994. Re: changing TT's SIMM's 4Mb->16Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 22:08:09 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Oct6.220809.15307@ncsu.edu>
Source record: 36346

In article <28on9h$7ta@plootu.Helsinki.FI>, mluoto@plootu.Helsinki.FI (Markku Luoto) writes:
> ...
> Could I use standard pc-simms with 9 IC's (that is 9bit) and if
> so, what jumpers should I set and how ? (or maybe dip switches ?)
> ...

TT-ram uses nibble-mode SIMMS; these are _not_ standard SIMMS, and cost substantially more. This is the difference between TT- and ST-ram.

--

++@++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@======---'-----\| Yo, save the humans. +
++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++

4995. Re: F030 Sound System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-06 23:53:03 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <28vlovINNkfv@rs18.hrz.th-darmstadt.de>
Source record: 36345

In article <28ugv5$kfg@reseau.cict.fr> isi2g18@cix.cict.fr (isi2g18) writes:
>
>Hi...
>
>I would want to know if the falcon is able to mix the 8 voices not using the
>DSP or MOTOROLA of course...
Nope...

>There is a 16 bit hardwareAdder...but how does he run ???
Well what was it... hmmm I think something to do with the connexion matrix.
Klaus ?

Anyway you definetely have to mix the channels 'by hand'.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Damn the Machine VfL Bochum: "Nur einmal nach Meppen"

4996. Re: Turning a Falcon into a to

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 00:03:27 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <28vmcf$3pa@news.dmpe.CSIRO.AU>
Source record: 36347

Sorry to disappoint you guys, but atari skimped on me, and I didn't get CONFIG.PRG. Shit they even left out Atari Works, and I >may< get that from them in the post ....

Karl.

BTW my computer is now fine thanx!

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4997. STE tos upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 03:57:26 UTC
From: eaeg254@orion.oac.uci.edu
Message-ID: <eaeg254.749966175@orion.oac.uci.edu>
Source record: 36349

A friendly user named Paul told me that if you put TOS 2.06 chips into a 1040STE (or whatnot), you have to set some jumpers. Anyone know anything about this?

Thanks,
Matt Koundakjian (eaeg254@orion.oac.uci.edu)

4998. Everyone loves a (gdb) puzzle.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 04:21:02 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2905fe$p7b@geraldo.cc.utexas.edu>
Source record: 36348
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I'll start with the question that is most likely to get an answer:

1.)

I tried compiling the source for Andreas Schwab's port of gdb 3.6 PL 3. Compilation succeeds with a couple of disconcerting warning messages, but the killer is that the linker chokes because of the undefined symbols "setpgid" and "__fixsfdi". Neither of these is in the mint libraries, so where do I get them? Is an executable of this version of gdb available anywhere on the net (I checked ftp.germany.eu.net--could only find source)?

2.)

The reason I am trying to compile PL 3 is that the gdb 3.6 PL 2 that I have been using for some time (without incident) has suddenly ceased to work. It behaves normally except that it refuses to stop at most of the breakpoints that I set. It will still stop at some (apparently randomly), but it just flies by most.

Typing "info break" lists all the breakpoints and gives their status as "enabled", but when the program runs, they are generally ignored.

I first noticed this behavior after I modified my system temporarily (to test a ghostscript bug) to run mint from the auto folder and load toswin as an accessory. Normally I run mint from a shell when I need it. After I changed back to my normal configuration, I started having this problem.

To make sure I was really back to my normal configuration, ran a configuration script I wrote that sets everything up. The gdb problem remained.

I thought that something had become corrupted, so I removed from my hard disk all files having to do with gcc and gdb (executables, includes, libs, ... everything) and then I restored them from the original zoo archives. The problem persists.

Does anyone have any idea at all what could be causing this?

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

4999. Re: Packers on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 07:04:56 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <290f2o$51m@news.dmpe.CSIRO.AU>
Source record: 36351

Replying to myself? I must lead a dull life ....

Anyway, you should be careful of Fractal compressors. The fractal compressors that are around at the moment are lossy, that is, they lose bits of data during the compression/decompression phases. This is because they are actually trying to do a representation of the file using a fractal formulae, i.e. they approximate the file using a fraction, etc.

Thus, they are really only good for images.

Regards,

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

5000. Boot preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 08:03:33 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb1d3b8@p4.troed.ct.se>
Source record: 36350

A Falcon question coming up: In all programs that set up the NV-RAM in the Falcon there is a "Boot Preference" option. It can be set to either "Unix", "TOS" or "None"... What is this good for?? It's currently set to None, should I change this? What does "Boot Preference" mean really?

****
* GREETZ, Magnus Thylander..... *
* .... ********
* .... CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. ..XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
****

5001. Re: Hard Drives & TOS1.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 08:26:11 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.749982371@acp5>
Source record: 36352

lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

>TOS 1.0 limits partition size to 16 MB (not really a big problem
>unless you have a lot of HD space!). You can get around this by
>making "BGM" partitions with ICD's format utility... I don't

Yes and no. :) All Atari compatible harddisk software allows BGM, not only
the software by ICD.

>I prefer TURBODOS since it seems a LOT faster to me, but FATSPEED

Oh, you really want to take the risk and use TurboDOS? You know it is very
buggy, don't you?

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5002. Re: Boot preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 08:30:55 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.749982655@acp5>
Source record: 36353

magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:

>A Falcon question coming up: In all programs that set up the NV-RAM in the
>Falcon there is a "Boot Preference" option. It can be set to either "Unix",
>"TOS" or "None"... What is this good for?? It's currently set to None, should I
>change this? What does "Boot Preference" mean really?

This flag only makes sense on a TT. If you have the Atari System VR4 you can
use this flag, otherwise not.

```
************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*----------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
************************************
```

5003. Re: Turning a Falcon into a to

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 09:13:46 UTC
From: andrew@minster.york.ac.uk
Message-ID: <749985226.14888@minster.york.ac.uk>
Source record: 36363

Peter Missel (Peter_Missel@m4.maus.de) wrote:
> > > then exited back to the desktop. To my amazement, the File Menu was
> >now
> > > > in German! (My machine is a UK Falcon, 4/80.) I thought, hey, it's
> > > > just something buggering around inside memory. I power down for about
> > > > two minutes. Still in German.
> >
> >(Maybe we should add this to the FAQ?)
> >
> >Your Falcon has a number of different languages and keyboard
> >configurations
> >stored in its internal ROM. To make it boot with the correct language of
> >your
> >country, there's a small battery backed memory inside that preserves the
> >chosen
> >preferences. Some program that you were running must have altered this
> >memory
> >so now you have to restore the original settings. You can do this with
> >serveral
> >PD programs like BOOTCONF.PRG or NVRAM.CPX. I believe both these
> >programs can

> btw, you got CONFIG.PRG included in your Falcon package. It cannot change all
> the options in the non-volatile Falcon RAM, but you can alter language and
> keyboard layout with it.

CONFIG.PRG - Another bloody program that I didn't get with my Falcon 4/63!

That and S.A.M. and audio fun machine!

Better write to Alistair Bodin *AGAIN*!

-Andrew

Andrew Hague -- Researching Methods for Motivating Learners with CAI
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5004. Re: Everyone loves a (gdb) puzzle.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 09:45:53 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Oct7104553@issan.informatik.uni-dortmund.de>
Source record: 36356
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>>>>> In article <2905fe$p7b@geraldo.cc.utexas.edu>, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

|> Hi,
|> I'll start with the question that is most likely to get an answer:

|> 1.)

|> I tried compiling the source for Andreas Schwab's port of gdb 3.6 PL 3.
|> Compilation succeeds with a couple of disconcerting warning messages,
|> but the killer is that the linker chokes because of the undefined
|> symbols "setpgid" and "__fixsfdi". Neither of these is in the mint
^^^^^^^ please upgrade your library for this

|> libraries, so where do I get them? Is an executable of this version of
|> gdb available anywhere on the net (I checked ftp.germany.eu.net--could
|> only find source)?

|> 2.)

|> The reason I am trying to compile PL 3 is that the gdb 3.6 PL 2 that I
|> have been using for some time (without incident) has suddenly ceased to
|> work. It behaves normally except that it refuses to stop at most of the
|> breakpoints that I set. It will still stop at some (apparently
|> randomly), but it just flies by most.

|> Typing "info break" lists all the breakpoints and gives their status
|> as "enabled", but when the program runs, they are generally ignored.

|> I first noticed this behavior after I modified my system temporarily (to
|> test a ghostscript bug) to run mint from the auto folder and load toswin
|> as an accessory. Normally I run mint from a shell when I need it. After
|> I changed back to my normal configuration, I started having this
|> problem.

|> To make sure I was really back to my normal configuration, ran a
|> configuration script I wrote that sets everything up. The gdb problem
|> remained.

|> I thought that something had become corrupted, so I removed from my hard
|> disk all files having to do with gcc and gdb (executables, includes,
|> libs, ... everything) and then I restored them from the original zoo
|> archives. The problem persists.

|> Does anyone have any idea at all what could be causing this?

Please forget PL3, it was incomplete and didn't work. I have just uploaded PL4 to ftp.germany.eu.net, it should soon be available in pub/comp/atari-st/mint, sources in gdb36p4s.zoo, binaries in gdb36p4b.zoo. Please try this. If it's not yet installed, you can find it in the incoming directory.

Andreas.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5005. Hard Drives & TOS1.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 11:01:56 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750000710.AA00667@byte.bbs.no>
Source record: 36358

>Please can someone refresh my memory about the pitfalls to do with
>adding a Hard Drive to a TOS 1.0 system. I seem to remember that

I think the promblem is that TOS 1.0 is slooooooooooow with harddisks.
In addition I think I remember some problems with 1.0 trashing FAT's
(both on floppy disks and on harddisks.)

>Yes I know I should get at least TOS 1.4 or higher but I don't want to
>loose compatibility with 7/8 year old software. I believe you can now

TOS 1.4 is very compatible (more than in TOS 1.2). I had VERY few
problems with programs not working with 1.4. On TOS 2.06 however
they have used a TIMER earlier unused in the OS keyboard routine, and
this causes total crashes on very many games (I have a patch, but...)

Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

-- ReadMail ST

5006. Problem with 4Meg upgrade for 1040STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 11:02:02 UTC
From: tkld@cogsci.ed.ac.uk
Message-ID: <TKLD.93Oct7120202@scott.cogsci.ed.ac.uk>
Source record: 36357

I have this problem with a 4 meg upgrade for my 1040stfm (Type I motherboard, Rev D)

It's basically the Frontier/Marpet plug in one with an ordinary RAM board, rather than SIMMs.

However much I check and recheck the MMU and shifter adapters, the ram check porgram informs me I have 1Mb of RAM, and would I like to test it.

The instructions mention jump leads to disable the on-board RAM, which did not come with my upgrade. The suppliers assured me I don't need them and I should ignore that section of the instructions. Is this my problem ? I'm having great difficulty getting through to them on the phone (can you believe a number is engaged *all day* ?) and my ST is in pieces on the desk.

I guess the other thing could be the board only has 1Mb on it. It has 32 chips (from a variety of manufacturers) with no recognisable size marked on them. They should each be 1Kbit, right ?

If it's just the jump leads, I'm not afraid of using a soldering iron (but would like recommendations for a suitable UK model - I'm in the market for a new one)

--
_____Kevin__Davidson_____
Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
2 Buccleuch Place, EH8 9LW. | +44 31 650 4447 (temporarily)

5007. Re: Hard Drives & TOS1.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 14:40:38 UTC
From: a740778@gus.tiuk.ti.com
Message-ID: <CEJ7Fq.AyA@csc.ti.com>
Source record: 36359

In article <750000710.AA00667@byte.bbs.no> Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no (Lars-Erik Osterud) writes:
>>Please can someone refresh my memory about the pitfalls to do with
>>adding a Hard Drive to a TOS 1.0 system. I seem to remember that
>
>I think the promblem is that TOS 1.0 is slooooooooooow with harddisks.
>In addition I think I remember some problems with 1.0 trashing FAT's
>(both on floppy disks and on harddisks.)
>
>>Yes I know I should get at least TOS 1.4 or higher but I don't want to
>>loose compatibility with 7/8 year old software. I believe you can now
>
>TOS 1.4 is very compatible (more than in TOS 1.2). I had VERY few
>problems with programs not working with 1.4. On TOS 2.06 however
>they have used a TIMER earlier unused in the OS keyboard routine, and
>this causes total crashes on very many games (I have a patch, but...)
>
> Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
> SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

Maybe I'm unique, but I have a TOS 1.0 1040ST and a 110MB HD and I don't see what the problem is. OK, so TOS 1.0 is slow at opening/creating a file (NOT reading/writing to it) but I use the FATSPEED program and I can't tell the difference now between that and running it on a friends Mega2 with TOS 1.4.

I've thought about upgrading but I don't see TOS 1.4 advertised anywhere (in the UK mags) and I'm not about to hack up my ST any more that it already is to add TOS 2.06 (plus I don't think the board is compatible with my SIMM upgrade - and my ST's power supply runs *hot* as it is).

I say check out FATSPEED before spending any money...

TTFN, Jason

_
* Jason B.E. Julyan BEng(Hons) MSc * Texas Instruments Ltd. * | |_o_ _
* TMS380 LAN Products Design Team * Manton Lane, * __| |_i_| |
* a740778@server1.tiuk.ti.com IMS: JBEJ * Bedford, U.K. * \ |i| |
* All opinions expressed herein are personal ONLY * __ |_| /
|___/

5008. Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 15:36:02 UTC
From: vacs@hpna49-1.cern.ch
Message-ID: <1993Oct7.153602.28573@dxcern.cern.ch>
Source record: 36360

Hi,
Does someone knows if a Mega ST/STE keyborad is compatible with the
one on a 520 STE unit. Since Iam putting my 520 STE in a tower case
Iam trying to find a way to fix this keyboard somehow in a nice way.
thank you

5009. Re: Problem with 4Meg upgrade for 1040STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 16:28:22 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <CEJCFB.Jpn@brunel.ac.uk>
Source record: 36361

In article 93Oct7120202@scott.cogsci.ed.ac.uk, tkld@cogsci.ed.ac.uk (Kevin Davidson) writes:
>
>I have this problem with a 4 meg upgrade for my 1040stfm (Type I motherboard,
>Rev D)
>
>It's basically the Frontier/Marpet plug in one with an ordinary RAM board,
>rather than SIMMs.
>
(Deleted Stuff)
>The instructions mention jump leads to disable the on-board RAM, which
>did not come with my upgrade.
(More Stuff Gone)
>I guess the other thing could be the board only has 1Mb on it. It has 32
>chips (from a variety of manufacturers) with no recognisable size marked
>on them. They should each be 1Kbit, right ?

O.K. I'm not a great expert. But here's what I know!!

I bought the Marpet board when it was still the frontier one and installed it myself to upgrade to 4 Megs like Yourself. I definatly put the jump leads in to disconnect the select lines to the RAM chips. I believe this must be done otherwise the computer will still only see two 1/2 Meg memory banks rather than the two 2 Meg memory banks you have just put in when it is resizing the memory at boot up. At the very least it will be driving two sets of memory at the same time if you do not, Not what the ST was

desiged to do!!!

My suggestion Screw the Supplier and put the jump leads in. Frontier new what they were doing when they wrote the manual and it sounds like your supplier knows sweet F.A. and are just saving face not admitting that they sold you an incomplete upgrade.

The boards should be four 1 megabyte simms. The chips would have some number on them something like ???1024??? saying that each chip has 1024 Kbits on it. Eight on each board making 1024 Kbytes (1 Meg) and four boards (4 Megs)

Anyway thats my rather more than 2 peneth worth.

Paul Sargent
Microeletronics, Brunel University

5010. Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 16:43:48 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <CEJD51.KIr@brunel.ac.uk>
Source record: 36362

Has anybody out there got the file format for speedo font? I want to use them in a Vector program I'm writing as they are now standard. Any help thankfully recieved!!

Paul Sargent
Microelectronics Brunel University

5011. PowerPC chip in an Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 17:27:58 UTC
From: jmcdonal@garnet.acns.fsu.edu
Message-ID: <CEJF6n.H1B@mailer.cc.fsu.edu>
Source record: 36365

In comp.sys.powerpc, there was one article referring to a Znet issue, where they talked of adding a PowerPC chip into the Atari line. Can anyone direct me to which Znet that was, and/or give me more information about this (either to confirm or deny this) directly?

Thanks.

--
-- James E. McDonald III, jmcdonal@garnet.acns.fsu.edu, Tallahassee FL --
"The sky is not the limit to mastery, for -- as any science fiction enthusiast can tell you -- there are infinite worlds left to explore once the sky is left behind." <-- Gary Gygax, "Role-Playing Mastery"

5012. Re: Packers on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 20:18:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb3aede@troed.ct.se>
Source record: 36364

In a message of 06 Oct 93 18:12:29, Sg Yardley wrote:

SY> Does anyone know of a fractral packer for the Falcon ??
SY> There has been a rumour that it uses the DSP and can get a phenomenal
SY> amount of data onto one high density disk.

It should ofcourse be possible, but I haven't heard that rumour ...

Fractal packers seems to be the future beyond JPEG and MPEG .... hopfully ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

5013. Re: ACC in Multitos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 21:23:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.786224@cix.compulink.co.uk>
Source record: 36367

In article <2cb2c0eb@p25.f202.n281.z2.fidonet>, Hans_Meijer@p25.f202.n281.z2.fidonet writes:
>Moi All,
>
>Everybody who runs Multitos and wants to load accesories after booting.
>Just add this to your NEWDESK.INF (at the same place as your other program
>extensions defenitions: prg/ttp/gtp etc.) #A 03 04 000 *.ACC@ @ @
> #A 03 04 000 *.ACX@ @ @

Or #A 03 04 000 *.AC?@ @ @

Ofir ogal@cix.compulink.co.uk

5014. PowerPC chip in an Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 21:45:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.13117.4019.0N185974@canrem.com>
Source record: 36372

Sounds highly apochryphal to me. Someone may have written something about the idea; it is certainly a neat idea. Unfortunately, it's an idea that is likely to have little to do with reality.

If Atari were, like, QUICK at coming out with something with a PowerPC chip, then they could probably accomplish some new market share. But seeing as how they'd start with ZERO software base (making it emulate an ST would be a lot of fiddly work, witness Mihocka's GEMulator...), and the fact that OS issues would be very important, I'm really not sure that they're up to it.

I'm not sure of just what sort of level of innovation they'll be able to provide. They're not particularly an OS producer; while MultiTOS may be what DOS wishes it could be, it's not particularly innovative. There's no sin in that; I'm happy to be able to use such stuff; it's just that Atari needs something more than that.

If they could sell a 16MB PowerPC system running XWindows and perhaps grab a Mach kernel, and bundle an operational system with 200MB of HD space, I'm sure they'd sell a good number of them, at least in the "hacking" community.

I'm not sure what other value there would be to moving to the PowerPC.

5015. Re: Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-07 21:49:13 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2922sp$5e2@charm.magnus.acs.ohio-state.edu>
Source record: 36366

> Hi,
> Does someone knows if a Mega ST/STE keyborad is compatible with the
> one on a 520 STE unit. Since Iam putting my 520 STE in a tower case
> Iam trying to find a way to fix this keyboard somehow in a nice way.

I am currently banging away on a Mega STe keyboard connected to a 1040 STf. No hacking required on the mother board. All you have to do is match up the proper pins on the keyboard's connector to the keyboard "posts" on the ST motherboard. I simply bought a Mega Mater from Toad computer to accomplish this rather than trying to cook up a home job.

Whether or not this all applies to an STe I don't know.

The Mega STe keyboard is very nice. I understand it is based on the TT keyboard? Very comfy. Beats the hell out of using the one built into the 1040. Carpal Tunnel Syndrome anyone?

BTW, I just bought the keyboard yesterday (how timely!). I don't know much about the hardware aspect of the entire system so forgive if this is a stupid question: is the mouse control part of the keyboard system? I ask this because my mouse moves noticably different (faster even) with the Mega STe keyboard than the 1040 internal one (this is addressed to the newsgroup at large).

->->->((JP))<-<-<-

5016. A few programming problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 05:25:49 UTC
From: dud@stein1.u.washington.edu
Message-ID: <292tkt$gfp@news.u.washington.edu>
Source record: 36369

My friend Jeff Beeghly has a few more questions he asked me to post here for him. You can reply to me and I'll forward them to him...

Dan Aylward
dud@u.washington.edu

BOXTEXT fill pattern.

I have a certain situation where I want to change the fill pattern of a BOXTEXT and FBOXTEXT resource object within a program I am creating (e.g. change the fill from 0 (no fill) to 2 (semi-shaded and back)). I know how to retrieve and set the text of the BOXTEXT object (e.g. ((TEDINFO *)tree_addr[OBJNUMBER].ob_spec)->te_ptext;) and I though that I would use a similar approach in trying to access the fill pattern (e.g. use te_ptmplt), but I'm not having any success. Any suggestions?

Using Bitmap Image data for VRO_COPY

I'm currently writing a program where I am moving the data of a bitmap image around the screen. The image is originally created in a resource editor, then in the resource editor (either ORCS or Interface), I save the image as an *.ICN ascii text file. I then go into my C program, import the ICN file, then do a bunch of editing. The Image data is stored as INT (or SHORT if you're using GNU C), but vro_copy uses long ints, so I end going though the file and change 0x0000, 0x0000, 0x0000,0x0000 to 0x00000000, 0x00000000 (not much fun). So I was wondering, is there any way to convert the data of an image into a long array, so the new array can be used for the vro_copy data?

At this point, you may be asking yourself why don't I just change the objects .ob_x and .ob_y values to the position where I want to display the image, then use a objc_draw(). Well, the problem is that this particular image is going to be used for a bit of animation (NO, NOT A VIDEO GAME!!!), and when I do a objc_draw, the image flickers.....

Also, I have a particular problem with the standard Atari file open/save dialog. After the user has selected a file and presses the OK button, I have a progress indicator/status bar dialog come up.

Normally in the past I haven't used a status bar dialog. Instead I just loaded the file and let the evnt_multi() function parse out all of the redraw messages. Well, in this particular case, I need to refresh the screen BEFORE I get the evnt_multi() loop. Well I tried placing a do_redraw() function (NOTE: do_redraw is such a standard way of redrawing the screen, I won't go into it here) after the file dialog

goes away (and right before I load in my data), my program chokes and crashes. I've narrowed the crash down to the rc_intersect() function.

I was able to hack my program so that it did re-draw the screen, but I have to do a:

evnt_mesag()
do_redraw()

for every window I have open (hence if 4 windows are open, I need to do this method 4 times), but this only works if a portion of the window was "dirtied" by the file open/save dialog. If I have 4 windows open, and only three of the windows were infected by the file dialog, then the program waits until another message happens (like moving one of the windows).

So what I then do is a form_dial(FMD_FINISH, fullx, fully, fullw, fullh), where fullx, fully, fullw, fullh are the dimensions of the entire screen. The only problem with this is that it is UGGGLYYY. The entire screen is re-drawn, and it takes too long to draw each of the windows, then bring up the status bar.

I tried looking at other commercial programs that bring up a status bar and none of them re-painted the screen before they brought up their boxes.

So, my question then is, is this even possible? If so how?

Note: If I use the Universal Item Selector, all is well. It repaints the screen behind it, but I would like to make my program as universal as possible....

Thanks in advance,

Jeff

5017. Re: Turning a Falcon into a to

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 05:28:07 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct7232807@flammulated.owlnet.rice.edu>
Source record: 36370

In article <749985226.14888@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
<some stuff deleted>
> btw, you got CONFIG.PRG included in your Falcon package. It cannot change all
> the options in the non-volatile Falcon RAM, but you can alter language and
> keyboard layout with it.

CONFIG.PRG - Another bloody program that I didn't get with my Falcon 4/63!

That and S.A.M. and audio fun machine!

Better write to Alistair Bodin *AGAIN*!

-Andrew

I was wondering - does anyone out there know if it would be OK to put
all of the extra programs (like AFM, SAM, and this CONFIG thing) up on
an ftp site like a.a.u.e? I myself didn't get CONFIG, and I
understand some people didn't get other programs... I'd be happy to
compress and upload the "FALCON extras" disk that came with my Falcon.

Also, are the talking clock and appointment manager PD or what? They
came with the Falcon as well, but they could be part of the Atariworks
package I guess.

--
---> Kendall Gelner (kendall@rice.edu)

5018. Falcon problem with E+F partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 07:29:56 UTC
From: yammouni@vaxc.cc.monash.edu.au
Message-ID: <1993Oct8.172956.92794@vaxc.cc.monash.edu.au>
Source record: 36285

Hello All,
A friend of mine recently purchased a Falcon 4/85 with TOS 4.04. The drive was already formatted and partitioned and everything was working fine up until recently. He is now noticing that partitions E + F are not opening as quickly as the C + D partitions (sometimes even taking up to 20 seconds to open!). Has anyone had this problem? I understand that there may be a patch somewhere which might fix this up but I don't know where it is. Any help on this would be greatly appreciated.

Regards
David Yammouni

E-mail yammouni@vaxc.cc.monash.edu.au

5019. Re: PowerPC chip in an Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 08:09:56 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <29378k$rjf@vishnu.jussieu.fr>
Source record: 36373

In article H1B@mailer.cc.fsu.edu, jmcdonal@garnet.acns.fsu.edu (James E McDonald III) writes:
> In comp.sys.powerpc, there was one article referring to a Znet issue,
> where they talked of adding a PowerPC chip into the Atari line. Can
> anyone direct me to which Znet that was, and/or give me more information
> about this (either to confirm or deny this) directly?

Don't dream too much : Bob Brodie did only say that 'They were of course considering the fact of making future Ataris with the PowerPC chip' (not the exact terms). Which means : if the Jaguar sells enough to make money to help advertising for the Falcon, which sells enough to allow the production of greater models.....

But it's a beautiful dream.

M.Bourlon
> Thanks.
>
> --
> -- James E. McDonald III, jmcdonal@garnet.acns.fsu.edu, Tallahassee FL --
> "The sky is not the limit to mastery, for -- as any science fiction
> enthusiast can tell you -- there are infinite worlds left to explore
> once the sky is left behind." <-- Gary Gygax, "Role-Playing Mastery"

5020. Re: Problem with 4Meg upgrade for 1040STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 09:31:25 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <293c1d$di4@snlsu1.london.sinet.slb.com>
Source record: 36383

In article 93Oct7120202@scott.cogsci.ed.ac.uk, tkld@cogsci.ed.ac.uk (Kevin Davidson) writes:
> I have this problem with a 4 meg upgrade for my 1040stfm (Type I motherboard,
> Rev D)
>
> It's basically the Frontier/Marpet plug in one with an ordinary RAM board,
> rather than SIMMs.
>
> However much I check and recheck the MMU and shifter adapters, the ram check
> porgram informs me I have 1Mb of RAM, and would I like to test it.
>
> The instructions mention jump leads to disable the on-board RAM, which
> did not come with my upgrade. The suppliers assured me I don't need them
> and I should ignore that section of the instructions. Is this my problem ?
> I'm having great difficulty getting through to them on the phone (can you
> believe a number is engaged *all day* ?) and my ST is in pieces on the desk.
>
> I guess the other thing could be the board only has 1Mb on it. It has 32
> chips (from a variety of manufacturers) with no recognisable size marked
> on them. They should each be 1Kbit, right ?

I had a similar problem when installing a 2.5MB Frontier XtraRAM board into my 1040 STFM. The memory test program said '1MB installed'. I called Frontier (as they were then) and they were extraordinarily helpful.

With the 2.5MB upgrade, you disable the ST's upper 0.5MB of memory -- that's where the 2MB on the Frontier board goes. This theoretically gives you 0.5MB in the lower bank, and 2MB in the upper bank.

My ST said, like yours, that it had 1MB of memory. The man at Frontier explained that some STs have an MMU that is incapable of handling uneven memory banks. If you have 0.5MB in the lower bank, it thinks you have 0.5MB in the upper bank as well.
The solution in my case was to disable the lower 0.5MB of memory (using the jump leads), and rewire the MMU adapter so that the Frontier board appeared in the upper memory bank. This leads to a 2MB ST, so you "lose" 0.5MB, but I figured 2MB was still better than 1MB :-)

> If it's just the jump leads, I'm not afraid of using a soldering iron (but
> would like recommendations for a suitable UK model - I'm in the market for
> a new one)

Sounds like you'll need that soldering iron... I've used an Antex iron for years -- it's cheap, and it does a good job (Maplin electronic supplies or any electronic supply shop will have them).

> _____Kevin__Davidson_____
> Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk

Mat

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

5021. MiNT Maccel3 not compatible (re: MiNT & MIDI problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 10:21:02 UTC
From: djs@jet.uk
Message-ID: <1993Oct8.102102.11273@jet.uk>
Source record: 36375

A few weeks ago, I posted questions about not being able to access the MIDI ports using Bconstat/Bconin when running MiNT. I thought I had gone through the routine of disabling the AUTO progs until it worked, but when retrying to sort things out last night, I found that it is Atari's MACCEL3 (v3.3) that causes the problem.

With maccel3 and MiNT 1.04 or 1.08, Bconstat(3) produces:
> PID 18 (BTEST) stack underflow
> PID 18 (BTEST) BUS ERROR: User PC=0 (base page=blah)
> PID 18 (BTEST) rm-q: Unable to remove process from queue
> Fatal MiNT error: Adjust debug level and hit a key...

Is there a MiNT compatible mouse accelerator?
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5022. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 12:02:42 UTC
From: rossgod@iwb.mw.tu-muenchen.de
Message-ID: <293kt2$13c@miriel.iwb.mw.tu-muenchen.de>
Source record: 36374

ee92pms@brunel.ac.uk (Paul M Sargent) writes:

>Has anybody out there got the file format for speedo font? I want to use them in a Vector program I'm writing as they are now standard. Any help thankfully recieved!!

Just use VDI and SpeedoGDOS calls, then you need not to know the file format of the fonts!

bye, Uli

5023. Re: SM124 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 13:19:21 UTC
From: mcneely@binah.cc.brandeis.edu
Message-ID: <1993Oct8.131921.19519@news.cs.brandeis.edu>
Source record: 36377

I have repaired a couple of atari sm124s and I have found that their
worst enemy was the heat they generated during operation,your problem
also sounds to be heat related,it would be most likly in the video amp
or output section to isolate the problem get yourself some cold spray
I.E. chemtronics freez-it at a local electronics store then remove the
screws from the monitor case but leave the case on and turn on the monitor
and let it run untill it acts up remove the cover and spray one part at
a time untill the picture corrects it self and you will have found the
offending part,be carefull of the High Voltage lead going into the crt
and don't spray the cold spray on any part of the hot crt.
Matt

5024. Connecting PC and Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 14:07:13 UTC
From: ATOJALU@SDAV01.SEINF.ABB.SE
Message-ID: <1993Oct8.140713.17226@palantir.p.tvt.se>
Source record: 36376
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

does anyone know if there is some kind of program available to connect a PC and an Atari ST using the serial or better and faster the parallell port.
The problem i have is that i want to use my PC's tapestation to backup my Atari's harddisk.
I am also planning to use this for filetransfers in both directions. In this case it would be possible to use Z-modem or such a protocol but in the case that i want to transfer a large amount of files located in several subdirectories it requires a lot of work. So i think that the easiest way would be to mount the servers disks on the client.

It would be great if there was a program like the INTERLINK in MS-DOS 6.0, where you mount all disks available on the "server" to the client.

Does anyone know if there is such a kit available for downloadaing with FTP, or is someone planning to make something like this. If not i think its about time to do so.
I am also interested in what commersial products that's available.

Waiting for reply in this news-group or by e-mail,

//JL

Jan Lundin E-mail: atojalu@ato.abb.se
Coordinator Tel: +46 21 347422
CAD/CAM Systems Fax: +46 21 122946
Fuel Division
ABB Atom AB
S-721 63 VASTERAS, SWEDEN

==========

5025. SM1224 monitor help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 16:15:00 UTC
From: truesdale@wheaton.edu
Message-ID: <8OCT199311153782@wheaton.edu>
Source record: 36381

I just got a used color monitor, which seemed to work fine the first time I powered it up. However, the second time I turned it on, its display was shifted over an inch or so to the right. The Horizontal Position trimmer resistor appeared to be bent down, preventing me from turning it.

When I opened the case, I discovered that this trimmer had a cracked lead, so I'm hoping this is the cause of the shifted display.

I can do OK with a soldering iron, and since the component is fairly accessible, I'll try replacing it. However, I can't read the value marking on the edge of the resistor. My question is:

Does anyone have a schematic of the SM1224 and would be kind enough to look up the value and email it to me? (Its number on the board is R710.)

Any related input would be appreciated also.

Thanks much.

Phil

5026. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 16:41:20 UTC
From: rm03@cscmgb
Message-ID: <1993Oct8.164120.22400@cc.ic.ac.uk>
Source record: 36378

in article <293kt2$13c@miriel.iwb.mw.tu-muenchen.de>, Ulrich Rossgoderer (rossgod@iwb.mw.tu-muenchen.de) wrote:
>ee92pms@brunel.ac.uk (Paul M Sargent) writes:

>>Has anybody out there got the file format for speedo font? I want to use them
>>in a Vector program I'm writing as they are now standard. Any help thankfully
>>recieved!!

>Just use VDI and SpeedoGDOS calls, then you need not to know the file format of the fonts!
>bye, Uli

There is a situation where you will want to know the speedo font format and yet still use the VDI to keep to programming guidelines, and that is where you draw a bitmap in memory which you then show in a window. This gives you the benefit of a pseudo-double-buffered display, and also means that when your program recieves window redraw messages it only has to redisplay the bitmap rather than redraw the whole display. The disadvantage is that you have to write your own rendering routines for all the objects drawn, which is OK for lines, boxes, circles etc. but tricker for things like vector fonts, since you have to know the format. Speedo format would be ideal, since it is the standard, but it looks increasingly like I will end up using something like the Hershey fonts for my own program, MolSys, since they are free and the format is well known. Unfortunatly, the Hershey fonts are not very nice looking.

Paul's problem above sounds like just like mine: He would like to know the format of the fonts so that he could do the rendering himself, rather than have the VDI do it for him. Does anyone know if the developer documentation has the file format in it?

I could probably overcome this problem by using the memory.sys GDOS driver, which I understand allows you to use the standard VDI calls to draw to a bitmap in memory, which you can then display. However, I don't know if memory.sys allows abritrary resolutions (not just the current one) and I don't know how to program it anyway. (How do you set the address of the bitmap in memory, for instance?) It also means that the program would only run on a system with GDOS and memory.sys installed, which is probably not that many.

Regards,
-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

5027. FatSpeed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 17:45:09 UTC
From: thecat@felix.nervous.com
Message-ID: <750102309snx@felix.nervous.com>
Source record: 36316

I'm looking for the latest version of the fabolous FatSpeed...
Can you help me ? Which version ?

>>> Be Careful With That Axe,Eugene... I Already Got Headache ! <<<
The WildCat's Lair... Home of Felix The Cat.
thecat@felix.nervous.com , roberton@deis33.cineca.it
Roberto Nucci 2:332/301.2@fidonet.org

5028. Re: Uploading...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 18:20:10 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct8122010@flammulated.owlnet.rice.edu>
Source record: 36379

In article <A50685@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:

> I've encountered a serious problem with my Falcon: Sometimes when I
>try
>to Upload file to BBSs all I get is a hell of a lot of "syncing". It
>works fine
>for a few seconds, but then the program starts reporting "sync on xxxxx"
>where
>xxxxx of course is the number of bytes I've uploaded so far. The
>reporting
>occurs about every 2Kb and the "time left" indicator keeps increasing...
>The
>CPS rate goes from around 3500cps to 200cps and after a while the
>transfer is
>stopped... I'm using a SupraFAX v32" modem, a Falcon and CoNnect. I've
>tried

You'll have to turn RTS/CTS handshake on in CoNnects port setup, in your
modem's setup (AT &K3 for SUPRAs) and make sure your cable has all nine
wires connected.

bye, Peter

I had this happen to me the other day, you have to turn "escapes ON"
in the filetransfer config menu.

--
---> Kendall Gelner (kendall@rice.edu)

5029. Audio HUMM problem finally solved!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 18:35:33 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct8123533@flammulated.owlnet.rice.edu>
Source record: 36380

Remember me? I'm the person who had a problem recording from a stereo
to a Falcon. Well, I've finally found something that worked.

First of all, I'd like to thank the many people that replied. Almost
all of the replies said to build some sort of attenuator... I even got
a number of schematics for such attenuators. Sadly, none of them ever
worked for me - the HUMMM would perhaps geta bit softer or louder, but
not noticably so.

So, you ask, however did you manage to overcome the HUMM? Well, I had
thought all along that it was some kind of grounding problem, and that
turned out to be correct. While browsing through Radio Shack today
for more resistors, my eyes lighted upon...

The GROUND LOOP ISOLATOR

I brought it home, and it worked like a charm (except that one of the
cables it came with had one channel cut off, but by now I have so many
cables that replacement took only seconds. Now I have zero HUMM and I
can happily record Muppet and Eek the Cat quotes.

Oh, incedentally - I don't use the headphone jacks any more - a few
people suggested to me that I should be using the Line Out on my amp,
and this works well.

So, to summarize, here is my current setup:

AMP tape out --> Ground Loop Isolator --> RCA to STereo jack --> Falcon.

Once again, thanks to all who replied!

--
---> Kendall Gelner (kendall@rice.edu)

5030. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 20:22:51 UTC
From: alex@falcon.demon.co.uk
Message-ID: <750111771snz@falcon.demon.co.uk>
Source record: 36388

In article <1993Oct8.164120.22400@cc.ic.ac.uk> rm03@cscmgb writes:
>Paul's problem above sounds like just like mine: He would like to know the
>format of the fonts so that he could do the rendering himself, rather than
>have the VDI do it for him. Does anyone know if the developer documentation
>has the file format in it?

The problem is that if you have the font format you also have to have
Atari's private keys for the encryption. Alternatively you could get the
outlines as bezier's via the v_get_outline call.

--
Alex Kiernan
alex@falcon.demon.co.uk

5031. a REAL tar for the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-08 22:47:04 UTC
From: humphrie@cs.umd.edu
Message-ID: <294ql8$5cp@mimsy.cs.umd.edu>
Source record: 36382

I'm in need of something like tar for unix (mint or otherwise) that supports some kind of raw mode (like tar -cvfk /dev/floppy) where I write to the drive like a file.

jim
--
---
t P h A i R n A k L i L n E g L

5032. # CORRECTION

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-09 03:05:00 UTC
From: fred.puyo@canrem.com
Message-ID: <60.13131.4019.0N185BC2@canrem.com>
Source record: 36386

THE
//
FLOOR FLOOR FLOOR FLOOR FLOOR FLOOR FLOOR FLOOR FLOOR FLOOR/
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FLOOR 905 - 471 - 9373 FLOOR/
FLOOR FLOOR/
FLOOR FEATURES: Dating ads, Many Message Bases, FLOOR/
FLOOR Files, Online Support, and FLOOR/
FLO0R Much much more! FLOOR/
FLOOR COST: F R E E ! FLOOR/
FLOOR FLOOR/
FLOOR 24 Hours A Day\7 DAYS A WEEK FLOOR/
FLOOR Atari and IBM support FLOOR/
FLOOR**FLOOR/
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 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

5033. This is a test...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-09 06:20:00 UTC
From: ph9991_imm@leo.satan.acc.edu
Message-ID: <1993Oct9.002000.1736@leo.satan.acc.edu>
Source record: 36384

```
...this is only a test.
```

5034. Re: PARITY CHECK DISABLE - may not be necessary

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-09 10:01:05 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2cb5e940@daggskim.ct.se>
Source record: 36385

J.B.W.Webber hacked the following on 05 Oct 93 (to All)...

> From: jbww@ukc.ac.uk (J.B.W.Webber)
>
> My Ricoh has parity permanently enabled (thanks to Ricoh themselves
> for replying), but after I upgraded to the latest AdSCSI it worked
> fine.
> hope this does not muddy the waters too much

All is input. The situation with regards to parity is very muddy, especially for those of us who have hostadapters that do not support it. Glad to hear you got your drive up and running.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

5035. Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-09 11:43:03 UTC
From: Hans_Meijer@p25.f202.n281.z2.fidonet
Message-ID: <2cb6b409@p25.f202.n281.z2.fidonet>
Source record: 36389

In a message of <Thu 7 Oct 1993 17:43:00> to All (), you wrote:

PMS> Has anybody out there got the file format for speedo font? I want to
use
PMS> them in a Vector program I'm writing as they are now standard. Any
help
PMS> thankfully recieved!!

PMS> Paul Sargent
PMS> Microelectronics Brunel University

In the juli/august/september issues of the german ST-computer magazine you
can find all the information about programming with SpeedoGDOS. You need
some knowledge of the german language though!!

Good luck,

```
+-+-+-
```

5036. Re: a REAL tar for the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-09 14:55:31 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Oct9.145531.1580@unix.brighton.ac.uk>
Source record: 36387

I think GNU-Tar is what you are after. I do not know if this provides the facilities you require but I have read the docs (not yet used it mind) and it sounds like it was written to be as close to Unix Tar as possible.

If any Tar will have what you need this is likely to be it (maybe :)).

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

5037. Re: Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-09 18:31:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A51016@M4.maus.de>
Source record: 36301

>Does someone knows if a Mega ST/STE keyborad is compatible with the
>one on a 520 STE unit. Since Iam putting my 520 STE in a tower case
>Iam trying to find a way to fix this keyboard somehow in a nice way.
>thank you

Yes, the Mega ST or Mega STE keyboard is compatible with the STF, STFM or
STE style computers, including the Falcon030.

All you have to do is make an adaptor cable.

bye, Peter

5038. Re: Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-09 18:35:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A51017@M4.maus.de>
Source record: 36302

> BTW, I just bought the keyboard yesterday (how timely!). I don't
>know much
>about the hardware aspect of the entire system so forgive if this is a
>stupid
>question: is the mouse control part of the keyboard system? I ask this
>because my mouse moves noticably different (faster even) with the Mega
>STe
>keyboard than the 1040 internal one (this is addressed to the newsgroup
>at
>large).

Yes, the mouse is controlled by the keyboard processor. That's why the
mouse connectors are on the keyboard rather than the main case.

bye, Peter

5039. Re: Boot preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-10 00:06:07 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb6115b@p4.troed.ct.se>
Source record: 36390

```
>> A Falcon question coming up: In all programs that set up the NV-RAM in
>> the Falcon there is a "Boot Preference" option. It can be set to
>> either "Unix", "TOS" or "None"... What is this good for?? It's
>> currently set to None, should I change this? What does "Boot
>> Preference" mean really?
>
> This flag only makes sense on a TT. If you have the Atari System VR4
> you can use this flag, otherwise not.

Someone explained it to me, but what's the difference between "TOS" and
"None"???

**********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************************
```

5040. Re: PARITY CHECK DISABLE - may not be necessary

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-10 00:40:51 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct9184051@flammulated.owlnet.rice.edu>
Source record: 36291

In article <2cb5e940@daggskim.ct.se> bo.leuf@daggskim.ct.se (Bo Leuf) writes:

J.B.W.Webber hacked the following on 05 Oct 93 (to All)...

> From: jbww@ukc.ac.uk (J.B.W.Webber)
>
> My Ricoh has parity permanently enabled (thanks to Ricoh themselves
> for replying), but after I upgraded to the latest AdSCSI it worked
> fine.
> hope this does not muddy the waters too much

All is input. The situation with regards to parity is very muddy, especially
for those of us who have hostadapters that do not support it. Glad to hear you
got your drive up and running.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

I would just like to confirm to all that the Falcon seems to support
both parity diabled and enabled - I have two HD's right now, one has
parity on and the other off. They both work fine...

--
---> Kendall Gelner (kendall@rice.edu)

5041. Re: Boot preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-10 09:40:02 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750246002@acp5>
Source record: 36293

magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:

>Someone explained it to me, but what's the difference between "TOS" and
>"None"???

"None" means that the TT uses the first bootable partition as boot
partition. I.e. if the first bootable partition is a TOS partition, TOS will
be booted, if it is a Unix partition, Unix will be booted.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

5042. Re: Hard Drives & TOS1.0

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-10 10:02:44 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2cb693dc@daggskim.ct.se>
Source record: 36292

Uwe Seimet hacked the following on 07 Oct 93...

> From: seimet@chemie.uni-kl.de (Uwe Seimet)
>
> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
> ...
>> I prefer TURBODOS since it seems a LOT faster to me, but FATSPEED
>
> Oh, you really want to take the risk and use TurboDOS? You know it is
> very buggy, don't you?

TurboDOS may not be so buggy as it seems. Many of the problems are inherent in TOS 1.0/1.2 and manifest mostly because one uses the harddisk a lot more :-) FAT-buffering (and caching) is dangerous when fundamental GEMDOS faults cause filesystem corruption, since faults can be 'amplified'.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

5043. Re: changing TT`s SIMM`s

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-10 16:31:35 UTC
From: erlingh@pvv.unit.no
Message-ID: <1993Oct10.163135.25958@ugle.unit.no>
Source record: 36294

```
Dawinic@eos.Ncsu.Edu,
In a message on 6 October, wrote :

dR> In article <28on9h$7ta@plootu.Helsinki.FI>, mluoto@plootu.Helsinki.FI (Ma
dR> to) writes:
dR> > ...
dR> > Could I use standard pc-simms with 9 IC's (that is 9bit) and if
dR> > so, what jumpers should I set and how ? (or maybe dip switches ?)
dR> > ...
dR>
dR> TT-ram uses nibble-mode SIMMS; these are _not_ standard SIMMS, and cost
dR> substantially more. This is the difference between TT- and ST-ram.
dR>

Well, as somebody else allready stated, there is a jumper to disable the
nybble-mode on the atari RAM-card. Thus, you are able to use both
nybble-mode and non-nybble-mode RAM. I have 16 Mb of non-nybble-mode RAM
installed on my atari-card, and it works great.
It is also possible (but not neccessary) to use 9-bit RAM.

dR> ++++++++++++++++++++++++++++++++++++++++@++++++++++++++++++++++++++++++
dR> + To build a computer that knows \`---.----/| dawinic@eos.ncsu
dR> + more about itself than I won't `!8^},~~~;====>| (David "Dez" Win
dR> + require much thinking, I think. >@========---'-----\| Yo, save the hum
dR> ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
dR> + #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_tro
dR> ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
dR>
```

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

5044. CD-rom audio player

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-10 16:32:01 UTC
From: erlingh@pvv.unit.no
Message-ID: <1993Oct10.163201.26020@ugle.unit.no>
Source record: 36295

Hi.

I have just acquired an APPLECD 150 (it was dead cheap, I just _had_ to buy it :-). It is hooked up to my TT via the SCSI port.

Now, the drive works just perfect when reading HS formatted CD's with the atari metados driver. I then downloaded the program cdplayer.prg on atari.archive in an attempt to play audio CD's. Unfortunately this program does not work with the apple drive (which has a Sony CDU 8002 mechanism inside it).

My first question is then, does anybody know about another cd audio player, or know the whereabouts for a text-file describing the SCSI-commands needed to make a program for playing audio CD's ?

My second question: The metados driver does not work with mint/multitos. I have heard that atari has made an .xfs driver for mint. Is this available via the net ?

Cheers

Erling

5045. Re: PARITY CHECK DISABLE - may not be necessary

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-10 17:33:12 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <92826@cup.portal.com>
Source record: 36296

```
>----------
>
>I would just like to confirm to all that the Falcon seems to support
>both parity diabled and enabled - I have two HD's right now, one has
>parity on and the other off. They both work fine...
>
>
>--
>---> Kendall Gelner (kendall@rice.edu)
```

Then I guess it must generate but not check parity.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

5046. Adding SIMMS to an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-10 22:31:39 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <29a2gb$6up@apakabar.cc.columbia.edu>
Source record: 36297

I have a strange hunch that this is a FAQ (even though it wasn't in the csast faq file), but here goes...

My brother has a 1040STE which he'd like to expand to 2 or 2.5 MB. If he wants to go to 2MB, what types of SIMMs or SIPPs (speed, # of chips, etc) should he use? Additionally, what order should he put them in the computer. (ie, do they go in slots 1 & 3, 1&2, or what). I know that you need SIMMFIX to use 2.5MB, and the same questions apply for 2.5MB operation.

Thanks a lot in advance. Feel free to reply by here or via email. I'll summarize email replies I get...

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

5047. XWindows/Motif for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 01:57:24 UTC
From: cward@netcom.com
Message-ID: <cwardCEpMrp.Elz@netcom.com>
Source record: 36298

I'm thinking about getting a workstation for home/extra-job use. Is XWindows available for the TT030? If so, are the Motif libraries available also? Does a TT XWindows/Motif require Mint/Multi-TOS (Mint/Genevea) or some other supporting software?

Or should I abandon the Atari line and get a i486DX with Coherent?

Any information will be appreciated.

Thanks!
--
Internet: cward@netcom.com | Find out about space activism. Call
GEnie: C.WARD7 | OASIS at 310/364-2290 or the National
Slogan: "Nemo me impune lacessit." | Space Society at 202/543-1900.
-*- "Working for a spacefaring civilization and a better tomorrow." -*-

5048. Multisync Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 02:59:01 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Oct10.225901.16013@umiami.ir.miami.edu>
Source record: 36299

I need some help here. I have an OMNIMON multisync monitor attached to my MEGA ST through a switchbox provided by OPI. Anyway, of late it has started to have a vard time locking on to the sync of the system when I boot up. Once the boot is going, I can turn off the monitor and then back on and it locks on. Is this a monitor problem?

Mark Santora
Thanks for any help in advance.

5049. help! I need to disable the upper RAM bank!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 04:33:06 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <29anm2$i96@bigboote.WPI.EDU>
Source record: 36300

I have an ST with a strange problem... I managed to fry a RAM chip simewhere in the upper bank. I just installed a half full Zubair 3D/4Meg in the thing, hoping it would sit in the upper bank... No such luck... It replaced the lower bank and left the upper (bad) bank...

Now I have a 2.5 Meg machine that crashes (bus error) every now and then... Can someone offer any tips on how to get the ST to ignore either the entire onboard RAM or just the upper bank?

I tried unsoldering the power to the RAM at the resistor/Cap. No luck... It seemed to kill the entire ST... Then I cut the addressing resistors from the MMU as the Zubair instructions said for the full 4-meg board. This gave me a no-RAM ST... I was thinking of moving the Zubair board's 2meg/4meg jumper, but I thought this might just make an open circuit in the address lines...

I really just want to forget all about the ST's onboard RAM. I'll be filling the rest of the Zubair board as soon as someone offers some DRAMs and I won't need the ST's onboard RAM after that... I don't really want the chips to be a drain on the ST's power supply either... Can I just cut some resistors or caps and have them disappear?

Is there maybe some sort of RAM-manager software out there?

here's the specifics:

1040STf, rev C board, 32 DRAMs onboard, old MMU.
Zubair Z-RAM 3D/4Meg board (installs in the MMU and Video Shifter) with 16 1MBIT DRAMs.

thanks!

.s.

PS: anyone want to trade 16 1MBIT 80ns DIPP DRAMs for 2 1Megx8 80ns SIMMs?

--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I said "you out of water?" she said "nope, out of practice." -
- Then she said "come and quench my thirst -
- 'cause I'm a different kind of dry." -

5050. Re: PARITY CHECK DISABLE - may not be necessary

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 08:00:08 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2cb7e918@daggskim.ct.se>
Source record: 36303

Kendall Helmstetter hacked the following on 10 Oct 93 (to All)...
> From: kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner)
> ...
> I would just like to confirm to all that the Falcon seems to support
> both parity diabled and enabled - I have two HD's right now, one has
> parity on and the other off. They both work fine...

Another good design idea in the F030 :-)
Thanks for the confirmation of this.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

5051. Microwire Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 08:17:33 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.750327453@dtek.chalmers.se>
Source record: 36304

I`ve got small problem with the MicroWire (or the LCM1992).
I havemade a replay routine which uses the LCM1992 tone-
controller to set left and right volume to save time.
It works very fine
mostly .....
Sometimes it drops volume to zero and then comes back a after
a short time .

I'm using the standard way to test if the Microwire is busy
sending (something like this)
(setting both Left and right channel to maximum)

```
move.w #$7ff,$ffff8924.w
move.w #$540+20,$ffff8922.w

.test cmp.w #$7ff,$ffff8924.w
bne.s .test

move.w #$500+20,$ffff8922.w
```

I've tried waiting a rasterline before loading and that also
works well (mostly).

If somebody got an idea I would appreciate that much ..

Thanks in advance

M}rten R}nge / d3marten@dtek.chalmers.se

--
//// M}rten R}nge - d3marten@dtek.chalmers.se \\\\
\\\\ I have a mission (you have not) ////

5052. Re: Turning a Falcon into a to

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 08:19:41 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEq4Gu.n04@newcastle.ac.uk>
Source record: 36306

In article <749985226.14888@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
>
>CONFIG.PRG - Another bloody program that I didn't get with my Falcon 4/63!
>
>That and S.A.M. and audio fun machine!
>
>Better write to Alistair Bodin *AGAIN*!
>
>-Andrew
>

Alistair Bodin & the rest of Atari UK are CR*P. The support they provide is dismal in the extreme. When I attempted to get the correct system software for my Falcon, they said that AFM & SAM were not finished yet - I'd already got them from a BBS at this point (they were broadcast over FIDONET), and that Speedo was not ready to ship either - even when it was already
shipping on UK Falcons. And the last MultiTOS disc I was sent had a version on the Viewer application which simply didn't work. So I phoned Alistair AGAIN and he just said yeah, we know
that the Viewer doesn't work!!!!! SO WHY DID THEY SEND ME IT!!!! The old Bloody viewer program
worked fine until the new one overwrote it!!!!

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5053. Re: XWindows/Motif for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 09:46:51 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750332811@acp5>
Source record: 36305

cward@netcom.com (Craig Ward) writes:

>I'm thinking about getting a workstation for home/extra-job use. Is XWindows
>available for the TT030? If so, are the Motif libraries available also? Does
>a TT XWindows/Motif require Mint/Multi-TOS (Mint/Genevea) or some other
>supporting software?

XWindows was included in the Atari System V Release 4 Unix for the TT. It is
not available as standalone package because X needs Unix as operating system.
If you simply want to use your TT as X-Terminal you can use the X11R5
compliant X-Server by X/software. First you will have to buy an ethernet
card for your TT, of course, to get the server working.
For further information on ethernet cards and X servers contact X/software
Michael Gehret:

info%xsoft@mail.Germany.EU.net

BTW, you will have to pay more than 1500 DM for an ethernet card and an X
server.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5054. Re: CD-rom audio player

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 11:51:54 UTC
From: reschke@math.uni-muenster.de
Message-ID: <29bhcq$49na@obelix.uni-muenster.de>
Source record: 36308

In article 26020@ugle.unit.no, erlingh@pvv.unit.no (Erling Henanger) writes:
> Hi.
>
> I have just acquired an APPLECD 150 (it was dead cheap, I just _had_ to buy
> it :-). It is hooked up to my TT via the SCSI port.
>
> Now, the drive works just perfect when reading HS formatted CD's with the
> atari metados driver. I then downloaded the program cdplayer.prg on
> atari.archive in an attempt to play audio CD's. Unfortunately this program
> does not work with the apple drive (which has a Sony CDU 8002 mechanism
> inside it).
>
> My first question is then, does anybody know about another cd audio player,
> or know the whereabouts for a text-file describing the SCSI-commands needed
> to make a program for playing audio CD's ?
>

Look into the (draft of) the standard: pub/doc/SCSI-2-specs.tar.z on
ftp.uni-muenster.de

> My second question: The metados driver does not work with mint/multitos. I
> have heard that atari has made an .xfs driver for mint. Is this available
> via the net ?
>
> Cheers
>
> Erling
> ---
> ATP/Unix 1.40 Running under atari MultiTOS
>

The XFS hasn't been released yet. Metados should work with MiNT if it was started
before MiNT itself.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

5055. Re: MiNT Maccel3 not compatible (re: MiNT & MIDI problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 12:39:28 UTC
From: evgaster@hvsag01.ATT.COM
Message-ID: <EVGASTER.93Oct11073928@hvsag01.ATT.COM>
Source record: 36307

In article <1993Oct8.102102.11273@jet.uk> djs@jet.uk (David Stevenson) writes:

A few weeks ago, I posted questions about not being able to access the MIDI
ports using Bconstat/Bconin when running MiNT. I thought I had gone through
the routine of disabling the AUTO progs until it worked, but when retrying
to sort things out last night, I found that it is Atari's MACCEL3 (v3.3)
that causes the problem.

With maccel3 and MiNT 1.04 or 1.08, Bconstat(3) produces:
> PID 18 (BTEST) stack underflow
> PID 18 (BTEST) BUS ERROR: User PC=0 (base page=blah)
> PID 18 (BTEST) rm-q: Unable to remove process from queue
> Fatal MiNT error: Adjust debug level and hit a key...

Is there a MiNT compatible mouse accelerator?

Yes MACCEL34 (v3.4) works with MultiTOS as a mouse accelerator but I
can't get it to screensave.

Ed

5056. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 12:51:20 UTC
From: rossgod@iwb.mw.tu-muenchen.de
Message-ID: <29bks8$2r8@miriel.iwb.mw.tu-muenchen.de>
Source record: 36309

rm03@cscmgb (Mr R. Mellish) writes:

>There is a situation where you will want to know the speedo font format and
>yet still use the VDI to keep to programming guidelines, and that is where
>you draw a bitmap in memory which you then show in a window. This gives you the
>benefit of a pseudo-double-buffered display, and also means that when your
>program recieves window redraw messages it only has to redisplay the bitmap
>rather than redraw the whole display. The disadvantage is that you have to

Okay, but the SpeedoGDOS text already is bitmap cached. That means, first time
the character 'a' of font 'VAG rounded' is drawn, a bitmap of the result is
added to the cache. The next time the character should be displayed, just
the bitmap will be transferred.
To get the bitmap of the character, you have to use the VDI call 'v_get_bitmap'
(don't known the exact name at the moment, but I can look it up).

>in memory, for instance?) It also means that the program would only run on
>a system with GDOS and memory.sys installed, which is probably not that many.

But it would be a great advantage to run with GDOS, both for programmers and
users. By not using GDOS, every programmer has to do double work, which he
could better spend on other things.

bye, Uli

5057. DMA sound on FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 14:04:33 UTC
From: avsec@westminster.ac.uk
Message-ID: <CEqKGp.I6E@westminster.ac.uk>
Source record: 36310

I've written a program that plays samples through the DMA on my STE.
(Well I lied - it's better than that, but thats not important.)
Will it work on a Falcon ?
Will I have to make modifications to my program or set up of a Falcon ?

Cheers, Phil.

5058. SPACE JUNK -> FTP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 15:43:05 UTC
From: anderss@edb.tih.no
Message-ID: <CEqozt.330@edb.tih.no>
Source record: 36311

Why not UL Space Junk demo to a plase where we can DL it ?
...tryed to DL it from ATARI.ARCHIVE.UMICH.EDU atari/New ..... but
permision denied !!!! :-(((((((((
(maybe sort the files there ????)

5059. Re: XWindows/Motif for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 16:24:12 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEqqwD.5Kp@newcastle.ac.uk>
Source record: 36312

In article <seimet.750332811@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>
>BTW, you will have to pay more than 1500 DM for an ethernet card and an X
>server.

It is sad to say, but it is cheaper to buy an 486 to use as X terminal than it
is to buy just the software for the atari. Well, at least LINUX will be available
eventually to releive that one......

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\---
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5060. Re: SPACE JUNK -> FTP (Problems with umich)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 17:41:18 UTC
From: oracle@iastate.edu
Message-ID: <oracle.750361278@pv0a27.vincent.iastate.edu>
Source record: 36314

In <CEqozt.330@edb.tih.no> anderss@edb.tih.no (Anders Skar) writes:

>Why not UL Space Junk demo to a plase where we can DL it ?
>...tryed to DL it from ATARI.ARCHIVE.UMICH.EDU atari/New ..... but
>permision denied !!!! :-((((((((
>(maybe sort the files there ????)

You can download Space Junk (demo) from ftp.uni-kl.de if you want, but you
will have to recombine it into 1 zip file before unzipping it.

I don't know what the deal is with atari.archive.umich.edu, but stuff is
building up in the 'New' directory like you wouldn't believe but you can't get
any of it!
--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

5061. Megafile 30 - low level format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 17:56:15 UTC
From: m89ewe@albireo.tdb.uu.se
Message-ID: <29c6nv$opq@corax.udac.uu.se>
Source record: 36313

I'm having trouble with my Megafile 30 (connected to a 1040STe).
I can format it using HDX but I get a lot of bad sectors (3000-5000).
When I copy files to the harddisk it sometimes work, sometimes totally
corrupts whatever was already on it.

I think it would be a good idea to low level format the HD.

1. Is this possible ?
2. What programs do I need ?
3. Where can I find these programs (on ftp sites) ?
4. Any other suggestions or ideas ?

Replies by email is preferred.

Thanx.

____ _ _ ____
| ___| | | | | | ___| Erik Widell, email: m89ewe@tdb.uu.se
| _|_ | |/\| | | _|_ Dept. of Scientific Computing, Uppsala University
|____| _/_/ |____| --- "Syntax Errare Humanum Est" ---

5062. Re: changing TT's SIMM's 4Mb->16Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 18:12:49 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <116246@hydra.gatech.EDU>
Source record: 36333

In article <CEH7B8.875@dcs.ed.ac.uk> jdmt@dcs.ed.ac.uk (Joe Tapply) writes:

(stuff deleted about upgrading TT RAM board)

> TT RAM can be made up from either 8 or 9 bit wide SIMMs , as the TT
>doesn't use the parity bit. I am not sure how fast the SIMMs should be -
>I have a GE-Soft 32MB TT RAM board and I've filled it with 8 1 Meg x 9 70ns
>SIMMs, but I guess that 60,70 or 80ns SIMMs would probably work as well, but
>it might be wise not to mix speeds.

My dealer told me that the TT RAM boards use nibble mode SIMMs. These
are quite a bit more expensive than standard page mode SIMMs. He did
tell me that you can use page mode SIMMs but that you take about a 15%
performance hit. Perhaps the "burst mode" jumper on these boards is
to distinguish whether page mode (burst mode off?) or nibble mode
(burst mode on?) are installed.
--
Opinions expressed are my own.

5063. GEM Programming with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 21:08:09 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Oct11.210809.1296@beaver.cs.washington.edu>
Source record: 36315

Hi all!

Recently I've been trying to compile a few small GEM programs on my Falcon030 with GNU C. The programs do simple things like open a window or two, draw lines on the screen, figure out the current resolution, etc.

Unfortunately the last time I used the programs I was working on a 520ST with TOS 1.0 and Sozobon HSC 1.33. So, I have managed to get the programs to compile with GNU C (the main problem was I had to define the WORD type as a short), but they don't seem to run too well on my Falcon. For example, I have a small function open_vwork which opens a virtual workstation and returns the handle. It ran perfectly fine on my 520ST but on the Falcon the handle always seems to come back 0, indicating that GEM was unable to open a new workstation.

Is this a problem with my program? I've looked it over many times and it all seems correct according to the sample Sozobon files I have and the documentation in the Atari Compendium. I am also running under MultiTOS, could this be a factor?

Any advice would be appreciated (I'd also be interested if anyone had any sample GEM code that works under GNU C on a Falcon so I could compare with what I have).

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5064. Re: PARITY CHECK DISABLE - may

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 21:56:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A51511@M4.maus.de>
Source record: 36332

>I would just like to confirm to all that the Falcon seems to support
>both parity diabled and enabled - I have two HD's right now, one has
>parity on and the other off. They both work fine...

Almost right - Falcon030 and TT generate a parity bit.

So why do drives with "parity off" work then?

Because you don't turn off parity _generation_, but parity _checking_.
So a drive with its parity jumper removed will generate a parity bit for
outgoing data, but will not check parity for incoming data.

Result: Works fine from the Falcon/TT's point of view, because it gets
correct parity bits for data coming into it, but your drive won't detect
any errors on data coming from the computer. Better turn parity checking
back on (if you like your data, that is :-)

bye, Peter

5065. Re: changing TT`s SIMM`s

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-11 22:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A51512@M4.maus.de>
Source record: 36334

>Well, as somebody else allready stated, there is a jumper to disable the
>nybble-mode on the atari RAM-card. Thus, you are able to use both
>nybble-mode and non-nybble-mode RAM. I have 16 Mb of non-nybble-mode RAM
>installed on my atari-card, and it works great.

Yes it does, but it is noticeably slower.

>It is also possible (but not neccessary) to use 9-bit RAM.

Sure, the ninth bit remains unused.

5066. Re: Problem with 4Meg upgrade for 1040STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 01:35:24 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <750485404.0@mettav.royle>
Source record: 36244

On 7 Oct 93 at 16:28:22 (Paul M) wrote the
following:

> I bought the Marpet board when it was still the frontier one
and
> installed it myself to upgrade to 4 Megs like Yourself. I definatly
put

I missed the original message but if Kevin needs help I'm sure Marpet will help
him, they can be emailed as
'marpet@cix.compulink.co.uk'.

-Paul-

--
(Soon changing to civ@mettav.otl.com)
~=~=~=

5067. Code Management Tools

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 05:11:03 UTC
From: jameson@cal.isac.ca
Message-ID: <1993Oct12.051103.15449@cal.isac.ca>
Source record: 36246

I couldn't find comp.os.atari.programmers newsgroup, so I'm posting
this here. I hope that's ok.

Code Management Tools
For Multi-Platform Development Environments

Book Reviewers and Code Porting Volunteers Wanted

This is a request for people who
- will review my book on Code Management Tools
- will help port the included source code to Macs,Ataris,Amigas,etc.

I've ported the code for MSDOS and Unix already, and we have enough
MSDOS and Unix types for reviewers. So this request is for people with
non-Unix, non-MSDOS systems.

If you help out, you get
- some decent code management tools on your computing platform
- a free copy of the final book (and code) from OReilly and Associates
- and your name in the preface of the book.

If you're still interested, please read on.

I've just written a book called "Code Management Tools" for
multi-platform development environments. It covers source code control,
directory structures, automatic generation of complete makefiles, and
practical file sharing (code reuse) techniques. It also discusses design
issues for code management systems.

The book is intended to be a practical, one-stop-shopping product for
multi-platform code management tools. It's about 400 pages long, and
includes source code for about 30 software tools (including a
multi-platform version of RCS), so that pople can port the code to
machines that I haven't got access to.

I've already ported the tools to MSDOS (for Borland C 2.0, Microsoft C
6.0) and to Unix (Sun4 under GCC). The problem is that I don't have
access to Macintoshes, Amigas, Ataris, Next machines, VMS machines, or
any other such machines. So I'll never be able to port the tools to
those platforms. (I don't have the necessary knowledge to port the code
to these machines, either.)

So I'm asking for knowledgeable, serious volunteers to review the book
and port my ANSI C code and batch files to their machines, so that I can
include the ported code with the book. (Many of the tools are batch
files and shell scripts that call freeware tools such as sed, gawk,

find, and fgrep, so porting the tools shouldn't be that hard.)

My hope is that individuals, or small groups of people from various user groups for these various computers, will undertake the job of porting the scripts to their computers. That way, people who own those computers will have access to more software engineering tools on their particular computers.

As you probably know, there are very few---if any---good, low-cost software engineering tools for many of these computing platforms. That's why I wrote this book, and included the source code--to address this need.

I hope you'll help if you can, even if you can only port a few of the tools and scripts. (Porting RCS---which I didn't write---will be the toughest part. Let's say that it's "challenging.")

OReilly and Associates will give you recognition in the preface, and a free copy of the book if you send them your comments in written form. Nothing too fancy is required---but it's got to be a serious report.

What we do want are people who'll help us produce a better book and software product. What we don't want are people who just want a free copy of the draft book.

Please respond to jameson@cal.isac.ca if you are interested.

Thanks
kj

5068. Re: Megafile 30 - low level format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 08:00:51 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.750412851@mi.el.utwente.nl>
Source record: 36317

In <29c6nv$opq@corax.udac.uu.se> m89ewe@albireo.tdb.uu.se (Erik 'EWe' Widell) writes:

>I'm having trouble with my Megafile 30 (connected to a 1040STe).
>I can format it using HDX but I get a lot of bad sectors (3000-5000).

> 4. Any other suggestions or ideas ?

Buy a new drive mechanism. a 30 Mb drive are not that expensive, and will
make your disk 'just' like new.

Klamer
--
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5069. Re: GEM Programming with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 08:28:07 UTC
From: kuehn@cscs.ch
Message-ID: <1993Oct12.082807.1337@cscs.ch>
Source record: 36323

In article 1296@beaver.cs.washington.edu, bgilbert@cs.washington.edu (Ben Gilbert) writes:
> Hi all!
>
> Recently I've been trying to compile a few small GEM programs on my
> Falcon030 with GNU C. The programs do simple things like open a window or
> two, draw lines on the screen, figure out the current resolution, etc.
>
> Unfortunately the last time I used the programs I was working on a 520ST
> with TOS 1.0 and Sozobon HSC 1.33. So, I have managed to get the programs
> to compile with GNU C (the main problem was I had to define the WORD type
> as a short), but they don't seem to run too well on my Falcon. For example,
> I have a small function open_vwork which opens a virtual workstation and
> returns the handle. It ran perfectly fine on my 520ST but on the Falcon
> the handle always seems to come back 0, indicating that GEM was unable to
> open a new workstation.
>
Your problem might be that GCC's int defaults to 32 bit, and the normal GEM
libs are also compiled to take int as parameter, not short. Your can change
this when compiling with the -mshort switch which switches the compiler to
a 16 bit int. But then you must have the gnu16.olb and gem16.olb, which are
compiled with the same settings.

Regards,
Ulrich

5070. Removing a TSR...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 08:46:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Oct12.094602.1@gst-soft.demon.co.uk>
Source record: 36318

I have written a TSR, i.e. terminated with a TRAP #1 - $31.
Now can I call TRAP #1 - $00 to release the memory allocated
by my TSR, or is there some other way of removing it. It's
only small, I could just leave it there, but I want to be
kind to MultiTos/MiNT and clean up after myself!

CW.

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

5071. Re: XWindows/Motif for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 09:29:23 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750418163@acp5>
Source record: 36319

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>In article <seimet.750332811@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>>
>>BTW, you will have to pay more than 1500 DM for an ethernet card and an X
>>server.

>It is sad to say, but it is cheaper to buy an 486 to use as X terminal than it

But if you already have a TT with TTM194 a 486 isn't a better choice. For X
you profit from high screen resolutions, i.e. 640x480 pixels or so with a
cheap PC as X terminal aren't quite state of the art.

```
************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*----------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
************************************
```

5072. Do you want a 36 MHz Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 09:35:32 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2cba7dc2@p1.f503.n285.z2.fidonet>
Source record: 36252

Hi everyone!

Note: this is *NOT* an advertisement or something. I bought the thing and it really works great. I want to share my experiences, so you may be able to enjoy it too!

I recently bought a speed-up kit for my ST. Its from a german company called H & N.

There are two kits available:

* HSB 640 28 MHz (about $200)

* HSB 640 38 MHz (about $350)

These are some specs:

* 68HC000 processor
* optional 68881 coprocessor
* 28 or 36 MHz clockfrequency
* 64 KByte cache (data- and instruction cache)
* asynchronous bus-timing
* SMD technology
* Cache can be switched on an off
* Can be switched back to 8 MHz

It really works great! I have not heard of any problems with software yet. (very stable)

Installing is quite a job. The old processor has to be removed and a socket is installed in its place. The board measures about 8 cm by 10 cm. It is placed in the socket. The blitter has to be removed. (you won't notice the speed increase it gives anymore) There are two little sockets on the board on which another board can be fitted (the co-processor board)

You can opt for switches or a software way to switch the speed and the cache. It is also possible to connect a little LED, which indicates the speed.

If you use NVDI with this board it will REALLY knock your socks off!

If you are interested the adress is:

H & N GbR
Hansmannstr. 19
D-52080 Aachen
Germany
Tel: +49 (0)241 55 30 01

Fax: +49 (0)241 55 86 71

See ya!

Christiaan Kamstra

--- JetMail 0.93beta
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

5073. Re: GEM Programming with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 10:13:02 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Oct12111302@issan.informatik.uni-dortmund.de>
Source record: 36320

>>>>> In article <1993Oct11.210809.1296@beaver.cs.washington.edu>,
bgilbert@cs.washington.edu (Ben Gilbert) writes:

|> Hi all!
|> Recently I've been trying to compile a few small GEM programs on my
|> Falcon030 with GNU C. The programs do simple things like open a window or
|> two, draw lines on the screen, figure out the current resolution, etc.

|> Unfortunately the last time I used the programs I was working on a 520ST
|> with TOS 1.0 and Sozobon HSC 1.33. So, I have managed to get the programs
|> to compile with GNU C (the main problem was I had to define the WORD type
|> as a short), but they don't seem to run too well on my Falcon.

You should *not* use short. The GEM library is configured to
automagically convert 32 bit int's to 16 bit int's and vice-versa. You
can however add -mshort to the compiler flags. This will turn the 32
bit int's into 16 bit int's, and you must use the 16 bit version of
the GEM library (i.e. -lgem16).

|> For example,
|> I have a small function open_vwork which opens a virtual workstation and
|> returns the handle. It ran perfectly fine on my 520ST but on the Falcon
|> the handle always seems to come back 0, indicating that GEM was unable to
|> open a new workstation.

Most likely you are passing a short * to v_opnvwk while it expects an
int *, so that the high word is always cleared. But GCC should warn
you that you are passing an incompatible pointer.

Hope this helps.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5074. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 11:41:21 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <29e551$oi6@snlsu1.london.sinet.slb.com>
Source record: 36325

In article 22400@cc.ic.ac.uk, rm03@cscmgb (Mr R. Mellish) writes:
> in article <293kt2$13c@miriel.iwb.mw.tu-muenchen.de>, Ulrich Rossgoderer (rossgod@iwb.mw.tu-muenchen.de) wrote:
> >ee92pms@brunel.ac.uk (Paul M Sargent) writes:
>
> >>Has anybody out there got the file format for speedo font? I want to use them
> >>in a Vector program I'm writing as they are now standard. Any help thankfully
> >>recieved!!
>
> >Just use VDI and SpeedoGDOS calls, then you need not to know the file format of the fonts!
>
> There is a situation where you will want to know the speedo font format and
> yet still use the VDI to keep to programming guidelines, and that is where
> you draw a bitmap in memory which you then show in a window. This gives you the
> benefit of a pseudo-double-buffered display, and also means that when your
> program recieves window redraw messages it only has to redisplay the bitmap
> rather than redraw the whole display. The disadvantage is that you have to
> write your own rendering routines for all the objects drawn, which is OK
> for lines, boxes, circles etc. but tricker for things like vector fonts,
> since you have to know the format. Speedo format would be ideal, since it
> is the standard, but it looks increasingly like I will end up using something
> like the Hershey fonts for my own program, MolSys, since they are free and the
> format is well known. Unfortunatly, the Hershey fonts are not very nice looking.
>
> Paul's problem above sounds like just like mine: He would like to know the
> format of the fonts so that he could do the rendering himself, rather than
> have the VDI do it for him

I suppose you realise that if you do this, you will be re-writing the Speedo-GDOS font rendering engine? I find it difficult to believe that there isn't another way of doing what you want.

How about drawing the text on screen, then using vro_cpyfm() to blit it to your buffer area. As your current plan is to draw it in the buffer and then blit it to the screen, you'll get the same end result.

Or, how about shifting the logical screen base and then drawing the text. Does that work with the VDI? (I haven't tried it myself).
--
> Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk

Regards,

Mat

```
---
| Mathew Lodge | "There's nothing intellectual about wandering |
| lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
| Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
| ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |
```

5075. GemFast for Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 12:57:38 UTC
From: grellier@ufrima.imag.fr
Message-ID: <CEsC03.Ky2@ufrima.imag.fr>
Source record: 36322

Hello,

I want to know if someone has already ported Gemfast library for
pure C. I don't want to do it by myself in this case.

Thanks

+=========================+===+
| Thierry Grellier | Thierry.Grellier@ufrima.imag.fr |
| DESS Genie Informatique | |
+=========================+===+
--
+=========================+===+
| Thierry Grellier | Thierry.Grellier@ufrima.imag.fr |
| DESS Genie Informatique | |
+=========================+===+

5076. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 13:32:12 UTC
From: rm03@cscmgb
Message-ID: <1993Oct12.133212.3414@cc.ic.ac.uk>
Source record: 36321

in article <750111771snz@falcon.demon.co.uk>, Alex Kiernan (alex@falcon.demon.co.uk)
wrote:
>In article <1993Oct8.164120.22400@cc.ic.ac.uk> rm03@cscmgb writes:
[about speedo font format...]
>The problem is that if you have the font format you also have to have
>Atari's private keys for the encryption. Alternatively you could get the
>outlines as bezier's via the v_get_outline call.

>--
>Alex Kiernan
>alex@falcon.demon.co.uk

v_getoutline would be fine, and would solve my problems, but the last time
I tried to use it all I got was an address error. It could be because I'm
not setting something up properly beforehand, since my only documentation
on it is the Lattice C 5.5 addendum, and I didn't try too hard because
I thought maybe that call would only work with FSM-GDOS, not Speedo.
I'll have another go at it, but does anyone know where to get documentation
on programming with Speedo? Maybe the new Lattice 5.6 upgrade covers this
stuff in more detail? Or the Compendium I've been hearing about?
Thanks in advance,

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

5077. Re: GEM Programming with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 14:54:03 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <29egebINN1vem@rs1.rrz.Uni-Koeln.DE>
Source record: 36324

In <SCHWAB.93Oct12111302@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

>You should *not* use short. The GEM library is configured to
>automagically convert 32 bit int's to 16 bit int's and vice-versa.

I recently started gem programming with gcc too (until now, I always
used GFA basic which is just so much more convenient), and it took me
some hours to figure out that

```
char w_info[] = "some info";
unsigned long ptr;

ptr = (unsigned long) w_info;
wind_set(handle, WF_INFO, (ptr >> 16) & 0xffff, ptr & 0xffff, 0, 0);
```

puts garbage in the info bar, whereas

```
wind_set(handle, WF_INFO, w_info);
```

seems to work perfectly. Is there any info available on the features of
gem.olb, especially the automagical ones?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

5078. Re: Removing a TSR...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 15:39:42 UTC
From: kuehn@cscs.ch
Message-ID: <1993Oct12.153942.18153@cscs.ch>
Source record: 36326

In article 1@gst-soft.demon.co.uk, cwood@gst-soft.demon.co.uk (Chris Wood) writes:
>
> I have written a TSR, i.e. terminated with a TRAP #1 - $31.
> Now can I call TRAP #1 - $00 to release the memory allocated
> by my TSR, or is there some other way of removing it. It's
> only small, I could just leave it there, but I want to be
> kind to MultiTos/MiNT and clean up after myself!
>
A TSR is intended to stay in memory until the system goes down, and hence there
is NO legal way to remove a program that has terminated with Ptermres().
But since MiNT V0.92 there is another method: do whatever you want with your
program (intercepting vectors etc.), but do in the main program a sleep or
pause or something like that, so that your program does NOT terminate; that way
it does not consume much CPU time, but you can still remove it:
set up a signal handler which removes the program from the vector chains (XBRA!)
and terminates. So the memory is freed, and no vector is left dangling around.

Regards,
Ulrich

5079. Re: MiNT Maccel3 not compatible (re: MiNT & MIDI problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 16:37:28 UTC
From: error@stack.urc.tue.nl
Message-ID: <29emg8$i40@tuegate.tue.nl>
Source record: 36327

evgaster@hvsag01.ATT.COM (0440400-gasteren e.m. van(hv4404)hv-91) writes:

>Yes MACCEL34 (v3.4) works with MultiTOS as a mouse accelerator but I
>can't get it to screensave.

On a related subject:

I have a Logitech Pilot mouse, with the Pilot accessory. Will this
accessory still work under MultiTOS on a Falcon 030?
(just curious , I haven't got a F030 yet :-()

Erlend.

5080. Re: GemFast for Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 16:39:30 UTC
From: error@stack.urc.tue.nl
Message-ID: <29emk2$i42@tuegate.tue.nl>
Source record: 36328

grellier@ufrima.imag.fr (Thierry Grellier) writes:

> I want to know if someone has already ported Gemfast library for
> pure C. I don't want to do it by myself in this case.

You could port the Gemfast lib to Pure C, but from several Heat 'n Serve C users I have heard that Gemfast is buggy when used with MultiTOS and in certain features when used with dialogs in windows. If you fix the bugs in the process of porting the lib to Pure C, I would LOVE to see the fixes...

Erlend.

5081. EVNT_BUTTON/MULTI bug in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 19:19:05 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1993Oct12.191905.12338@beaver.cs.washington.edu>
Source record: 36330

I'm doing a program is GFA Basic that uses EVNT_BUTTON to wait for the mouse button to be LIFTED. I use ~EVNT_BUTTON(1,3,0) e.g 1 click, both button mask (3), and wait for a 0 state. I can also use 0 for # of clicks.

When I do this normally, it works fine, but when I run MultiTos on my TT030, the program locks up (doesn't register the LIFTED button) and it just hangs. It seems to do this on my friends Falcon too.

I CANNOT just use a loop like:

```
REPEAT
UNTIL MOUSEK=0
```

because then the mouse button stick sometimes and whatever was underneath the popup menu (that's what I'm programming) accidently gets selected. When I use EVNT_BUTTON, the mouse button doesn't stick, it waits just fine for the button to be let up.

EVNT_MULTI has the same problem. Also, moving into and out of a rectangular area with EVNT_MULTI seems to hang in MTOS as well.

So what the heck do I do? Is this GFA, or is this an MTOS bug? If I use GRAF_MKSTATE, the button sometimes doesn't register, too, so I can't use that either.

Thanks for any help anyone can give me. I can do assembly stuff if needed to solve the problem. If it's GFA, could I call EVNT_MULTI from an M/L routine?

- Stuart Denman

5082. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 19:19:57 UTC
From: rm03@cscmgb
Message-ID: <1993Oct12.191957.9181@cc.ic.ac.uk>
Source record: 36329

in article <29e551$oi6@snlsu1.london.sinet.slb.com>, Mathew Lodge
(lodge@ferndown.ate.slb.com) wrote:
[deletions...]
:I suppose you realise that if you do this, you will be re-writing the Speedo-GDOS
:font rendering engine?
Hey, how difficult can it be? :)

: I find it difficult to believe that there isn't another way
:of doing what you want.
:How about drawing the text on screen, then using vro_cpyfm() to blit it to your
:buffer area. As your current plan is to draw it in the buffer and then blit it to
:the screen, you'll get the same end result.
:
Well, this would probably work, except in certain cases where I will actually
want to render a much bigger area than the screen onto a bitmap (so that the
picture can be exported as an arbitrary-sized IMG file.) Then the user would
see mysterious letters popping up on the screen, and if it were a *really* big
image, the letters would be larger than the screen itself, and this method
would fail. (Pathalogical case I know, but it could happen.)

:Or, how about shifting the logical screen base and then drawing the text. Does that
:work with the VDI? (I haven't tried it myself).
: --
It certainly works on a standard ST (this is what old versions of Molsys do
anyway), but doing this is not compatible with graphics cards or (probably)
MTOS.

It looks like Alex's suggestion of using v_getoutline is the way to go,
so all I need to do is find out how to use it...

:| Mathew Lodge | "There's nothing intellectual about wandering |
:| lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
:| Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
:| ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |

Regards,
-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

5083. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 20:38:44 UTC
From: alex@falcon.demon.co.uk
Message-ID: <750458324snz@falcon.demon.co.uk>
Source record: 36247

In article <1993Oct12.133212.3414@cc.ic.ac.uk> rm03@cscmgb writes:

>v_getoutline would be fine, and would solve my problems, but the last time
>I tried to use it all I got was an address error. It could be because I'm
>not setting something up properly beforehand, since my only documentation
>on it is the Lattice C 5.5 addendum, and I didn't try too hard because
>I thought maybe that call would only work with FSM-GDOS, not Speedo.
>I'll have another go at it, but does anyone know where to get documentation
>on programming with Speedo? Maybe the new Lattice 5.6 upgrade covers this
>stuff in more detail? Or the Compendium I've been hearing about?
>Thanks in advance,

v_getoutline changed its definition between FSM & Speedo, the FSM version
gave you some hard to use stuff which you had to massage into a bezier,
the Speedo call gives you a bezier which you can plot straight. Not
surprisingly these two are incompatible.

LC5.6 includes the new binding, Modern Atari System Software (the book
which is bundled as part of the upgrade) has docs on it, as does SDS's
Atari Compendium.
--
Alex Kiernan
alex@falcon.demon.co.uk

5084. On the tip of my tongue ..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-12 23:06:34 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <29fd9q$29p@wsinis01.info.win.tue.nl>
Source record: 36331
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know this is just one of those terribly boring questions again,
TELL me about it,
but hey; if you know the answer: skip all formalities and just mail me a one-liner ..
(and I'll consider a more
amusing reply :)

Here she is:

"WHAT's the name of that program again that converts WP <---> 1STWordPlus
documents ?"

Another sad contribution to UseNet,
Blushing a bit,
RowdyB

5085. GE-Soft address?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 03:50:11 UTC
From: yammouni@vaxc.cc.monash.edu.au
Message-ID: <1993Oct13.135011.92821@vaxc.cc.monash.edu.au>
Source record: 36286

Hi All,
Does anybody know whether GE-Soft have an e-mail address or an
anonymous FTP site?

Regards

David Yammouni
E-Mail yammouni@vaxc.cc.monash.edu.au

5086. Re: Boot preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 06:00:08 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cbab2f1@p4.troed.ct.se>
Source record: 36335

```
> "None" means that the TT uses the first bootable partition as boot
> partition. I.e. if the first bootable partition is a TOS partition, TOS
> will be booted, if it is a Unix partition, Unix will be booted.

Thanks for the info! Now I know that the setting is of no interest to me ;-)

**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
**********************************************************************
```

5087. Re: XWindows/Motif for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 09:54:21 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEty6L.8pq@newcastle.ac.uk>
Source record: 36336

In article <seimet.750418163@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>>It is sad to say, but it is cheaper to buy an 486 to use as X terminal than it
>
>But if you already have a TT with TTM194 a 486 isn't a better choice. For X
>you profit from high screen resolutions, i.e. 640x480 pixels or so with a
>cheap PC as X terminal aren't quite state of the art.

Firstly, I'm a big Atari fan (got an ST in '85, an STE, a Falcon...).

BUT - for use as an X terminal, you can buy a 386/486 with a monitor & Gfx card which will do 1024*768, then get linux/4.3BSD & X-windows, for less than then cost of JUST THE SOFTWARE to do this on a TT. I really don't see an advantage in using the TT for this, esp. if all you are doing is using it as an X-terminal to a more powerful machine. This would be an expensive waste of a TT.

>
>**************************************
>* Uwe Seimet *
>* seimet@rhrk.uni-kl.de *
>* seimet@chemie.uni-kl.de *
>**************************************

Cheers - now you write an X-server for the atari & make it PD.....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5088. Re: FatSpeed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 10:56:48 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CEu12o.Gy7@cs.bham.ac.uk>
Source record: 36337

In article <750102309snx@felix.nervous.com> thecat@felix.nervous.com (Roberto Nucci) writes:
>I'm looking for the latest version of the fabolous FatSpeed...
>Can you help me ? Which version ?
>

It's been renamed, look in your favourite supplier for TOS 1.04 or TOS 2.06.

:-)

--Chris

5089. sale: SUPRA HD 48mb scsi

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 11:06:09 UTC
From: mluoto@kruuna.Helsinki.FI
Message-ID: <29gnf1$689@kruuna.Helsinki.FI>
Source record: 36338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hello,
I've got one hard disk for atari ST/TT for sale.
It is:
-made by SUPRA
-has a seagate drive (scsi)
-48Mb formatted, no bad sectors at all
-seagate is 2 years old
-has an internal battery-backup clock and a prg that
reads' the curent time into TOS when booted.
-works with 110-120V. or 220-250V. (USA&Europe)
- _FULL of SOFTWARE_
-and SUPRA's & ATARI's driver software
- It has a SCSI interface so you can hook up to 8 or 9
devices on the same interface...such as: cd_rom,
another HD-drive, disk drive, scanner etc...

Im selling for the highest offerer, so here's your chance... !

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

5090. Accs with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 11:27:19 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Oct13.112719.22083@unix.brighton.ac.uk>
Source record: 36339

I recently installed GCC on my Falcon but after finally getting it set up
I ran across several difficulties. Firstly, I have been pampered by HSC
v1.40 for some time and so want to use the GEMfast bindings. Can I compile
the GEMfast source to work ok under GCC and how can I write accs with GCC.

In HSC I just changed the startup code and tested for a flag _accflag to
find out if the program was being run as an acc.

Is there any good docs on gcc (esp. the libs) for the atari.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

5091. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 12:04:08 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <CEu46y.7DJ@brunel.ac.uk>
Source record: 36242

>Paul's problem above sounds like just like mine: He would like to know the
>format of the fonts so that he could do the rendering himself, rather than
>have the VDI do it for him. Does anyone know if the developer documentation
>has the file format in it?

Well Done, My problem is to put Characters into a 3d scene. Correct me if I'm wrong
but speedo dosn't really cover 3d stuff. Therefore I need to do the rendering myself.
So all these "use the VDI" answers, are barking up completly the wrong tree.

>It looks like Alex's suggestion of using v_getoutline is the way to go,
>so all I need to do is find out how to use it...

Ditto, Can anybody help???

Paul Sargent
Microelectronics Brunel Universtity

5092. Re: help! I need to disable the upper RAM bank!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 12:06:06 UTC
From: anthony@concave.cs.wits.ac.za
Message-ID: <29gqve$q5d@caesar.wits.ac.za>
Source record: 36218

In article <29anm2$i96@bigboote.wpi.edu>,
Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
>I have an ST with a strange problem... I managed to fry a RAM chip
>simewhere in the upper bank. I just installed a half full Zubair
>3D/4Meg in the thing, hoping it would sit in the upper bank... No
>such luck... It replaced the lower bank and left the upper (bad)
>bank...
>
>Now I have a 2.5 Meg machine that crashes (bus error) every now and
>then... Can someone offer any tips on how to get the ST to ignore
>either the entire onboard RAM or just the upper bank?
>
>I tried unsoldering the power to the RAM at the resistor/Cap. No
>luck... It seemed to kill the entire ST... Then I cut the addressing
>resistors from the MMU as the Zubair instructions said for the full
>4-meg board. This gave me a no-RAM ST... I was thinking of moving
>the Zubair board's 2meg/4meg jumper, but I thought this might just
>make an open circuit in the address lines...
>
>I really just want to forget all about the ST's onboard RAM. I'll be
>filling the rest of the Zubair board as soon as someone offers some
>DRAMs and I won't need the ST's onboard RAM after that... I don't
>really want the chips to be a drain on the ST's power supply either...
>Can I just cut some resistors or caps and have them disappear?
>
>Is there maybe some sort of RAM-manager software out there?
>
>here's the specifics:
>
>1040STf, rev C board, 32 DRAMs onboard, old MMU.
>Zubair Z-RAM 3D/4Meg board (installs in the MMU and Video Shifter)
> with 16 1MBIT DRAMs.
>

You can set the upper limit of memory using the longword address at
$42e (I think)... then reset your computer and the system will configure
to this new setting... If you need a program that does this, tell me and I'll
write you one...

--
-----==============================-----
Anthony Spirou
anthony@concave.cs.wits.ac.za
-----==============================-----

5093. Re: Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 12:15:31 UTC
From: ep93dha@tex7.se
Message-ID: <1993Oct13.121531.10617@t.hfb.se>
Source record: 36340

In article A51016@M4.maus.de, Peter_Missel@m4.maus.de (Peter Missel) writes:
> >Does someone knows if a Mega ST/STE keyborad is compatible with the
> >one on a 520 STE unit. Since Iam putting my 520 STE in a tower case
> >Iam trying to find a way to fix this keyboard somehow in a nice way.
> >thank you
>
> Yes, the Mega ST or Mega STE keyboard is compatible with the STF, STFM or
> STE style computers, including the Falcon030.
>
> All you have to do is make an adaptor cable.
>

I have tried to connect a MEGA (not STE) keyboard to a 1040 STE (TOS 1,62),
and it did NOT work! I could use it, but it wasn't 100% compatible.

/
/ Daniel

5094. Falcon Svga and TV questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 12:17:50 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <29grle$giq@sus.edu.eur.nl>
Source record: 36241

Hello, I have a couple of question about the falcon.
Why is it that a svga monitor can't display all programs (demo's etc.)
when it does work fine via the tv socket?

And more importantly is there something I can do, to avoid this
switching between tv and svga monitor?

--
****
* M.A.Onstwedder - cspas050@sus.edu.eur.nl *
* "Burn The Bastards." - The Jams *
****

5095. Re: GemFast for Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 12:45:04 UTC
From: grellier@ufrima.imag.fr
Message-ID: <CEu635.J4A@ufrima.imag.fr>
Source record: 36245

error@stack.urc.tue.nl (Erlend Nagel) writes:
>You could port the Gemfast lib to Pure C, but from several Heat 'n Serve
>C users I have heard that Gemfast is buggy when used with MultiTOS and
>in certain features when used with dialogs in windows. If you fix the
>bugs in the process of porting the lib to Pure C, I would LOVE to see
>the fixes...
well I have fixed a bug in the dialogs when used with blit option :
in the file FRMDIAL.C, each time a dialog starts, the function
frm_start calls frmx_dial(FMD_START, &ctl->littlerect, &ctl->scrnrect);
whereas when the dialog is finished, the function frm_finish
calls frmx_dial(FMD_DIAL, ...) only if the blit buffer hasn't been
allocated. It should called on any case. I have detected it when
using a user-defined desk, because the list of rectangles for the
redrawing was wrong. I don't have MultiTos, so I'm not sure it's
the only bug.

5096. Re: Accs with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 12:55:17 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Oct13135518@issan.informatik.uni-dortmund.de>
Source record: 36243

>>>>> On Wed, 13 Oct 1993 11:27:19 GMT, mm68@unix.brighton.ac.uk (Allanon) said:

|> I recently installed GCC on my Falcon but after finally getting it set up
|> I ran across several difficulties. Firstly, I have been pampered by HSC
|> v1.40 for some time and so want to use the GEMfast bindings. Can I compile
|> the GEMfast source to work ok under GCC and how can I write accs with GCC.

|> In HSC I just changed the startup code and tested for a flag _accflag to
|> find out if the program was being run as an acc.

With GCC you don't have to change the startup code, and the flag to
test is _app (with inverted sense).

When running as accessory, the startup code automagically allocates
stack and heap (with the size from _stksize, default if not set is
2K). malloc() will then allocate from this heap.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5097. Compatible 16 Bits tracker...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 13:38:10 UTC
From: isi2g18@cix.cict.fr
Message-ID: <29h0c2$hta@reseau.cict.fr>
Source record: 36258

Hi.

There is a tracker on the ftp : ftp.uni-kl.de and ftp.tu-clausthal.de which
is compatible with the Amiga, Protracker and Noisetracker module. This is only
the beta version of the greatest Soundtracker of the world (at least...).

He is very usuable but incomplete for the moment.

He plays at 16 Bits, 50 Khz and 4 or 8 voices.

Thanks for uploaded it...

Emmanuel.

5098. Re: GEM Programming with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 17:44:16 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Oct13134416@acae127.cadence.com>
Source record: 36255

```
>
> I recently started gem programming with gcc too (until now, I always
> used GFA basic which is just so much more convenient), and it took me
> some hours to figure out that
>
> char w_info[] = "some info";
> unsigned long ptr;
>
> ptr = (unsigned long) w_info;
> wind_set(handle, WF_INFO, (ptr >> 16) & 0xffff, ptr & 0xffff, 0, 0);
>
> puts garbage in the info bar, whereas
>
> wind_set(handle, WF_INFO, w_info);
>
> seems to work perfectly. Is there any info available on the features of
> gem.olb, especially the automagical ones?
```

most of the info on the gem bindings are in the header files
(aesbind.h, vdibind.h and gemfast.h). beyond that, more info can be
found in the sources.

general rules that apply, when using the gcc gem libs

(1) - s/WORD/int/ (including arrays)
(2) - pass pointers as pointers, NOT as two WORDS
(3) - pass longs (time) as a long, NOT as two WORDS

(for backwards compatibility, some of the bindings
conditionally will let you pass a pointer as two WORDS or
a long as 2 WORDS, but the default bindings pass a pointer
as a pointer and a long as a long (look for #ifdef __OLD_WAY__
in the bindings)).

the main reason for these sets of rules is that gcc unlike
other compiler has to deal with different width ints depending on the
setting of -mshort. to make the interface consistent, and binding
easier to write/maintain (and have one version for both flavors of
ints) it was decided to base the interface on the "natural" interger,
and to accomodate the width differences in the binding functions
(especially when int arrays are passed in or out of the bindings).
this design decision has been the subject of some debate .....

in your particular case above, the compiler did'nt catch the error
because the prototype for wind_set is

```
int wind_set __PROTO((int WindowHandle, int What, ...));
```

because it takes variable # of arguements depending on the value of
the `What' arguement. the reason you are seeing the behavior you are
is due to rule (2) above.

hope that clears up things a bit,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

5099. detecting burst-mode TT RAM (was Re: changing TT`s SIMM`s)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 20:18:13 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <29hnq5$nr5@charm.magnus.acs.ohio-state.edu>
Source record: 36248

In article <A51512@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:
>>Well, as somebody else allready stated, there is a jumper to disable the
>>nybble-mode on the atari RAM-card. Thus, you are able to use both
>>nybble-mode and non-nybble-mode RAM. I have 16 Mb of non-nybble-mode RAM
>>installed on my atari-card, and it works great.
>
>Yes it does, but it is noticeably slower.
>
Does anyone know how to test if your TT has nybble-mode RAM? The
reason I ask is that the place I bought my RAM from assured me that
it was nybble-mode, but my TT seems to be a little slower than it
should be. Thanks.
--Jeff

5100. GEM programming with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 20:45:35 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Oct13.204535.2400@beaver.cs.washington.edu>
Source record: 36249

Thanks to everyone who responded to my post about GCC on my Falcon030. The main problem was I was using the wrong types for all the GEM functions -- I though I had to use 16-bit types when the GCC libraries expect ints for these parameters (which are 32-bit by default).

It works beautifully now and I may actually get some programming done! (although GCC is really stressed running under MultiTOS with 4MB of RAM, you have to delete the desktop to compile anything at all!)

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5101. Need cli for STe...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 22:33:08 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CEuxB8.4qs@ecf.toronto.edu>
Source record: 36250

I need some help concerning choosing a cli for my STe.
Requirements: Has built in unix commands esp. "cat"
Is not gigantic...:) (no more than a disk big ~720k)
Is not terminally slow! :(
Is not too cryptic to install/run.

Any help from the pro's?? :) Thanks in advance to anyone who replies!! :)

AcEzE %B
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

5102. Needed: Acer computer phone number

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-13 22:59:22 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Oct13.185922.16060@umiami.ir.miami.edu>
Source record: 36251
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an ACER multisync monitor hooked up to my ST and I am having problems with the interface cable. Does anyone know the phone number that I can call to get a new cable?

Thanks
Mark Santora

5103. Re: Megafile 30 - low level format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 02:00:09 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2cbc658e@kockens.ct.se>
Source record: 36253

In a strange ;-) little letter Erik 'EWe' wrote:

E'> I think it would be a good idea to low level format the HD.
E'>
E'> 1. Is this possible ?
Yes it is.

E'> 2. What programs do I need ?
You need FHDX by Atari Corp.

E'> 3. Where can i get it
Well. If you cant find it at any FTP site.. E-mail me and i will help you.

E'> 4. Any other suggestions or ideas ?
If i may say so it looks like your HD is used out..
You have a lot of bad sectors.. Seems like one of the heads is corrupted.
But as you said.. Try to Lowformat it..

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

E'>
E'> Replies by email is preferred.
E'>
E'> Thanx.
E'> ____ _ _ ____
E'> | ___| | | | | | ___| Erik Widell, email: m89ewe@tdb.uu.se
E'> | _|_ | |/\| | | _|_ Dept. of Scientific Computing, Uppsala
E'> University |____| _/_/ |____| --- "Syntax Errare Humanum Est"
E'> ---
E'> --- UUGate/2 v0.19(OS/2)
E'> * Origin: Internet gateway (cindy) (2:200/427.3)

5104. Re: Need cli for STe...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 06:32:36 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct14.063236.14645@nuchat.sccsi.com>
Source record: 36256

In article <CEuxB8.4qs@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>I need some help concerning choosing a cli for my STe.
>Requirements: Has built in unix commands esp. "cat"
> Is not gigantic...:) (no more than a disk big ~720k)
> Is not terminally slow! :(
> Is not too cryptic to install/run.
>
>Any help from the pro's?? :) Thanks in advance to anyone who replies!! :)

Check out Gulam. EXCELLENT Unix style shell, my favorite.

Andrew

5105. Atari Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 09:21:36 UTC
From: root@status.gen.nz
Message-ID: <693286.33696.15145@status.gen.nz>
Source record: 36266
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings People,

Long time since I posted a message in here (grin) but I have moved off
to the world of unix and the joys of BSD.

Having said this I am now looking for unix for the TT or Falcon. If such
a beast exists I would love to hear about it. We want to set up several
of the machines here.

Can you tell me ....

o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)
o Does it have the Inet Sockets ?
o What is the sys size?
o Does it come with sources and bin's ?
o Is there a FTP'able PD version at all ?
o What is supply from Atari like if a commercial version exists?
o Dave, if you are on the Well reading this what version did you
used to use? A sysV from memory.

Thanks in advance

Jon Clarke
Z*NET Pacific (well not any more)
jonc@status.gen.nz

5106. Re: Megafile 30 - low level format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 09:43:05 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CEvsBu.Fny@hpbbrd.bbn.hp.com>
Source record: 36276

Erik 'EWe' Widell (m89ewe@albireo.tdb.uu.se) wrote:
> I think it would be a good idea to low level format the HD.

Formatting with HDX is as low-level as can be.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5107. Re: Need cli for STe...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 10:07:11 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <29j8cf$3r2@cismsun.univ-lyon1.fr>
Source record: 36257

I've been using Gemini for a while and I find it great... Not too big (about 150 Kb in memory as I remember) and includes all the features you need and more.

Gulam is good, too: it's main advantage is that it contains Emacs (my favorite text-mode editor).
But he doesn't deal really well with non-US keyboards, and uses Numeric pad as functions keys (on my French keyboard, at least) and I hate that.

Anyway, with any cli, you can choose your editor, even choose MicroEmacs from Free Software Foundation, and that's what I do with Okami.

I tried Master 6.2, too, but I find it good but too big for the features that are included.

All remarks above are given for a use without MultiTOS... I don't use MTOS in most cases cause it is quite slower, and hangs some programms...

Regards
Patrice

5108. Re: Need cli for STe...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 11:22:06 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.HoEZ2xz3wFc@albemuth.equinox.gen.nz>
Source record: 36262

alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
> I need some help concerning choosing a cli for my STe.
> Requirements: Has built in unix commands esp. "cat"
> Is not gigantic...:) (no more than a disk big ~720k)
> Is not terminally slow! :(
> Is not too cryptic to install/run.

Try the Okami Shell. It seems to be the best of the later Shells with
built in commands. If you're running an STe and try gulam, some commands
(notably the mem command) are likely to crash on your version of TOS (it
was written before the STe was released).

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921
|"Any man making a pun should be drawn and quoted"

5109. Re: Do you want a 36 MHz Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 11:44:02 UTC
From: heraud@ufrima.imag.fr
Message-ID: <CEvxxF.I3w@ufrima.imag.fr>
Source record: 36260

Can you give us some benchmarks (like LZH unpacking , or POV stats ....)
I would be interested capacities of on atari st like that !!!!!!!!

--
Grenoble /\
FRANCE / \ /--\ /\
/ \ / \ / \/\
_____/ _____/ ___/ _____Pascal.Heraud@ufrima.imag.fr

5110. Re: Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 11:51:56 UTC
From: konerman@ls12u.informatik.uni-dortmund.de
Message-ID: <29jegs$pv8@fbi-news.informatik.uni-dortmund.de>
Source record: 36259

```
|> I have tried to connect a MEGA (not STE) keyboard to a 1040 STE (TOS 1,62),
|> and it did NOT work! I could use it, but it wasn't 100% compatible.

What kind of problems did You have? What do You mean with 'not 100%
compatible'?
IMHO there are no problems at all (and I tried it...).

So long...
Diddle.

|>
|> /
|> / Daniel
|>
|>
```

5111. Re: Problem with 4Meg upgrade for 1040STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 13:29:47 UTC
From: trevor@ccc.govt.nz
Message-ID: <1993Oct14.132947.2005@ccc.govt.nz>
Source record: 36254

In article <293c1d$di4@snlsu1.london.sinet.slb.com>, lodge@ferndown.ate.slb.com (Mathew Lodge) writes:
> In article 93Oct7120202@scott.cogsci.ed.ac.uk, tkld@cogsci.ed.ac.uk (Kevin Davidson) writes:
>> I have this problem with a 4 meg upgrade for my 1040stfm (Type I motherboard,
>> Rev D)
>>
>> It's basically the Frontier/Marpet plug in one with an ordinary RAM board,
>> rather than SIMMs.
>>
>> However much I check and recheck the MMU and shifter adapters, the ram check
>> porgram informs me I have 1Mb of RAM, and would I like to test it.
>>
>> The instructions mention jump leads to disable the on-board RAM, which
>> did not come with my upgrade. The suppliers assured me I don't need them
>> and I should ignore that section of the instructions. Is this my problem ?
>> I'm having great difficulty getting through to them on the phone (can you
>> believe a number is engaged *all day* ?) and my ST is in pieces on the desk.
>>
>> I guess the other thing could be the board only has 1Mb on it. It has 32
>> chips (from a variety of manufacturers) with no recognisable size marked
>> on them. They should each be 1Kbit, right ?
>
> I had a similar problem when installing a 2.5MB Frontier XtraRAM board into my
> 1040 STFM. The memory test program said '1MB installed'. I called Frontier (as
> they were then) and they were extraordinarily helpful.
>
> With the 2.5MB upgrade, you disable the ST's upper 0.5MB of memory -- that's where
> the 2MB on the Frontier board goes. This theoretically gives you 0.5MB in the lower
> bank, and 2MB in the upper bank.
>
> My ST said, like yours, that it had 1MB of memory. The man at Frontier explained that
> some STs have an MMU that is incapable of handling uneven memory banks. If you have
> 0.5MB in the lower bank, it thinks you have 0.5MB in the upper bank as well.
> The solution in my case was to disable the lower 0.5MB of memory (using the jump
> leads), and rewire the MMU adapter so that the Frontier board appeared in the upper
> memory bank. This leads to a 2MB ST, so you "lose" 0.5MB, but I figured 2MB was still
> better than 1MB :-)
>
>> If it's just the jump leads, I'm not afraid of using a soldering iron (but
>> would like recommendations for a suitable UK model - I'm in the market for
>> a new one)
...
>> _____________Kevin__Davidson____

>> Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
...
> | Mathew Lodge | "There's nothing intellectual about wandering |
> | lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
> | Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
> | ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |

I used an XtraRAM DeLuxe upgrade to put 4MB in my 1040STf. (I don't remember the board revision & I'm not posting from home, but I do remember being very relieved that the jumper plugs went onto the MMU and Video Shifter with no fuss). Mine was the SIMMs on a board kit, which I bought populated. It was essential to disable all the on-board RAM (both banks) for the MMU to see the RAM on the upgrade kit (I think?), and on mine this involved cutting 2 resistor leads in the region of the on-board RAM and using jumper leads to connect supply voltage to the resistors, holding the lines high. The supplied jumper leads had crocodile clips on (look, no soldering) which were too large and unreliable for the space involved, so I soldered lines in instead.

The whole thing worked first time, and has given no problems since, so I'd have to say the instructions supplied with the upgrade kit were right.

Now, for drama, the TOS 2.06 upgrade was *much* more impressive ;^)

Trevor Ingham
trevor@ccc.govt.nz

5112. Controlling Miniwin

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 14:20:08 UTC
From: u2e32@keele.ac.uk
Message-ID: <29jn6o$dud@gabriel.keele.ac.uk>
Source record: 36261

Cheers,
I'm trying to develope an appplication (okay TOS program), which
is to be run from MiniWin or TosWin. So far I've worked out how to change
the title bar, but is there a way to set things like the gadets, or the point
size of the font?

Also, what is the format of the termcap? Is it Unix? Or Unix with
modifications?

Is there any VT100 compat. As you can set the term varaible?

Thanks very much for your help.

Graham.

Graham "Roll The Dice" Harrison.	u2e32@keele.ac.uk
University Of Keele	
Stoke On Trent	Even Death Fears Undertakers
England	

Ps Look out for the AstraSoft Collection in your favorit PD library.
(Or contact Goodmans IPDL in Longton, Stoke on Trent, England)

5113. Re: Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 15:17:03 UTC
From: ep93dha@tex12.se
Message-ID: <1993Oct14.151703.2561@t.hfb.se>
Source record: 36263

In article pv8@fbi-news.informatik.uni-dortmund.de,
konerman@ls12u.informatik.uni-dortmund.de (Dietmar Konermann) writes:

> What kind of problems did You have? What do You mean with 'not 100%
> compatible'?
> IMHO there are no problems at all (and I tried it...).
>

The problems that occured were very strange...

At first everything seemed to be OK. But it wasn't...
I soon discovered that the fire-button on joystick 0 didn't work.
But there were no problems when the mouse was connected. The joystick
also worked fine in port 1. When I changed to the old keyboard the problem
disappeared.

This wasn't the only problem. The keyboard also acted kind of weird in certain
situations. Like, if I assembled a program in Devpack and then pressed space
to return to the editor, it took 2-3 seconds before the editor acctually appeared.
This happened ONLY with the MEGA-keyboard!

I came to the conclution that the IKBD must be different in the MEGA-keyboard. So
typed in a listing from "Atari ST Internals" which dumps the IKBD OS to the printer.
When I run the program with the old keyboard connected, it worked fine. And I got a nice OS
dump. But with the MEGA-keyboard nothing happened... Nothing at all!

I guess that if I had connected the keyboard in a wrong way wouldn't have
worked at all.

/
/ Daniel

5114. Re: Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 17:27:01 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.817194@cix.compulink.co.uk>
Source record: 36264

>I have tried to connect a MEGA (not STE) keyboard to a 1040 STE (TOS 1,62),
>and it did NOT work! I could use it, but it wasn't 100% compatible.

i am typing on just such a setup and have had absolutely no problems with
it. Perhaps you did not have it wired up right ? The STe is in a tower case
with a tape streamer and a hard disk. Only wish Atari had purpose built it
that way <sigh>

5115. TurboASM complete?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 18:25:45 UTC
From: DSM130@psuvm.psu.edu
Message-ID: <93287.142545DSM130@psuvm.psu.edu>
Source record: 36271

Does anyone know if it is possible to get the entire TURBOASM.LZH archive fully translated to english? I have the main program, debugger, and docs but in my German version I noticed quite a bit of extras (especially the sources) that had comments in complete GERMAN. Also, anyone know why the origional German version is much shorter in size (the assembler executable) than the English version? Maybe if you send the registration fee you get the whole package translated, if true, when I find out I'll definately send it in. I ask because I really like the level of productivity I am able to achieve with it. Only complain is the slow file access speed when you load sources, save, assemble, etc.? I am using TOS1.0(sign, Falcon soon though) maybe this is causing the slow file stuff?

Sincerely,
dsm130@psuvm.psu.edu
David S. Miller

P.S. Anyone else enjoy TURBOASM as much as I? Would like to know.

5116. Re: Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 18:29:37 UTC
From: ep93dha@tex12.se
Message-ID: <1993Oct14.182937.5941@t.hfb.se>
Source record: 36265

In article 817194@cix.compulink.co.uk, apelled@cix.compulink.co.uk (Adam Pelled) writes:
>
>
> >I have tried to connect a MEGA (not STE) keyboard to a 1040 STE (TOS 1,62),
> >and it did NOT work! I could use it, but it wasn't 100% compatible.
>
> i am typing on just such a setup and have had absolutely no problems with
> it. Perhaps you did not have it wired up right ? The STe is in a tower case
> with a tape streamer and a hard disk. Only wish Atari had purpose built it
> that way <sigh>
>

Are you sure it's working properly!
Have you tried connecting a joystick to port 0?

/
/ Daniel

5117. 286 hardware/PC add in

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 18:30:20 UTC
From: bounds@gulaam.cen.encompass.com
Message-ID: <1993Oct14.183020.11286@glv.uucp>
Source record: 36272
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a need to run some MS/DOS stuff at home. PC/Ditto is just too slow. Does anyone know of an add in for the old (we're talking TOS 1.0 here...) 1040ST? I would hate to give up my ST to buy some cheap PeeCee clone but that is about the point I am at... If you know of such an animal please send some details/experiences (Where? cost? Works [great,OK, terrible..]). Thanks!!! This may have been beat out here before, please email me and I will summarize if you wish.

--


```
___
|___|
+----------------||---------------++
| Frank Bounds || ||
/| bounds@gulaam.cen.encompass.com ||
| | ENCOMPASS ||
| | Cary, North Carolina ||
--| +--------------------------------++
--| |-----------------------/
```

5118. Re: Do you want a 32 MHz Atari ST(030)?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 18:57:14 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Oct14.185714.14045@ibr.cs.tu-bs.de>
Source record: 36268

In the german computer magazin c't (11/93) is an
article about a 32 MHz 68030 Board with cage and
32 bit /32 MHz TOS on board. It is called PAK 68 / 3

(Prozessor Austausch Karte) They have released PAK 68 / 1 and /2
with 68020 some years ago.

They will sell a board and the GALs needed and you have
to put it all together.

The board is to be plugged in an ordinary 68000 DIL socked.

Patches to the different TOS versions will be in the december issue.

(This board works in MacIntosh and maybe Amiga as well)

Sorry, no idea about the price yet.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

5119. Re: EVNT_BUTTON/MULTI bug in MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 18:58:46 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1993Oct14.185846.13882@beaver.cs.washington.edu>
Source record: 36267

Follow up:

It might be helpful to know that I've also called WIND_UPDATE(0) (start screen construction) before I can the EVNT_MULTI command.

-Stuart Denman

5120. Re: Atari Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 19:49:40 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29kagk$6nm@elroy.jpl.nasa.gov>
Source record: 36269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <693286.33696.15145@status.gen.nz>,
Sysadmin User <root@status.gen.nz> wrote:
>Having said this I am now looking for unix for the TT or Falcon. If such
>a beast exists I would love to hear about it. We want to set up several
>of the machines here.
>
>Can you tell me ....
>
> o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)

SysVR4, but Atari no longer sells it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

5121. Re: Atari Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 20:11:29 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750629489@acp5>
Source record: 36270
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

root@status.gen.nz (Sysadmin User) writes:

>Having said this I am now looking for unix for the TT or Falcon. If such
>a beast exists I would love to hear about it. We want to set up several
>of the machines here.
It exists for the TT but I think it isn`t supported any more. You have to
contact Atari about it. (I`ve been using it for nearly two years no. It`s
not as fast as on todays workstations, of course.)

> o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)
SYSVR4.0 with X11R4.

> o Does it have the Inet Sockets ?
Yes.

> o Does it come with sources and bin's ?
Only binaries.

> o Is there a FTP'able PD version at all ?
No.

> o What is supply from Atari like if a commercial version exists?
No support anymore.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *

----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

5122. Re: changing TT`s SIMM`s

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 20:29:52 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.eg.Y9OTlusGnv2@lionbbs.escape.de>
Source record: 36198

In <1993Oct10.163135.25958@ugle.unit.no>, Erling Henanger writes:

>dR> > Could I use standard pc-simms with 9 IC's (that is 9bit) and if
>dR> > so, what jumpers should I set and how ? (or maybe dip switches ?)

>dR> TT-ram uses nibble-mode SIMMS; these are _not_ standard SIMMS, and cost
>dR> substantially more. This is the difference between TT- and ST-ram.

>Well, as somebody else allready stated, there is a jumper to disable the
>nybble-mode on the atari RAM-card. Thus, you are able to use both
>nybble-mode and non-nybble-mode RAM. I have 16 Mb of non-nybble-mode RAM
>installed on my atari-card, and it works great.

Did you notice differences in performance then?

Uwe
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

5123. Re: Atari Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-14 22:57:34 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct14.185734@helix.nih.gov>
Source record: 36273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <29kagk$6nm@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|> In article <693286.33696.15145@status.gen.nz>,
|> Sysadmin User <root@status.gen.nz> wrote:
|> >Having said this I am now looking for unix for the TT or Falcon. If such
|> >a beast exists I would love to hear about it. We want to set up several
|> >of the machines here.
|> >
|> >Can you tell me ....
|> >
|> > o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)
|>
|> SysVR4, but Atari no longer sells it.
|> --
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Such a shame, too; I thought about buying a TT-- until they dropped the Unix support. (more grist for BobR's mill...)

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

5124. Falcon Svga and TV questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 00:00:12 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbd1032@troed.ct.se>
Source record: 36274

In a message of 13 Oct 93 14:08:30, M.A. Onstwedder wrote:

MO> Hello, I have a couple of question about the falcon.
MO> Why is it that a svga monitor can't display all programs (demo's etc.)
MO> when it does work fine via the tv socket?

It's not a problem with the Falcon, it's due to the BIG difference between VGA and TV ... to make it simple, you'll have more CPU power left if you make the demos/games RGB/TV only instead of making them VGA compatible.

MO> And more importantly is there something I can do, to avoid this
MO> switching between tv and svga monitor?

It's called "MultiSync"

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

5125. Re: PowerPC chip in an Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 03:10:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FvHSKMNyL5I@semprini.waterloo-rdp.on.ca>
Source record: 36191

In <CEJF6n.H1B@mailer.cc.fsu.edu>, James E McDonald III writes:
> In comp.sys.powerpc, there was one article referring to a Znet issue,
> where they talked of adding a PowerPC chip into the Atari line. Can
> anyone direct me to which Znet that was, and/or give me more information
> about this (either to confirm or deny this) directly?

This seems pretty unlikely. They haven't shown any signs of bringing a
68040 machine to market, and they seem to have enough trouble getting
'030 machines out there.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5126. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 03:12:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.gFG36ifFh6U@semprini.waterloo-rdp.on.ca>
Source record: 36192

In <CEJD51.KIr@brunel.ac.uk>, Paul M Sargent writes:
> Has anybody out there got the file format for speedo font? I want to
> use them in a Vector program I'm writing as they are now standard. Any
> help thankfully recieved!!

I don't think you can get it without giving some major $$$ to
Bitstream... it's their proprietary font format. I've never heard of
anything that can convert/create Speedo fonts.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5127. TOS 2.06 diskdrive NOISE!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 03:31:21 UTC
From: hallvart@ifi.uio.no
Message-ID: <1993Oct15.033121.18288@ifi.uio.no>
Source record: 36275

I installed TOS 2.06 in my STE some time ago (I'll never be able to go back to an older TOS ST
again!). It's really great, and it'll be even better when I get hold of a hard disk.
The problem is this: after I installed it, my disk drive (DSDD) makes a LOT more noise!!!
I've heard some say that this always happens when you change the TOS to 2.06 and others say it only
happens with certain machines!

I got hold of a program called 'HD_FDC' which changes the step-rate, and also makes a HIGH DENSITY
format patch in the desktop`s format program. But it's still a bit irritating, to always have this
program on all of my disks (or use a startup disk all the time).

I'm thinking about upgrading to a HD (1.44MB) disk drive, so I can easier exchange software between
my PC friends.. Will installing a HD disk drive make it more quiet? I'm under the impression that TOS
2.06 was made with HD disk drives in mind.
And finally, does anyone have any tips to what disk drive to buy (can I get hold of a standard PC
type disk drive, or does it have to be Atari ST specific?). I've also heard that one need's a new
controller IC ('AJAX' I believe), while others say you don't.
Someone, please clear up the confusion.
Thanks.

Hallvard

5128. Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 05:51:29 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <29ldp1$1fs@news.dmpe.CSIRO.AU>
Source record: 36277

Hi.

Recently I lost my F: partition on my Falcon's internal 80 HD. Now, while it was easy to fix, it was damned annoying (and a kick in the butt to keep backups...). Recently there was some talk about a bug in the AHDI? software that when you filled up a partition, the computer would write garbage over the first two sectors of the next partition, thus killing the FAT of that partition , and making the drive unreadable. This makes sense to me, as both my F: and E: were getting very tight for space, and the last thing I remeber is extracting some archives ....

Any Ideas?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

5129. Atari Bsd? (was: Atari Unix)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 08:24:36 UTC
From: wb@arb-phys.uni-dortmund.de
Message-ID: <29lmo4$jg2@mips.arb-phys.uni-dortmund.de>
Source record: 36279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <693286.33696.15145@status.gen.nz>,
Sysadmin User <root@status.gen.nz> wrote:
>Long time since I posted a message in here (grin) but I have moved off
>to the world of unix and the joys of BSD.
>
>Having said this I am now looking for unix for the TT or Falcon. If such
>a beast exists I would love to hear about it. We want to set up several
There is work ongoing to port 386bsd to the Mac env. (to look for:
on ftp.germany.eu.net:/pub/comp/i386/NetBSD-current you find some material).
Is anybody considering to try to port this stuff to the TT or Falcon?
This should be not too hard, if you have access to the hardware specs.
One has to put in some things from Minix ST (handling of the shared DMA
problem).
wbk
--
Dipl.-Math. Wilhelm Bernhard Kloke
Institut fuer Arbeitsphysiologie an der Universitaet Dortmund
Ardeystrasse 67, D-44139 Dortmund, Tel. 0231-1084-257

5130. Re: Need cli for STe...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 08:48:46 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2cbe647d@p1.f503.n285.z2.fidonet>
Source record: 36203

In a message of <Wed 13 Oct 93 23:33>, AL RASHID SHAHIR (2:281/202.0)
writes:

AR> I need some help concerning choosing a cli for my STe.
AR> Requirements: Has built in unix commands esp. "cat"
AR> Is not gigantic...:) (no more than a disk big ~720k)
AR> Is not terminally slow! :(
AR> Is not too cryptic to install/run.
AR>
AR> Any help from the pro's?? :) Thanks in advance to anyone who
AR> replies!! :)

Try CRAFT. It's a commercial shell and it has a lot in common with Unix
(it's quite small)

See ya!

Christiaan Kamstra

UUCP: Christiaan@nextjk.wlink.nl
+---+
| FidoNet 2:285/503.1 -- NeST 90:500/211.1 -- TechNet 111:313/113.1 |
+---+
| Bearboard ST BBS +31-10-4840224 | Over 6000 files! 1 Gigabyte! |
| 24 hours online 14k4 V42bis | Atari ONLY!! |
+---+

--- JetMail 0.93beta
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

5131. Re: Atari Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 08:50:54 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CExKKu.CEq@newcastle.ac.uk>
Source record: 36280
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <693286.33696.15145@status.gen.nz>, root@status.gen.nz (Sysadmin User) writes:
> o Is there a FTP'able PD version at all ?

There is currently a port of Linux 680x0 going on for the TT, but this
looks to be still some way from completion.

>Jon Clarke
>Z*NET Pacific (well not any more)
>jonc@status.gen.nz

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\---
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5132. Floppy Drive Boot Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 09:00:53 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-151093090053@ngalm099.gal.nt.com>
Source record: 36278

Greetings

I have a problem that maybe somebody has seen before:

PROBLEM: Atari ST fails to detect A & B Floppy drives on boot up, but they work
if I use DC Floppy Config to enable drives.

SYSTEM: Ataris 520 with Marpet Xtra-ram (4Mbyte installed).
Tos 1.04, Mono monitor, Supra adapter with Seagate 45 Mbtye drive.
Double sided drives A & B (Teac brand)
All installed in tower case.

I first noticed this about two weeks ago, when I tried to read a floppy just after boot up. I got an error message,"Drive not installed" when I double clicked on drive A. After several re-boots, I finally got the ST to see Drive A & it worked perfectly. This got worse, taking longer & longer to see drive A, until finally (last Tuesday) the ST refused to acknowledge drive A completly.

I used the floppy configuration (by the DC people) which showed that drive A & B were not connected. I enabled A & B & was able to read floppies perfectly, until the next reboot, when I lost them again (happens on both cold & warm boots).

As far as I am aware, the ST checks for drive A, then C on boot, now my atari checks A (LED comes on), quickly moves to B (LED on), then boots from C, leaving drive B's LED on.

I have noticed that the ST does not spend as much time checking drive A on boot as it used to, so I disconnected the hard drive & tried booting from floppy only. Now all I get is the desktop with no drives.

Because my setup is non standard, there may be many reasons why this problem is happening (cables,solder joints), however, I would appreciate any pointers so that I can get right to the problem area.

Regards & thanks in advance

Gerry O'Rourke
E-mail gigxr01@nt.com

5133. Re: Problem with 4Meg upgrade for 1040STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 09:37:10 UTC
From: tkld@cogsci.ed.ac.uk
Message-ID: <TKLD.93Oct15103710@scott.cogsci.ed.ac.uk>
Source record: 36290

>>>>> In article <750485404.0@mettav.royle>, Paul.Civati@mettav.royle.org (Paul Civati) writes:
In article <750485404.0@mettav.royle> Paul.Civati@mettav.royle.org (Paul Civati) writes:
Paul> On 7 Oct 93 at 16:28:22 (Paul M) wrote the following:

>> I bought the Marpet board when it was still the frontier one
Paul> and
>> installed it myself to upgrade to 4 Megs like Yourself. I definatly
Paul> put

Paul> I missed the original message but if Kevin needs help I'm sure
Paul> Marpet will help him, they can be emailed as
Paul> 'marpet@cix.compulink.co.uk'.

Paul> -Paul-

I have since solved the problem - I got a soldering iron and tied the
four resistors to +5v as described in my Frontier/Marpet instructions.
Disabling the onboard RAM means I now have a 4Mb STFM.
My supplier (GO Direct) was wrong - hopefully it was just me they
gave incorrect information to.

--
_____________Kevin__Davidson____
Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
2 Buccleuch Place, EH8 9LW. | +44 31 650 4447 (temporarily)

5134. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 09:58:26 UTC
From: donnelly@vitellius.cs.qub.ac.uk
Message-ID: <1993Oct15.095826.2700@ousrvr.oulu.fi>
Source record: 36281

In article <29ldp1$1fs@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
> Hi.
>
> Recently I lost my F: partition on my Falcon's internal 80 HD. Now, while it
> was easy to fix, it was damned annoying (and a kick in the butt to keep
> backups...). Recently there was some talk about a bug in the AHDI? software
> that when you filled up a partition, the computer would write garbage over the
> first two sectors of the next partition, thus killing the FAT of that partition
> , and making the drive unreadable. This makes sense to me, as both my F: and
> E: were getting very tight for space, and the last thing I remeber is
> extracting some archives ....

I too for one have had funny things happen on my Falcon HD.
Things like files being created which are hidden from desktop and
not deleteable unless I manually update the FAT s.
Another problem was a file could be created as having a filename
of E:\AFILE.DAT, this too was not deleteable.
(NOTE E:\ IS PART OF THE 8 CHAR FILENAME AND IS !NOT! THE FILE PATH)

Bye
Paul

5135. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 10:41:56 UTC
From: preisser@informatik.uni-koblenz.de
Message-ID: <29lupkINN2sn@mailhost.uni-koblenz.de>
Source record: 36283

In article <29ldp1$1fs@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au
|> Recently there was some talk about a bug in the AHDI? software
|> that when you filled up a partition, the computer would write garbage over the
|> first two sectors of the next partition, thus killing the FAT of that partition
|> , and making the drive unreadable. This makes sense to me, as both my F: and
|> E: were getting very tight for space, and the last thing I remeber is
|> extracting some archives ....
Yes, that's right. There was a bug in AHDI which will kill the FAT of the next partition,
if there isn't enough space left. If I remember correctly, it is fixed in the new Version.
But, what archiver did You used to extract the files? There was also a bug in some older
Version of LHARC, which will also destroy the FAT, if there isn't enough space on the
HD-Partition :-(

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
Andis.image AKA 2:243/95.15 @ fidonet.org
FIDO: 2:243/95.15 (Nodelist.169)
NeST: 90:400/103.15
AtariNet: 51:601/110.15
Send PM only to: andreas_preisser@scary.fido.de !!!!!!
>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

5136. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 11:07:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.821352@cix.compulink.co.uk>
Source record: 36282

In article <29ldp1$1fs@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>Hi.
>
>Recently I lost my F: partition on my Falcon's internal 80 HD. Now, while it
>was easy to fix, it was damned annoying (and a kick in the butt to keep
>backups...). Recently there was some talk about a bug in the AHDI? software
>that when you filled up a partition, the computer would write garbage over the
>first two sectors of the next partition, thus killing the FAT of that partition
>, and making the drive unreadable. This makes sense to me, as both my F: and
>E: were getting very tight for space, and the last thing I remeber is
>extracting some archives ....
>
>Any Ideas?
>

Yes, get hold of AHDI 6.06. v6.03 (and maybe others) have this problem.

Ofir ogal@cix.compulink.co.uk

5137. Wanted: PRE-patched sources for mgr, please.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 11:13:30 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Oct15.121330.1@gst-soft.demon.co.uk>
Source record: 36284

I am having no joy at all trying to apply the atari diffs to
mgr, (non-VDI) version. 99% of the diffs are failing, hence I
make this request.

Would it be possible for someone to send me a copy of the mgr
sources (main program only, not the demos or libs) with the
atari patches applied. zoo/lzh/arc + uuencoded would be fine.

I would be most gratful.

CW

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

5138. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 12:07:21 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750686841@acp5>
Source record: 36288

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

>backups...). Recently there was some talk about a bug in the AHDI? software
>that when you filled up a partition, the computer would write garbage over the
>first two sectors of the next partition, thus killing the FAT of that partition
>, and making the drive unreadable. This makes sense to me, as both my F: and
>E: were getting very tight for space, and the last thing I remeber is
>extracting some archives ....

>Any Ideas?

Yes, there is a bug indeed. As far as I know this is fixed in AHDI 6.061 or
so. This bug definitely doesn't arise with other drivers, e.g. HuSHI and
HDDRIVER.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

5139. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 12:09:16 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750686956@acp5>
Source record: 36287

preisser@informatik.uni-koblenz.de (Andreas Preisser) writes:

>Yes, that's right. There was a bug in AHDI which will kill the FAT of the next partition, if there isn't enough space left. If I remember correctly, it is fixed in the new Version. But, what archiver did You used to extract the files? There was also a bug in some older Version of LHARC, which will also destroy the FAT, if there isn't enough space on the HD-Partition :-(

That's a bug in GEMDOS, not in LHARC. GEMDOS under certain circumstances destroys the FAT when writing to a media that is already full. LHARC shouldn't try to write on full media, of course. But nevertheless it's a GEMDOS bug because GEMDOS should refuse to write anything if there's no space on a device left.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *

----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

5140. Re: TurboASM complete?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 12:11:24 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Oct15.121124.9117@iplmail.orl.mmc.com>
Source record: 36199

In article <93287.142545DSM130@psuvm.psu.edu>, <DSM130@psuvm.psu.edu> writes:
|> Does anyone know if it is possible to get the entire TURBOASM.LZH archive
|> fully translated to english? I have the main program, debugger, and docs but
|> in my German version I noticed quite a bit of extras (especially the sources)
|> that had comments in complete GERMAN. Also, anyone know why the origional
|> German version is much shorter in size (the assembler executable) than the
|> English version? Maybe if you send the registration fee you get the whole
|> package translated, if true, when I find out I'll definately send it in. I
|> ask because I really like the level of productivity I am able to achieve with
|> it. Only complain is the slow file access speed when you load sources, save,
|> assemble, etc.? I am using TOS1.0(sign, Falcon soon though) maybe this is
|> causing the slow file stuff?
|>
|> Sincerely,
|> dsm130@psuvm.psu.edu
|> David S. Miller
|>
|> P.S. Anyone else enjoy TURBOASM as much as I? Would like to know.

I second this. The program looks great, but I don't know any German.

Larry Richardson
richards@foghorn.orl.mmc.com

5141. 286 hardware/PC add in

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 14:15:58 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750726135.AA00826@byte.bbs.no>
Source record: 36197

>I have a need to run some MS/DOS stuff at home. PC/Ditto is just too s
>Does anyone know of an add in for the old (we're talking TOS 1.0 here.
>1040ST? I would hate to give up my ST to buy some cheap PeeCee clone b

There are serveral PC-card (from 8086 up to 80386sx)

For MEGA ST and MEGA STE theres's AT-Once (a 16 MHz 386sx card)
Have one myself and it really great - and costs 1/4 of a real 386sx

For all STs there's PC-Speed and AT-Speed (standard AT emulator card)

Lars-Erik 0sterud / SysOp _ lars-erik.osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 (V.32bis Data+Fax)

-- ReadMail ST

5142. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 14:39:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1491@usdtsg.DaytonOH.NCR.COM>
Source record: 36289

In article <29ldp1$1fs@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>Hi.
>
>Recently I lost my F: partition on my Falcon's internal 80 HD. Now, while it
>was easy to fix, it was damned annoying (and a kick in the butt to keep
>backups...). Recently there was some talk about a bug in the AHDI? software
>that when you filled up a partition, the computer would write garbage over the
>first two sectors of the next partition, thus killing the FAT of that partition
>, and making the drive unreadable. This makes sense to me, as both my F: and
>E: were getting very tight for space, and the last thing I remeber is
>extracting some archives ....

I think the latest version of the HDX utilities (either 5.0 or 6.x)
have fixed the bug - I can't remember off hand the specific version
number.

I was wondering something. Aren't there 2 FATs designated per
partition? If so, maybe it's possible to use the second fat
(which might not have been overwritten) to get access to that partitions
contents. There should be programs around to do this sort of thing...

Anyone?

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"Now Presenting: "Night of the Living Dead Chipmunks" ..."

5143. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 18:39:46 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Oct15.183946.25207@ibr.cs.tu-bs.de>
Source record: 36193

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>In article <29ldp1$1fs@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl
Meyland) writes:
>>Hi.
>>
>>Recently I lost my F: partition on my Falcon's internal 80 HD. Now, while it
>>was easy to fix, it was damned annoying (and a kick in the butt to keep
>>backups...). Recently there was some talk about a bug in the AHDI? software
>>that when you filled up a partition, the computer would write garbage over the
>>first two sectors of the next partition, thus killing the FAT of that partition
>>, and making the drive unreadable. This makes sense to me, as both my F: and
>>E: were getting very tight for space, and the last thing I remeber is
>>extracting some archives ....
>>
>>Any Ideas?
>>

>Yes, get hold of AHDI 6.06. v6.03 (and maybe others) have this problem.

Where can I get ahdi 6.06? Has it really fixed this bug? I use ahdi 3.00
and have to get another driver, since I got a second hard drive a few days
ago. ahdi 3.00 doesn't work with two drives at one controller.

Urs

5144. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 18:55:30 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750711330@acp5>
Source record: 36194

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> I was wondering something. Aren't there 2 FATs designated per
>partition? If so, maybe it's possible to use the second fat
>(which might not have been overwritten) to get access to that partitions

The boot sector may be overwritten, too. This means that first you have to
restore the boot sector before you can check if the second FAT is still
valid.
BTW, this won't really help because TOS actually uses the second FAT, not
the first one. If the boot sector and the second FAT are overwritten the
first FAT is gone, too, because it is located in between.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5145. Re: PowerPC chip in an Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 20:17:58 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29n0hm$12o@elroy.jpl.nasa.gov>
Source record: 36195

In article <H.eg.FvHSKMNyL5I@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <CEJF6n.H1B@mailer.cc.fsu.edu>, James E McDonald III writes:
>> In comp.sys.powerpc, there was one article referring to a Znet issue,
>> where they talked of adding a PowerPC chip into the Atari line. Can

>This seems pretty unlikely. They haven't shown any signs of bringing a
>68040 machine to market, and they seem to have enough trouble getting
>'030 machines out there.

True, but with the PowerPC on the verge of booming, it's more cost effective
to design around that, and include a 68030 emulator... I guess, given the
choice between a 68040 machine and a PowerPC machine, I might have to pick
the PowerPC, even though it would mean a whole new learning curve...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

5146. Where can I ftp Powerdos?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 21:07:06 UTC
From: bhawker@midi.UUCP
Message-ID: <H.eg.ePbxP4DWCys@midi.UUCP>
Source record: 36201
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for Powerdos at ftp sites, but so far have not found it.
Does anyone know which site and which directory I can find it at?
I'm under the impression that Powerdos is shareware, not commercial,
correct?

Thanks for the help.
Bruce
--
****
| Bruce Hawker ||| Email: bhawker@ham.almanac.bc.ca |
| Nanaimo, BC, Canada / | \ Or: bhawker@crc.sd68.nanaimo.bc.ca |
********************** ATARI POWERED ********************************

5147. Re: Compatible 16 Bits tracker...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-15 23:02:21 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cbf081d@p4.troed.ct.se>
Source record: 36196

> There is a tracker on the ftp : ftp.uni-kl.de and ftp.tu-clausthal.de
> which is compatible with the Amiga, Protracker and Noisetracker module.
> This is only the beta version of the greatest Soundtracker of the world
> (at least...).
> He is very usuable but incomplete for the moment.
>
> He plays at 16 Bits, 50 Khz and 4 or 8 voices.

You wouldn't mind telling us the filename, would you?

****
* GREETZ, Magnus Thylander..... *
* .... **
* .... CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. ..XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
****

5148. Re: Mega Keyboard on 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 00:28:18 UTC
From: mk@anuurn.do.open.de
Message-ID: <2cc0810819f69a@anuurn.do.open.de>
Source record: 36208

In <1993Oct14.151703.2561@t.hfb.se>,
Daniel Hagg - HFB T ep93 (ep93dha@tex12.se) wrote:

>In article pv8@fbi-news.informatik.uni-dortmund.de,
konerman@ls12u.informatik.uni-dortmund.de (Dietmar Konermann) writes:
>
>> What kind of problems did You have? What do You mean with 'not 100%
>> compatible'?
>> IMHO there are no problems at all (and I tried it...).
>>
>
>The problems that occured were very strange...
>
>At first everything seemed to be OK. But it wasn't...
>I soon discovered that the fire-button on joystick 0 didn't work.
>But there were no problems when the mouse was connected. The joystick
>also worked fine in port 1. When I changed to the old keyboard the problem
>disappeared.
>
>This wasn't the only problem. The keyboard also acted kind of weird in certain
>situations. Like, if I assembled a program in Devpack and then pressed space
>to return to the editor, it took 2-3 seconds before the editor acctually appeared.
>This happened ONLY with the MEGA-keyboard!
>
>I came to the conclution that the IKBD must be different in the MEGA-keyboard. So
>typed in a listing from "Atari ST Internals" which dumps the IKBD OS to the printer.
>When I run the program with the old keyboard connected, it worked fine. And I got a
>nice OS dump. But with the MEGA-keyboard nothing happened... Nothing at all!
>
>I guess that if I had connected the keyboard in a wrong way wouldn't have
>worked at all.

I think if you didn't connect the keyboard's SERIAL DATA IN line correctly,
it would still work, but you wouldn't be able to send commands to the
IKBD to activate special features; this could explain both the joystick
and the IKBD OS dump problems...

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

5149. Pre-tos loading crashes...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 10:10:17 UTC
From: eaeg254@orion.oac.uci.edu
Message-ID: <eaeg254.750765989@orion.oac.uci.edu>
Source record: 36202

Hi all!

The ST I have that died would do the following:

I'd turn it on.
Almost immediately, I'd get a red screen bordered by white. Needless to say, Tos never loaded (no bombs, no "ATARI logo")

What I want to know is is there a meaning to the screen color flashed when the computer crashes prior to loading tos, ie, it fails the power on self test (POST)...

I have gotten yellow screens. But, usually, they're red.

Now, just so you know, this is a 1040STFM with a TEC tos 2.06 board and a XTRA Ram upgrade board bringing the system to 2.5 mb. I have a adscsi based hard drive but its being connected made no difference.

Thanks in advance,
Matt Koundakjian (eaeg254@orion.oac.uci.edu)

5150. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 10:49:34 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750768574@acp5>
Source record: 36200

thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:

>Where can I get ahdi 6.06? Has it really fixed this bug? I use ahdi 3.00
>and have to get another driver, since I got a second hard drive a few days
>ago. ahdi 3.00 doesn't work with two drives at one controller.

No AHDI version supports two drives at one controller. So AHDI 6.06 or any
other version of AHDI won't help you.
CBHD by Claus Brod or my HDDRIVER support such drives.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5151. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 12:37:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A52246@M4.maus.de>
Source record: 36214

You're right. This is a bug. But it's a bug from GEMDOS, not from AHDI.
AHDI newer than v6.06 or HDDriver newer than 2.6 should fix this bug. And
if I remember correctly, in TOS 4.04 this bug is fixed in GEMDOS.

regards, Jimmy

5152. Re: EVNT_BUTTON/MULTI bug in M

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 16:08:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A52384@M4.maus.de>
Source record: 36225

```
>It might be helpful to know that I've also called WIND_UPDATE(0) (start
>screen
>construction) before I can the EVNT_MULTI command.

If you intend to use a tight evnt_multi() loop, e.g. for tracking the
mouse leaving or entering a button rectangle, you'll have to use
wind_update(BEG_MCTRL) before and wind_update(END_MCTRL) after your
evnt_multi() call. If you don't, other programs will cause your little
loop to lock up.

bye, Peter
```

5153. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 16:12:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A52385@M4.maus.de>
Source record: 36226

>Recently I lost my F: partition on my Falcon's internal 80 HD. Now,
>while it
>was easy to fix, it was damned annoying (and a kick in the butt to keep
>backups...). Recently there was some talk about a bug in the AHDI?
>software
>that when you filled up a partition, the computer would write garbage
>over the
>first two sectors of the next partition, thus killing the FAT of that
>partition
>, and making the drive unreadable. This makes sense to me, as both my
>F: and
>E: were getting very tight for space, and the last thing I remeber is
>extracting some archives ....

The bug is known and fixed.

>
>Any Ideas?

Use AHDI 6.06, this version has the bug fixed.

5154. Re: Need cli for STe...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 18:21:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hUh7o8NFdE2@semprini.waterloo-rdp.on.ca>
Source record: 36209

In <CEuxB8.4qs@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> I need some help concerning choosing a cli for my STe.
> Requirements: Has built in unix commands esp. "cat"
> Is not gigantic...:) (no more than a disk big ~720k)
> Is not terminally slow! :(
> Is not too cryptic to install/run.
>
> Any help from the pro's?? :) Thanks in advance to anyone who replies!! :)

Check out mupfel in the Gemini distribution (on atari.archive)... It's
very good, though the 'cat' is incredibly slow for things like:

cat part1 part2 part3 part4 > whole

mupfel is a lot like csh, there is online help (type "help"), and the
documentation is quite good.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5155. Re: 286 hardware/PC add in

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 18:52:18 UTC
From: Lexicor@world.std.com
Message-ID: <CF0737.1y2@world.std.com>
Source record: 36204
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Oct14.183020.11286@glv.uucp>,
Frank Bounds <bounds@gulaam.cen.encompass.com> wrote:
>
>I have a need to run some MS/DOS stuff at home. PC/Ditto is just too slow.
>Does anyone know of an add in for the old (we're talking TOS 1.0 here...)
>1040ST? I would hate to give up my ST to buy some cheap PeeCee clone but
>that is about the point I am at... If you know of such an animal please
>send some details/experiences (Where? cost? Works [great,OK, terrible..]).

I don't have any of these..but there are hardware solutions even for the 1040
to use as a PC Emultor next to PC Ditto there is: PC Speed and SuperCharger
those are I tink XT emulator's and then there is AT Speed and ATonce those
I believe are available in both 286 and 386 version...but I don't know of
a sinlg eplace in th USA let alone NC where to get them..they are German
Products as much as I know..

>Thanks!!! This may have been beat out here before, please email me and I
>will summarize if you wish.

Uhm..urgh..ack! Here I go again....I'll tr to read the last bit's next time :)

5156. Re: 286 hardware/PC add in

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 19:56:14 UTC
From: Mickey Angell <MICKEYANGELL@delphi.com>
Message-ID: <931016.53774.MICKEYANGELL@delphi.com>
Source record: 36205

How much is an ATONCE?

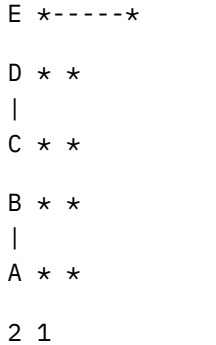
5157. Re: TOS 2.06 diskdrive NOISE!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 20:10:41 UTC
From: Mickey Angell <MICKEYANGELL@delphi.com>
Message-ID: <931016.54641.MICKEYANGELL@delphi.com>
Source record: 36206

System Solutions sells a "FIRECRACKER" for around $20. Install this and a socket in your 1040STe or ST. I have installed it ina 1040ST, 1040STe and a Mega4ST.
2 of them I used AJAX chips. The 1040STe had a WD1772 (02-02) chip in it. I was able to use this. All my STs have 1.44 meg drives in them. I use TEAC drives; FD235HF-3xxx or FD235HF-4xxx series work. I know the pin setting that you will need. The 40
00 series requires 3 jumpers to be set. The STe has 2 jumper pads internally that need to be unsoldered and moved if you wish to see G`HIGH DENSITY as an option when you select format from the desktop. The MegaSTe just moved pin 7 on the jumper block an
d this feature will be activated.

1;1H2J60414 27-SEP 23:18 General Information
TEAC
From: MICKEYANGELL To: ALL

I talked to TEAC today and they faxed me a spec sheet on the FD235HF4xxx series 1.44 meg drive. I now have the correct settings using 3 jumpers and everything is perfect. I now have 1.44 meg disk drive as my A: drive and 720k as my b: drive. No conflicts. Correct settings are:



A2 to B2 for DRIVE SELECT 0
C2 to D2 for HA Density set automatically.
E2 to E1 for HO HD out on pin 2

The above settings work perfectly with the FIRECRACKER and probably with any other controller.

I hope you like this information.
As you can see I had posted this message on DELPHI. I ope this helps. My 1040STe had a WD1772 (02-02) in it. Try this first.
System Solutions is in West Chicago, Ill. Their number is 708-231-1014
.

Take care.

5158. Re: Do you want a 36 MHz Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-16 22:16:02 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2cc072ad@p1.f503.n285.z2.fidonet>
Source record: 36216

In a message of <Thu 14 Oct 93 12:44>, P. HERAUD \\SELDON// (2:281/202.0) writes:

PH> Can you give us some benchmarks (like LZH unpacking , or POV
PH> stats ....) I would be interested capacities of on atari st like
PH> that !!!!!!!!

I will send some soon.

See ya!

Christiaan Kamstra
UUCP: Christiaan@nextjk.wlink.nl
FidoNet 2:285/503.1
NeST 90:500/211.1
TechNet 111:313/113.1

--- JetMail 0.93beta
* Origin: Bearboard Atari ST BBS +31-10-4840224 (2:285/503.1)

5159. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 00:00:08 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2cbff6c4@p4.troed.ct.se>
Source record: 36207

> Recently I lost my F: partition on my Falcon's internal 80 HD. Now,
> while it was easy to fix, it was damned annoying (and a kick in the
> butt to keep backups...). Recently there was some talk about a bug in
> the AHDI? software that when you filled up a partition, the computer
> would write garbage over the first two sectors of the next partition,
> thus killing the FAT of that partition , and making the drive
> unreadable. This makes sense to me, as both my F: and E: were getting
> very tight for space, and the last thing I remeber is extracting some
> archives ....
> Any Ideas?

Yep, there was a bug in AHDI, get yourself AHDI 6.06 and the
problem is gone...

```
***********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*****************************************************************
```

5160. Re: changing TT`s SIMM`s

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 01:48:27 UTC
From: erlingh@pvv.unit.no
Message-ID: <1993Oct17.014827.9901@ugle.unit.no>
Source record: 36211

Uwekloss@lionbbs.Escape.D,
In a message on 14 October, wrote :

Uc> In <1993Oct10.163135.25958@ugle.unit.no>, Erling Henanger writes:
Uc>
Uc> >dR> > Could I use standard pc-simms with 9 IC's (that is 9bit) and if
Uc> >dR> > so, what jumpers should I set and how ? (or maybe dip switches ?)
Uc>
Uc> >dR> TT-ram uses nibble-mode SIMMS; these are _not_ standard SIMMS, and c
Uc> >dR> substantially more. This is the difference between TT- and ST-ram.
Uc>
Uc> >Well, as somebody else already stated, there is a jumper to disable the
Uc> >nybble-mode on the atari RAM-card. Thus, you are able to use both
Uc> >nybble-mode and non-nybble-mode RAM. I have 16 Mb of non-nybble-mode RAM
Uc> >installed on my atari-card, and it works great.
Uc>
Uc> Did you notice differences in performance then?

Uhmm, yes. But only measurable, nothing I would notice myself.
I did some tests with the gem-test program that comes with NVDI, and
compared my old (atari's) 100 ns burst mode simms with my new 80ns
non-burst-mode simms.
Some of the tests where in favor of burst mode, but there were some tests
that actually ran faster with the non-burst-mode simms.

I think I have the printouts from the tests somewhere. If you are very
interested, I could always email them to you...

Dhrystone showed upto ~8000 dhrystones with burstmode, and ~7600 whithout.
That's about 5% slower without burst-mode.

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

5161. Re: Megafile 30 - low level format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 02:02:54 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2cc01a11@kockens.ct.se>
Source record: 36210

> From: clausb@hpbbrd.bbn.hp.com (Claus Brod)

> Erik 'EWe' Widell (m89ewe@albireo.tdb.uu.se) wrote:
>> I think it would be a good idea to low level format the HD.

> Formatting with HDX is as low-level as can be.

No its not.. HDX is NOT a low level format prg..
But FHDX is..!!! Lower than FHDX you cant come ;)

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

5162. An english-speaking Trapido?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 06:38:48 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Oct17.013848.23606@bsu-ucs>
Source record: 36212
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if there is an english *.RSC file for the Trapido telecomm file? Ditto for documentation...

Also, does the MSA file from a.a.u.e. of Trapido have to remaine on floppy after de-MSA'ing it, or can I move it to HD -- MSA told me there was an executable boot-sector in the MSA so I just wondered if it was necessary.

Thanks!
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5163. Re: Bug in Atari's HD utils ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 10:00:07 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2cbfac2d@daggskim.ct.se>
Source record: 36213

Sounds more like a flakey DMA problem. Especially invalid filenames. I've seen results of bad DMA chips, and this includes trashed partitions, FATS and filename chaos. Generally this seems to be because of the bad DMA "shifting" FAT/filename data by x bytes before a write, which of course makes for totally unpredictable file attributes and mismatched FAT1/FAT2.

However, I've also seen written (as you may have) that some versions of AHDI can be buggy too, like early v6 (6.03 was mentioned).

With luck, and some foresight, and the proper tools, one can sometimes restore partition data (bootsector) and some dir-info when this happens and save (all/most/some) [select appropriate]
of the lost files.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

[-v-<snip>-v-]

Paul Donnelly hacked the following on 15 Oct 93 (to All)...

> From: donnelly@vitellius.cs.qub.ac.uk (Paul Donnelly)
>
> In article <29ldp1$1fs@news.dmpe.CSIRO.AU>
> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>> [...]
>> Recently I lost my F: partition on my Falcon's internal 80 HD. Now,
>> while it was easy to fix, it was damned annoying (and a kick in the
>> butt
>> to keep backups...). Recently there was some talk about a bug in the
>> AHDI? software
>> [...]
>
> I too for one have had funny things happen on my Falcon HD.
> Things like files being created which are hidden from desktop and
> not deleteable unless I manually update the FAT s.
> Another problem was a file could be created as having a filename
> of E:\AFILE.DAT, this too was not deleteable.
> (NOTE E:\ IS PART OF THE 8 CHAR FILENAME AND IS !NOT! THE FILE PATH)
>

5164. Re: Atari Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 10:36:06 UTC
From: jonc@status.gen.nz
Message-ID: <693289.38166.6955@status.gen.nz>
Source record: 36220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
: root@status.gen.nz (Sysadmin User) writes:

: >Having said this I am now looking for unix for the TT or Falcon. If such
: >a beast exists I would love to hear about it. We want to set up several
: >of the machines here.
: It exists for the TT but I think it isn`t supported any more. You have to
: contact Atari about it. (I`ve been using it for nearly two years no. It`s
: not as fast as on todays workstations, of course.)

: > o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)
: SYSVR4.0 with X11R4.
: > o Does it have the Inet Sockets ?
: Yes.

I rang Bob Brodie at home today and he told us it had been dropped and the
support likewise along with the programers.

I am glad to see it has Inet sockets in it, as the box (TT) will be
put on the net as cis.status.gen.nz. I will keep you posted.

regards

Jon C

+--------------+---+--------------+
| Jon Clarke | Public Access Unix in Auckland New Zealand | HEXAGON |
| status.gen.nz| BBS (+649) 358-1052, 358-1092, 358-5543 | HSBC NZ EBD |
+--------------+---+--------------+

5165. Gemini/Mupfel as shell for NetHack?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 10:53:34 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Oct17.055334.23608@bsu-ucs>
Source record: 36215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.hack

Does anyone know how to use the "! - Escape to shell" option in NetHack 3.1.3
with Gemini/Mupfel on an Atari Mega ST4?

I tried executing NETHACK.TOS from the Mupfel CLI and the "!"'ing in NetHack
but got a message to the effect the C:\Gemini\Mupfel.APP could not be ececuted.

Ideas?
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5166. 2.5 Meg STe ??!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 15:15:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <CF1rpA.3o3@westminster.ac.uk>
Source record: 36217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Atarians,

Has anyone used any of the patches (SIMMFIX, 2.5M_STE) so that the STe's can use 2.5 Megs?

I have an STe installed with switchable Tos 1.06/2.06 (Compo).

The problem is that I when I install the extra memory in my 2Mb STe, and have one of the 2 patches that I have come across, it does not work.

From one of them, on booting up, I get the message : 2.5 Meg patch not installed. However, when I take the memory out, it comes up with the message that it has been installed !!!!!

I have not tried using the software with Tos 1.06, but then I don't relly use this OS that often, so there is no point.

Any help ?

Thanks in advance.

-Danny
=);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5167. Re: Megafile 30 - low level format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 15:37:15 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750872235@acp5>
Source record: 36219

jesper_kock@kockens.ct.se (Jesper Kock) writes:

>No its not.. HDX is NOT a low level format prg..

Of course it is. I suggest you take a look at HDX or simply use it to format
your drive if you don't believe it.
HDX uses the usual low level SCSI commands to format drives. There is no
lower level.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5168. Re: Where can I ftp Powerdos?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 17:07:28 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct17.170728.9130@solaris.rz.tu-clausthal.de>
Source record: 36222
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Bruce Hawker (bhawker@midi.UUCP) wrote:
> I'm looking for Powerdos at ftp sites, but so far have not found it.
> Does anyone know which site and which directory I can find it at?
> I'm under the impression that Powerdos is shareware, not commercial,
> correct?

ftp.tu-clausthal.de:/pub/atari/misc/powerdos.lzh
or via email 'mail-server@ftp.tu-clausthal.de'.

Bye,
Wolfgang.

--
------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
```

5169. Re: Atari Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 17:57:02 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750880622@acp5>
Source record: 36221
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jonc@status.gen.nz (Jon Clarke) writes:

> I rang Bob Brodie at home today and he told us it had been dropped and the
> support likewise along with the programers.

Yes, I thought so. Nevertheless, in my opinion the system wasn't bad.
Regardless of the fact the todays workstations are of course faster the TT
is not too slow to use System V on it. For me it means that I'm independent
from the machines at the university. And you learn a lot concerning system
adminstration with such a machine at home.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

5170. ST's printer port configuration.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-17 19:04:24 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CF22BD.1wn@cs.uct.ac.za>
Source record: 36223

Hello all, it's me again. ;)

I have a wee question to ask all of you hardware gurus out there...

With the Atari ST's printer port, I know that pin 1 is strobe, pins 2 to 9
are the data (1 through 8), and pin 11 is busy.

Now, which pins are ground, and which are +5V ?

I need to steal a power source of +5V from the printer port, and need the
correct pin before I blow something up.

As far as I can make out, pins 18-25 are ground, but I haven't a clue as to
which is +5V. Is there a +5V on the pronter port by any chance? If there isn't
I'll be stealing the joysticks power supply and ground (pins 7 and 8 of the
joystick plug respectively).

Any (and I do mean *ABSOLUTELY* any) help will be appreciated.

On a different line...

I have some info on how to read in from the printer port the following:

To read data from parallel port:
a) set PSG i/o B port to input
b) switch strobe line off
c) check busy line for high, loop till high
d) switch strobe on
e) get data from PSG's B output register.

status register is affected, so code should be in supervisor mode.

And then I also have:

Reading data from a peripheral device onto the bus:

select enable register (mixer register)
set bit 6 to '0' (set I/O port A to input)
select I/O port A data store (I/O port A register)
read data from PSG (read data in I/O port A register)

The register follows signals applied to the port, only by reading will data be
transferred to the bus.

So, can anybody tell me if the following is correct, and if not, what the
problem is... (I'm trying to use register A here...)

In code: (reading data in)

```
move.b #7,$ff8800 (select mixer register)
move.b #0,$ff8802 (enable register A to input)
move.b #14,$ff8800 (select I/O port A)
move.b $ff8802,store (get the value in register A)
```

(At least, that's the way I think it's meant to work...)

I can go and do a trace of BCONIN bios function to see the exact workings of how to use the B register, but I don't want to have to resort to that method just yet...

Again, any help will be appreciated.

Barry
--

```
---------------------------------------------------------------------
__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) \_/ /_ | | |~\ \_ |\ ( Got engaged on Sat 8th May 1993! )
```


Aquarius: destined for greatness, or madness. I figure I've landed in the latter region.

5171. Re: Falcon problem with E+F partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-18 04:00:08 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Oct18.040008.21088@beaver.cs.washington.edu>
Source record: 36224

In article <1993Oct8.172956.92794@vaxc.cc.monash.edu.au> yammouni@vaxc.cc.monash.edu.au writes:
>Hello All,
> A friend of mine recently purchased a Falcon 4/85 with TOS 4.04. The
>drive was already formatted and partitioned and everything was working fine up
>until recently. He is now noticing that partitions E + F are not opening as
>quickly as the C + D partitions (sometimes even taking up to 20 seconds to
>open!). Has anyone had this problem? I understand that there may be a patch
>somewhere which might fix this up but I don't know where it is. Any help on
>this would be greatly appreciated.
>
>Regards
>David Yammouni
>
>E-mail yammouni@vaxc.cc.monash.edu.au

I thought I'd post this for any other Falcon owners who might encounter this problem.

When I first got my Falcon it had a 84MB internal drive (Connor 2.5" IDE) and it was partitioned into 5 more or less equal parts. I repartitioned it with ICD software into 4 parts.

Anyway, I started having strange problems with the drive, such as certain programs would read about 10 times as slow as they should from the hard drive and other programs would occasionally just crash when accessing certain parts of the drive. Also, the ICD driver would report SENSE $11 or SENSE $12 from the drive periodically (my external SCSI drive was fine).

So, I sent my Falcon back to the dealer and what the problem turned out to be was a flaw in the RF shielding on my Falcon. The dealer said a lot of Falcons were coming back with similar problems and that all they had to do was bend the RF-shielding to the proper position and the problem was fixed. I've still got the same original drive in my Falcon although now that it's been fixed I have had absolutely no problems with the internal drive and the slowness is gone. It would seem that since the RF-shielding was formed improperly some sort of interference was messing up the drive or the drive controller or something.

Anyone with similar drive problems (which aren't really related to the partition-full bug since I have used the ICD Pro software all along) might want to talk to their dealer and see if it's the RF-shielding problem. It's definitely much nicer to have a working drive!!

Regards,
--

Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5172. ReSOLUTION VGA video card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-18 07:50:13 UTC
From: domingo@news.delphi.com
Message-ID: <29thrl$sv8@news.delphi.com>
Source record: 36227

Hello world! :-)

I am trying to get some information about the ReSOLUTION VGA video card. My local computer shop wants to sell one to me at a discounted rate. It has never been used, save the time it was plugged into my machine for testing...

What I need to know is what ever happened to the programmers or designers of the system, and what are the cards capabilities.

As far as I could ascertain, it is a programmable SVGA card with Tseng ET-4000 chipset. It can show 16 colors on the screen at a time. There was a planned 256 color VDI driver, but as far as I know it was never written. I was told that there exists a version of NVDI for Tseng ET-4000 video cards. Is this true? And if so, will it work with the ReSOLUTION VGA card?

I am just trying to get better resolution and a few more colors on the cheap.

If anybody has information about the card itself as well as getting it to show more than 16 colors, that would be great.

Thanks!

Dom

P.S. Please reply via e-mail...

5173. Re: Gemini/Mupfel as shell for NetHack?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-18 10:40:24 UTC
From: berger@Informatik.TU-Muenchen.DE
Message-ID: <1993Oct18.104024.9312@Informatik.TU-Muenchen.DE>
Source record: 36228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.hack

In article <1993Oct17.055334.23608@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
|> Does anyone know how to use the "! - Escape to shell" option in NetHack 3.1.3
|> with Gemini/Mupfel on an Atari Mega ST4?
|>
|> I tried executing NETHACK.TOS from the Mupfel CLI and the "!"'ing in NetHack
|> but got a message to the effect the C:\Gemini\Mupfel.APP could not be ececuted.

Strange. I also play nethack on my Mega ST4, and escaping to Mupfel works
fine. Are you sure you didn't load nethack with the Gemini/Mupfel "overload"
option? This memory-saving feature always deletes Gemini resp. Mupfel from the
memory before loading nethack and reloads it afterwards.

Christoph

--
| Christoph Berger berger@informatik.tu-muenchen.de |
| c.berger@ieee.org |
| Christoph_Berger@m.maus.de |

5174. wanted TT-ram board

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-18 11:23:23 UTC
From: mluoto@plootu.Helsinki.FI
Message-ID: <29tubb$3s6@plootu.Helsinki.FI>
Source record: 36229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need a TT-ram board (fast ram) of the NEWER model with 6 "JUMPERS"
(so it can be filled with 4 or 16 Mb simms)

I'm also prepared to exchange or sell a OLDER model TT-ram board with
4mb TT-ram (fast ram / nibble-mode / enables TT's burst mode) if someone
has this newer board with only 2mb of TT-ram or something...

IF SOMEONE KNOWS a place where on can obtain such board (hopefully
unfurnished) -please tell me (e-mail) and if possible send their fax or
e-mail address... (I assume NO-ONE would know the price of such thing ?)

also thrid party memoryboards will be considered if someone has...

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

5175. Re: Megafile 30 - low level format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-18 12:00:00 UTC
From: reschke@math.uni-muenster.de
Message-ID: <29u0g0$tfg@obelix.uni-muenster.de>
Source record: 36230

In article 750872235@acp5, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
> jesper_kock@kockens.ct.se (Jesper Kock) writes:
>
> >No its not.. HDX is NOT a low level format prg..
>
> Of course it is. I suggest you take a look at HDX or simply use it to format
> your drive if you don't believe it.
> HDX uses the usual low level SCSI commands to format drives. There is no
> lower level.

And, in fact, no higher level. When DOS users speak of `formatting' they are really referring to `making filesystems' (which fdisk doesn't do automatically, because it's one of the worst programs I've ever seen :-).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

5176. Re: GFA 4.0?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-31 12:37:06 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cd3a3ccf9372c@traveller.freiburg.sub.org>
Source record: 36232

Pizza Man (DSM130@psuvm.psu.edu) wrote:

>Maybe I have been out of it, but has GFA released GFA basic 4.0 yet? IF so,
>what improvements or changes were made?

As far as I have heard, the distributor doubts it will be ready to be
released before the end of this year.

Also, there is a roumor that there won't be a compiler for GFA 4.0, just a
GFA-to-C converter. (Which I don't really see as a disadvantage, as I think
it would be quite a pain to port things like the MiNTlibs to GFA...)
(Or is that old news anyway?)

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

5177. POWERDOS HELP !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-10-31 20:58:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.13572.4019.0N188DB3@canrem.com>
Source record: 36231

Applications have to be specially written to multitask under PowerDOS; this isn't a particularly unusual thing for multitasking systems.

The version of PowerDOS that I used to have included a program that would copy files in the background. It did NOT have any program smart enough to allow multitasking of applications in GEM windows, as far as I could tell. At any rate, no such application has been produced to date. Which is why MiNT and Geneva are, at this point, far more viable systems.

 MMST 2.99 UnRegistered Reader not found... please notify tagline.

5178. Search and Replace Utility Program WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 00:51:18 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <8J0acc2w165w@sys6626.bison.mb.ca>
Source record: 36233

Does anyone know of a program that will automatically do a search and replace on a certain file? I had thought of using GREP in Gulam until I realized that GREP will only search and not replace. (I guess I COULD make a macro for WordPerfect, but that's kind of a clunky solution--there's GOT to be a simpler method!)

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

5179. Re: Linux anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 09:46:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Nov01.094602.1@gst-soft.demon.co.uk>
Source record: 36234

TITLE: Re: Linux anyone?

> One drawback, Os-9 costs really $$$$$$$$$$$$$.

Only 99 quid now though!

CW

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

5180. Re: STDIN redirection?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 10:26:33 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Nov1.102633.28266@zaphod.earth.ox.ac.uk>
Source record: 36235

```
In article <1513@usdtsg.daytonoh.ncr.com> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> I was wondering if there is a way to make any data coming from the
>serial port be treated as if it were coming in from the keyboard/stdin?
>Basically, something like this:
>
> event: I hit the spacebar remotely, ASCII 32 sent to Atari through serial1
> serial1: gets the information (ASCII 32), redirects it to console
> console: gets the ASCII 32 from the serial port, and treats it like I
> I hit a key from the keyboard
>
>
> I suppose I can't simply do an: alias /dev/console /dev/serial1
>(or vice versa)? I'm not sure if doing a pure redirection
>(i.e. /dev/serial1 > /dev/console) is what I need.
>
>
> Why? I have been able to use CoNnect to act as a "host" to let me
>log in remotely. It prompts me, I type in a command and hit ENTER,
>and it executes the command, sending the output back to me. This is
>cool. However, if the program I run (like Lharc.ttp without any
>parameters) expects me to hit a key, I'm stuck, since I haven't
>got back to the prompt to do so. But if the serial port were to be
>treated as the console, then I could get around this.
>
>
> Any help or suggestions would be appreciated. I could post the
>script file I'm using for remote if that would help. And yes,
>I am running under MiNT 1.08 (on a side note, can this be done
>without MiNT either?)...
>
>
> Rob
>
>
>"Night of the Living Dead Chipmunks..."

Well, if you're using MiNT (I'd suggest you get MiNT 1.09 from
atari.archive) you could get my BSD-Unix-like init package from
Atari.archive and start a getty process on your serial port. This will allow
you to log in and use the remote terminal just as you would under Unix on a
workstation.

You would also be able to use the console at the same time without running
connect.
```

This would not work under plain TOS, however.

I hope this is helpful.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

5181. Re: Atari ST -> Pc case

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 10:55:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931101115500.L.J.Sak@sp0135.kub.nl>
Source record: 36236

In Article <2atvlb$gdg@altair.herts.ac.uk> "cs1cu@herts.ac.uk (Darby)" says:
> Firstly, I'll start by apologizing for any inadvertant breaches
> of News protocol. (spot the first posting ! ;))
>
> I presently have a 2.5Meg STfm w/ 1 ext. Floppy
> 1 Hard drive
> Modem
> Printer
> More Cables than Gen. Electric
> Therefore I am looking to stuff my system (motherboard, drives
> etc) into either a Mini-tower or Desktop PC case as I haven't
> the spare 200+ pounds for a Proper ST Tower upgrade.
> The reason I am posting is because I desperately need
> help in working out how to get it all in the box, attach a decent
> keyboard, and actually get it to work.
>
> So, if anyone out there has done a similar hack-up on their
> machine, or can give me any advice, I would gladly forfeit my soul, sell
> my firstborn to the Devil, etc... for any help given.
> (In fact I'd do anything except spend money !)
>
LSD: there is only one solution: buy a big tower: else you just don't
have the room to fit in your ST-board..
If you're interested in how to do the rebuild, send me and e-mail!
(I did it with a Falcon and that's just about the same size as yours),
Ludo Sak Design,
alias LSD,
None has ever beat Him yet,
Cause LSD he is the master,
His works are better works,
And his hands are faster!
L.J.Sak@kub.

5182. Search and Replace Utility Program WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 13:37:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.13578.4019.0N188EF6@canrem.com>
Source record: 36239

Look for SED, the Stream EDitor. As documented in Unix manuals everywhere. Hopefully available at a site near you. It's certainly available at atari.archive.umich.edu.

5183. Universal In/Out Card.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 14:40:46 UTC
From: benten@hacktic.nl
Message-ID: <2b375sINN4l7@xs4all.hacktic.nl>
Source record: 36237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OUTPUT POWER TO THE PEOPLE.

Ready on desk - Ready to produce
LC-HQ In/Out Interface for Atari-ST.
(Non-commercial participation.)

Using the Centronics-port, featuring; "everybody can control it
from any language"

Purposes: * Controlling Analog devices (Including precision applications
such as synthesizer voices).
* Controlling Digital devices (directly, relais etc...).
* Programming RAM (and EPROM when some extra interfacing
is add).
* Running-light controller.
* Robot applications.
* Waveform generation.

On this Euro-board directly available:
---

* Data decoder, adress 0...254
* Demultiprexer for 16 channels.
* 6x 8 Bit High precision (0.027%) Digital to Analog
Converters (DAC's)
* 2 DAC's can be directly joined together to create a
Course & Ultra-fine Pseudo16 Bit DAC.
* 8 Bit logic register. (if DAC registers are used for
logic applications: 7*8=56 logic lines).
* The logic registers also can be set as input (by software
control) to read 8 data lines from the outside world.
* Easy to expand upto max 254 x 8 Bit data lines.
* On board precision reference voltage.
* Low power consumption.
* Fits in 19 Inch Rack ("19 connector lay-out)
* No difficult components (this is no contradiction!)

It's ready On Desk, It's ready for me and it could be ready for you!

Ask: Marc Marc Amsterdam for datails.
Phone +31 20 6259847.
Or E-mail to: benten@hacktic.nl

5184. ATARI Mega Ste Hard disk kit

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 15:19:34 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CFtJwM.92w@bailgate.gpsemi.com>
Source record: 36238
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Help ! I just bought a kit from Gasteiner here in the UK to "internalize" the Quantum SCSI drive I've got. It arrived without the "Installation Manual" mentioned in the contents list on the box - not too helpful really.

I rang Gasteiner and was told that that was how they were shipped from Atari - and the technical guy who might be able to help was out for lunch. I rang back the required 40 minutes later, when I was told that Gasteiner were waiting for some manuals from Holland which would be around in 2 weeks so they might be able to help me then ! Aparrently they might send them out to customers but I'm not going to hold my breath after the "friendly, helpful" (not) Gasteiner customer services.

Anyone out there know what I need to do to install this kit - I really don't want to wait "2" weeks before I can do anything. Being an Electronic Engineer I'm sure I can cope - I just need to know what to do.

Any help will be gratefully received.

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

... I just work here, I don't speak for G.P.S., and all that disclaimer stuff

5185. Re: Search and Replace Utility Program WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 16:25:00 UTC
From: michal@gortel
Message-ID: <1993Nov1.162500.28263@kakwa.ucs.ualberta.ca>
Source record: 36240

Christopher Browne (christopher.browne@canrem.com) wrote:
(replying for an advice for something which will automatically replace
certain patterns in a file)
: Look for SED, the Stream EDitor. As documented in Unix manuals everywhere.
: Hopefully available at a site near you. It's certainly available at
: atari.archive.umich.edu.

For a bit more demanding jobs awk and perl are also available - same place.
Awk shows up under names of gawk and mawk (likely).

Writing complicated scripts in sed, branching on conditionals, can
be fun, to an extent, but results are as inscrutable to readers as to
an original writer. :-)

Michal
michal@gortel.phys.ualberta.ca

5186. Re: Can't Boot from Harddrive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 17:57:11 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2b3iln$15i6@ina.zfn.uni-bremen.de>
Source record: 36148

Xavier Gallagher (sys1@exnet.com) wrote:
: In article <2ajlrg$lpf@ina.zfn.uni-bremen.de> g02o@zfn.uni-bremen.de (Mark-Oliver Wolter) writes:
: >: is, even though I can use the HD for everything I cannot convince my system to
: >: boot off of it. I still have to boot off of the floppy.
: >: Any ideas?
: >
: >- NVRAM set to UNIX-Boot? Switch to TOS-Boot.

: How?

NVRAM config program - should have come with vour Falcon. Might also be an acc.
There shouls be a button "UNIX" and a button "TOS". Select "TOS".

: >: Xavier
: >MOW []-)
: Xavier
MOW []-)

5187. Learning C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 18:15:20 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov1.181520.17625@dmu.ac.uk>
Source record: 36141

I have just started learning C (Lattic C v5.52) from HiSoft and am
wondering whether any ftp sites have learn ANSI C text/source files.
What I am after are .C files which will show me how to manipulate
windows and text on screen etc.
I have used (and hated) Modula-2 so have the ability somewhere to
suss most code out ...
Thanks in advance & E-mails most appreciated ...

Simon

--
c2sgy@dmu.ac.uk

5188. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 18:22:20 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2b3k4s$15i6@ina.zfn.uni-bremen.de>
Source record: 36149

Georgios Vasileiadis (vacs@hpna49-1.cern.ch) wrote:
: HI,
: Is a 100 nsec non-parity simm module of 1 mbyte compatible for a
: 520 STE upgrade ? To use 4 of them to get to 4 Mbytes.
: Thank you
: george

YES! It's PERFECT! With 100ns, you even can speedup your STe to 12 MHz
without any timing problems!

5189. Re: Hooray! English CoNnect Manua

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 18:24:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A55311@SL.maus.de>
Source record: 36183

congratulations :-)

I'm now desperatly waiting for the german one (registered yesterday,
testing-time: 10%)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

5190. Re: Mega STe w/Video Card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 18:39:59 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2b3l5v$15i6@ina.zfn.uni-bremen.de>
Source record: 36150

Yat W Siu (Lexicor@world.std.com) wrote:

: I'm am still trying to sell those 2nd Hand MAtrix's COCO Cards..anyone? *grin*

?I'm listening? WHAT did you say you wanted to have for that?
Is it possible to adapt them for the 1040STE or are they VME?

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

5191. Re: Mega STe w/Video Card

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 18:43:10 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2b3lbu$15i6@ina.zfn.uni-bremen.de>
Source record: 36151

John Haines (haines@minotaur.dra.hmg.gb) wrote:
: Yat W Siu (Lexicor@world.std.com) wrote:
: : In article <1993Oct29.093940.17483@ajax.rsre.mod.uk>

: : For a really cheap solution...you might want to try Gengtec? They aren't
: : fast though...and I don't think they go at a high rez either..and certainly
: : only 8bit at the MOST.
: Can you give me more details?
: Little John

Me too?

--
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/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
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5192. Re: Megafile 30 - low level fo

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 18:54:37 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2b3m1d$15i6@ina.zfn.uni-bremen.de>
Source record: 36152

Julian Reschke (Julian_Reschke@ms.maus.de) wrote:
: In article <2ajd5i$lpf@ina.zfn.uni-bremen.de>, Mark-Oliver Wolter
: (g02o@zfn.uni-bremen.de) wrote:
: >Well... I wasn't able to format harddisks with HDX that weren't
: ATARI-formatted
: >before. Nor did HDInit, Hushi or the ICD soft the job.

: Please give us mor information. HDX uses the normal SCSI FORMAT command,
: why shouldn't this work with harddisks `that weren't ATARI-formatted
: before'?

Seems you haven't read my message completely...
I WROTE IT DOESN`T WORK WITH BLANK RLL HARDDISKS WHICH WERE NOT ATARI FORMATTED
BEFORE AND ACSI2RLL CONTROLLERS, e.g. MEGAFILE !!
I KNOW IT WORKS WITH SCSI ONES!!!!!

: >HDX formats SCSI-harddisks at low level, but NOT the Megafiles! They need
: to
: >be formatted with another program before!

: There's no such thing as a `low level' format. HDX uses that standard
: FORMAT
: command. It's possible that in recent HDX versions the support for the
: old Megafiles (ST506 interface) has been dropped (use an old HDX version
: then).

once again...RTFM!
HDX looked for the bad sector map, didn't find it, and left no device selectable
in the Format dialog. After (low-)formatting the disk with the Supra, HDX did
it again, as Supra made a new bad sector list.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
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| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
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finally found out how .sig works :)

5193. DSP programming ???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 18:59:51 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov1.185951.18467@dmu.ac.uk>
Source record: 36142

I was wandering around an ftp site (src.doc.ic.ac.uk) and I
found an interesting set of files/docs located in :

/computing/systems/motorola/digital-signal-processing/dr.bub.sources

Just thought they might be some help to life, the universe & DSPs.

--
Simon
c2sgy@dmu.ac.uk

5194. Re: HD Utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 19:01:16 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2b3mds$15i6@ina.zfn.uni-bremen.de>
Source record: 36153

David L Watson (dw4g+@andrew.cmu.edu) wrote:
: I'm planning on putting a 345M SCSI HD in a TT. I'm wondering what
: formating software is recommended. I know in the past, ICD released
: their drivers in the PD with caching disabled, but I didn't find the
: software in a.a.u.e.

: David

Use AHDI 5.X. It's the fastest, as it doesn't look too much for IDE devices on bootup. We have a Quantum LPS 240 and a Maxtor LXT 340 connected with a Mega ST4 (with 2 ALIAs) and no problems, even not on partitions bigger than 32 MB (the biggest is 58.2 MB) BTW, it's the BBS-Server.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
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| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
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5195. SCSI class 2, parity bit, supra host adaptor?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 19:06:43 UTC
From: selick@csa.bu.edu
Message-ID: <2b3mo3$q1t@news.bu.edu>
Source record: 36143

Can I use a class to scsi device on a supra host adaptor? How can I deal with the parity bit being set by the scsi class 2 device?

Thanks,
Steve
<selick@csa.bu.edu>

5196. Re: MC68010

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 19:06:52 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2b3moc$15i6@ina.zfn.uni-bremen.de>
Source record: 36154
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: Does a 16MHz 68010 exist? In a PLCC package? Pin compatible with the same
: package 68000?

Yes...it was available 3 weeks after I bought the DIP version :-(((((((

: Does TOS 1.62 work OK with a 68010? I use NVDI and MiNT.

yea, should do... I tried with TOS 2.06 which has a serious bug with that...
when HD is connected, there come 2 bombs when desktop should appear, but the
AUTO folder progs boot correctly......!?!!!?!!??

but, almost NO speed increase.... 5% more Integer operations....:-/
and that f.... thing costs 45 DM...

: Does anyone know how virtual memory works on a 68010? Is there a driver
: for VM that works on a 68010 or will I have to write one? Anyone ??

Seems ya have to write one.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

5197. ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 19:31:36 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Nov1.143136.16219@umiami.ir.miami.edu>
Source record: 36144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.

Effective immediately, Atari Computer Corporation has ceased
production of ALL of it's computer lines. This includes all TOS,
DOS, and hand-held computers. This information was
released late on Friday., October 29, 1993.

I was given this information by my broker who constantly checks the
Atari news for me.

It also said that there might be a plan in the future to release
compatable computers at an affordable price.

Atari's only priducts for sale will be what is in the stockhouses,
the LYNX, and the upcoming Jaguar.

-time to start looking at those clones.

-Mark Santora

5198. awk/Perl

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 21:26:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.13583.4019.0N188F68@canrem.com>
Source record: 36147

Certainly awk and Perl are friendlier ways of doing the changes; Perl contains sed commands as a proper subset, which is really quite a nice thing.

I mentioned sed in that it qualifies as probably the smallest tool for doing the job, and in that it is more like grep than the others, which really are computer languages. sed is not really intended to be much of a language. Its ambitions lie in being small and fast.

5199. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 21:29:44 UTC
From: oracle@iastate.edu
Message-ID: <oracle.752189384@pv0555.vincent.iastate.edu>
Source record: 36145
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Nov1.143136.16219@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:

>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.

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>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
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>compatable computers at an affordable price.

>Atari's only priducts for sale will be what is in the stockhouses,
>the LYNX, and the upcoming Jaguar.

>-time to start looking at those clones.

>-Mark Santora

THE INFORMATION POSTED ABOVE *IS NOT* TRUE. I just called Atari and they
insisted that this RUMOR was FALSE.

Furthermore, if the RUMOR was true, I assure you that we would be hearing it
from more than one 'broker'.

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

5200. Re: Difficulties with minit on large ICD partition...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-01 22:26:14 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1993Nov1.222614.26818@mnemosyne.cs.du.edu>
Source record: 36146

In article <seimet.752078271@acp5>, Uwe Seimet <seimet@chemie.uni-kl.de> wrote:
>As far as I know you need an XHDI compatible drive when using partitions >
>32 MByte with a Minix file system. Take a look at the current MINIXFS
>documentation. There are some valuable hints in it.
Err no you don't need to be XHDI compatible, though XHDI compatible stuff is most likely to work. With other software I have to rely on quirks to make the protection work. AHDI works (or it does in the pl8 version I haven't released yet) but ICD is an absolute pain, as I said before. Though I'm slighly more optimistic at getting round all ICD's bugs and inconsistencies than I was earlier.
Steve.

5201. TOS2.06 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 01:44:33 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1993Nov2.014433.3035@monu6.cc.monash.edu.au>
Source record: 36155

The subject line says it all. I have just followed Ted Rossin's instructions on installing TOS2.06 and cannot get the system to boot up. /DTACK does work because there is no BUS error. I'm attempting to install the roms into a MEGA ST4 (REV 4) mother board, via the mega bus connector. I'm taking the /ROM2 signal from pin 20 of the HI/LO-0 rom pins. What could be the problem. Any help would be appreciated.

Thanks in advance.

---
* Nino Benci. Chief Technical Officer. *
* Department of Physics, Monash University, Clayton Campus. *
* Wellington Rd, CLAYTON, VICTORIA, AUSTRALIA, 3168 *
* Tel (61) (3) 565 3649. Fax (61) (3) 565 3637 *
* email: rdt154k@monu6.cc.monash.edu.au *

5202. Formatting a 1.4 MB diskette on a SCSI floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 06:28:55 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Nov2062855@hal.cerfacs.fr>
Source record: 36166
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I understand that there are some floppy formatters that handle HD floppies! Do any of these work on such a floppy connected to an Insite floptical drive? ICDFMT, from ICDBOOT Pro 6.20, does *not* do this on my Mega 4 STfm running TOS 2.06.

Any suggestions?

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

5203. Turbo C Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 07:10:51 UTC
From: dobi@cent.gud.siemens.co.at
Message-ID: <1993Nov2.071051.20274@siemens.co.at>
Source record: 36156

I am using Turbo C 2.0

Is it possible to make a define in the project file ?

How to specify a second include directory? (I'm afraid it's not
possible at all.)

Thanks!

--
#include <std.disclaimer>

Rainer Dobiasch | Internet: dobi@cent.gud.siemens.co.at
Siemens AG Austria | Phone: (+43-1) 601 71 - 5988
Gudrunstrasse 11 | Fax: (+43-1) 601 71 - 6399
A-1100 Wien |

5204. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 09:47:30 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CFuz77.Jvp@newcastle.ac.uk>
Source record: 36158
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:

>
>
>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
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>compatable computers at an affordable price.
>
>Atari's only priducts for sale will be what is in the stockhouses,
>the LYNX, and the upcoming Jaguar.
>
>
>-time to start looking at those clones.
>
>-Mark Santora
>

Is this guy for real ?

Craig.

5205. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 10:37:29 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2b5d99$qn8@charm.magnus.acs.ohio-state.edu>
Source record: 36157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some brokers will do any thing to make a buck these days.
Always check the company for investment information.

Raymond Collins rcollins@magnus.acs.ohio-state.edu

5206. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 10:48:54 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov2.104854.29741@dmu.ac.uk>
Source record: 36167
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:

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>
> Effective immediately, Atari Computer Corporation has ceased
> production of ALL of it's computer lines. This includes all TOS,
> DOS, and hand-held computers. This information was
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> I was given this information by my broker who constantly checks the
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> It also said that there might be a plan in the future to release
> compatable computers at an affordable price.
>
> Atari's only priducts for sale will be what is in the stockhouses,
> the LYNX, and the upcoming Jaguar.
>
>
> -time to start looking at those clones.
>
> -Mark Santora
>

So Atari spend millions of $$ on creating new technology and software only to stop production ...

I also doubt seriously whether they want to make compatibles at all. Take a look at CBM. They are pulling out of the PC market because it is too competitive and it nearly dragged them under ... (which isn't a bad thing ... :-))
Does Atari always say what its plans are anyway ??? Its only when they have something concrete ie specs and a prototype then they release info but since the Falcon030 and Jaguar have taken all their cash I doubt it ...
I know Atari aren't that good but they aren't that BAD!

--
Simon
c2sgy@dmu.ac.uk

5207. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 10:56:00 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov2.105600.29969@dmu.ac.uk>
Source record: 36168

In article <2b3k4s$15i6@ina.zfn.uni-bremen.de>, g02o@zfn.uni-bremen.de (Mark-Oliver Wolter) writes:
> Georgios Vasileiadis (vacs@hpna49-1.cern.ch) wrote:
> : HI,
> : Is a 100 nsec non-parity simm module of 1 mbyte compatible for a
> : 520 STE upgrade ? To use 4 of them to get to 4 Mbytes.
> : Thank you
> : george
>
> YES! It's PERFECT! With 100ns, you even can speedup your STe to 12 MHz
> without any timing problems!
>

So how does memory speed up the STe to 12 Mhz ??
I thought it would only fetch from memory quicker not run the clock cycles at a higher rate ...

Correct me if I am wrong :-(

--
Simon
c2sgy@dmu.ac.uk

5208. S: Info on FalconSpeed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 11:12:16 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CFv34G.Cnw@ztivax.zfe.siemens.de>
Source record: 36159

Hi!

Does anybody have experiences with FalconSpeed?
Do I have to reserve a whole partition for DOS?

Thanx
Mike

5209. Re: Program to read Atari Disks on PC

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 11:38:25 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CFv4C2.EF2@barclays.co.uk>
Source record: 36165

Format the disk on the PC and then the ST/PC can read/write to it.

--

```
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

5210. Re: Turbo C Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 11:39:05 UTC
From: partingt@fwi.uva.nl
Message-ID: <2b5gsp$b9t@hermes.fwi.uva.nl>
Source record: 36160

dobi@cent.gud.siemens.co.at (Rainer Dobiasch) writes:

>Is it possible to make a define in the project file ?

Put a line like this:
.C [-DTHISDEF=1]
in front of the '='-line and THISDEF will be defined as 1.

>How to specify a second include directory? (I'm afraid it's not
>possible at all.)

I suppose you can use
.C [-Id:\usr\include]
for this.

Vincent.
--
"Hello World" Internet : partingt@fwi.uva.nl
-- unknown, presumably vincent@nextjk.wlink.nl
Dennis Ritchie when born FidoNet : 2:281/202.15
NeST : 90:500/202.15

5211. Compiling GCC!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 11:51:15 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <CFv4xG.HCL@dcs.ed.ac.uk>
Source record: 36174

Hi there,
I considering compiling GCC-2.5.0 for the TT (i.e. using the
-m68020 and -m68881 options) , but before I even download all 6MB of compressed
source, can someone tell me how hard re-compiling GCC is. Is it just a question
of hacking the Makefiles and running them through an earlier version of GCC
e.g. 2.4.5. , or is there some trick that you need to know?

I am considering compiling it with gcc-2.4.5 and mintlib pl36, on my
10MB TT- do I have enough RAM and the correct includes/libs to do it?

Hope someone out there can help,
Cheers,
Joe.

5212. Re: MC68010

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 12:08:20 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.752242100@mi.el.utwente.nl>
Source record: 36163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2b3moc$15i6@ina.zfn.uni-bremen.de> g02o@zfn.uni-bremen.de (Mark-Oliver Wolter) writes:

>Evan Langlois (evanlang@sdf.lonestar.org) wrote:

>: Does anyone know how virtual memory works on a 68010? Is there a driver
>: for VM that works on a 68010 or will I have to write one? Anyone ??

>Seems ya have to write one.

All a 68010 support is a decent page fault handling. To have function VM
you will need a mmu (a real one, not the standard ST mmu.)

And because you have a non-standard mmu in that case, you also will need
a non-standard VM driver -- which you will have to write.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

5213. Re: Turbo C Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 12:11:23 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.752242283@mi.el.utwente.nl>
Source record: 36164

In <1993Nov2.071051.20274@siemens.co.at> dobi@cent.gud.siemens.co.at (Rainer Dobiasch) writes:

>I am using Turbo C 2.0

>How to specify a second include directory? (I'm afraid it's not
>possible at all.)

Replace the first directory name by:
first-name -Isecond-name

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

5214. SpeedoGDOS vs. NVDI 2.50

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 12:19:10 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CFv67z.Eqn@ztivax.zfe.siemens.de>
Source record: 36161

Last week I got my SpeedoGDOS from my Atari dealer (7 months after buying the Falcon). I installed it. I switched off the NVDI GDOS. I ran the NVDI gemtest: *** error: wrong handle ***.

Mike

5215. gemtest vs. NVDI was: SpeedoGDOS vs. NVDI 2.50

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 12:23:29 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2b5jg1$shq@info2.rus.uni-stuttgart.de>
Source record: 36162

In <CFv67z.Eqn@ztivax.zfe.siemens.de> michi@km21.zfe.siemens.de writes:

> Last week I got my SpeedoGDOS from my Atari dealer (7 months after
> buying the Falcon). I installed it. I switched off the NVDI GDOS. I ran
> the NVDI gemtest: *** error: wrong handle ***.
It's an error in gemtest.

>
> Mike
>
Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-70327 Stuttgart | Und sterben.

5216. Memory upgrade - I want it bigger!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 14:24:57 UTC
From: srg008@cck.coventry.ac.uk
Message-ID: <CFvC1M.72q@cck.coventry.ac.uk>
Source record: 36189

Hiya all!

I've got an Atari 520STFM that has been upgraded to 1meg memory and
I was wondering whether I can replace the four RAM chips on the mini
circuit board that came with the expansion with four different RAM chips
to increase the memory total to 2 or 4 MBytes.

I've seen offers for 4meg expansion at a reasonable price of 99 pounds
in some magazine, but I thought it would be cheaper to replace the 4 chips
I installed with the last upgrade with 4 better chips.

If this can be done, can anyone tell me what type of chips I should try to
get and where I can get some???

Thanks! Mail responses if you are shy or it is a weekend!

Paul.

--
********** srg008@cck.coventry.ac.uk **********
"The way of the warrior is to live by the sword, eat and drink all you can
and try not to get bored!!" - Lord Darrian Of Tyr
****

5217. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 14:46:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1525@usdtsg.DaytonOH.NCR.COM>
Source record: 36169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2b5d99$qn8@charm.magnus.acs.ohio-state.edu> rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>
>Some brokers will do any thing to make a buck these days.
>Always check the company for investment information.

The broker's name wasn't by chance Peter S...

... ah, nevermind, I'll leave that one alone ;-)

As for making a buck, as Atari's stock keeps rising, I'm making a couple bucks as well :-) (though I'm still kicking myself for not buying more :-(

Rob

"if there was no gravity, where would rain go?"

5218. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 14:46:42 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Nov2.094642.16224@umiami.ir.miami.edu>
Source record: 36179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CFuz77.Jvp@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
> In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>>
>>
>>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>>
>>Effective immediately, Atari Computer Corporation has ceased
>>production of ALL of it's computer lines. This includes all TOS,
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>>Atari's only priducts for sale will be what is in the stockhouses,
>>the LYNX, and the upcoming Jaguar.
>>
>>
>>-time to start looking at those clones.
>>
>>-Mark Santora
>>
>
>
> Is this guy for real ?
>
> Craig.

Who, my broker,or me? We are both very real. Anyway, I can't tell you how many pissed of letters I got over this. Jesus, kill the messenger with the bad news...

-Mark Santora

5219. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 15:26:20 UTC
From: patrol@hacktic.nl
Message-ID: <2b5u7aINNabp@xs4all.hacktic.nl>
Source record: 36170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

c2sgy@dmu.ac.uk (SG Yardley) writes:

>In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu
writes:
>>
>>
>> NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>>
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>> production of ALL of it's computer lines. This includes all TOS,
>> DOS, and hand-held computers. This information was
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>> It also said that there might be a plan in the future to release
>> compatable computers at an affordable price.
>>
>> Atari's only priducts for sale will be what is in the stockhouses,
>> the LYNX, and the upcoming Jaguar.
>>
>>
>> -time to start looking at those clones.
>>
>> -Mark Santora
>>

>So Atari spend millions of $$ on creating new technology and software
>only to stop production ...

Yeah, and elephants can fly. I _know_ all of the above is _not-, I repeat
NOT true !!!
--
****
* Patrick Roelandt -- patrol@hacktic.nl | Founder Dutch Jaguarclub (3D-who?) *
* ||| | and proud of it..... *
* / | \ *
* "I love it when a plan comes together. All I need to do is make one..." *
****

5220. Hello!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 15:56:21 UTC
From: nikhan@erix.ericsson.se
Message-ID: <1993Nov2.155621.8806@eua.ericsson.se>
Source record: 36171

How do I program the DMA sound chip in the atari STE? I can play a sample (from Hisoft Basic in this case), but when I try to have several samples in memory at once, some of them can't be played! They sound like static. Can the DMA chip only adress some parts of the memory? I have made sure that the start and end adress of the sample to be played are even and that the length of the sample also is even. No result (except more static). Here's my program:

```
REM HISOFT BASIC
REM % denotes integer 2 bytes, ! denotes single precision float(!) 4 bytes.

REM Reserve memory
DIM sample%(10000)
sample_adress!=VARPTR(sample%(0))

REM Load sample into memory
BLOAD "a:\data\toobad.avr",sample_adress!
REM Remove the header
sample_adress!=sample_adress!+128

length!=18000
dma!=&HFF8900
REM Reset DMA
POKE dma!,0

REM Sample rate and mono mode
POKE dma!+32,&H81

POKE dma!+2,sample_adress!/&H10000
POKE dma!+4,sample_adress!/&H100
POKE dma!+6,sample_adress! AND &HFF
POKE dma!+8,sample_adress!/&H10000
POKE dma!+&HA,sample_adress!/&H100
POKE dma!+&HC,sample_adress! AND &HFF
POKE dma!+&HE,(sample_adress!+length!)/&H10000
POKE dma!+&H10,(sample_adress!+length!)/&H100
POKE dma!+&H12,(sample_adress!+length!) AND &HFF

REM Play the sample
POKE dma!,1
FOR n%=1 TO 30000
NEXT n%

REM Stop the DMA
POKE dma!,0
END
```

This program works for some adresses. If I add several DIM statements before the DIM sample%(10000) eg. sample2%(10000) etc. the sample sounds like random values are played. BTW, I thougth that the adresses dma+8,dma+&HA, dma+&HC were read-only. Is this true? My sampling cartridge software examples sets them.

Any suggestions would be appriciated. I'd be happy to receive examples in any language (almost :-)). I can't get it to work in assambly language either.

Niklas

I do not speak for Ellemtel.

5221. Re: Falcon Svga and TV questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 16:04:54 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Nov2.160454.20772@Informatik.TU-Muenchen.DE>
Source record: 36172

In article <CF5K7r.4nI@cen.ex.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
|> In article <2cbd1032@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|>
|> MO> Why is it that a svga monitor can't display all programs (demo's etc.)
|> MO> when it does work fine via the tv socket?
|> >It's not a problem with the Falcon, it's due to the BIG difference between VGA
|> >and TV ... to make it simple, you'll have more CPU power left if you make the
|> >demos/games RGB/TV only instead of making them VGA compatible.
|>
|> In my experience, it is due solely to the fact that the resolution is greater in SVGA modes.
|> I have hacked many games and demos now to run on my SVGA and the only difference is that the
|> bottom 40 (or 80) screen lines are filled with rubbish. All a programmer has to do is ask
|> xbios which screen mode and then blank the extra lines if it is SVGA.

Sorry thats not all as mentioned in the former posting: think of the Bandwidth the Video-system needs to display 640*400 pixel 25 times per second
compared to 640*480 pixel 60 times per second
... that matters with fast scrolling and crunching ...

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

5222. Universal In/Out Card.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 16:24:31 UTC
From: benten@hacktic.nl
Message-ID: <2b61kdINNbrt@xs4all.hacktic.nl>
Source record: 36173
Cross-posted to: sci.electronics,comp.sys.atari.st.tech

OUTPUT POWER TO THE PEOPLE.

Ready on desk - Ready to produce
LC-HQ In/Out Interface for Atari-ST.
(Non-commercial participation.)

Using the Centronics-port, featuring; "everybody can control it
from any language"

Purposes: * Controlling Analog devices (Including precision applications
such as synthesizer voices).
* Controlling Digital devices (directly, relais etc...).
* Programming RAM (and EPROM when some extra interfacing
is add).
* Running-light controller.
* Robot applications.
* Waveform generation.

On this Euro-board directly available:
---

* Data decoder, adress 0...254
* Demultiprexer for 16 channels.
* 6x 8 Bit High precision (0.027%) Digital to Analog
Converters (DAC's)
* 2 DAC's can be directly joined together to create a
Course & Ultra-fine Pseudo16 Bit DAC.
* 8 Bit logic register. (if DAC registers are used for
logic applications: 7*8=56 logic lines).
* The logic registers also can be set as input (by software
control) to read 8 data lines from the outside world.
* Easy to expand upto max 254 x 8 Bit data lines.
* On board precision reference voltage.
* Low power consumption.
* Fits in 19 Inch Rack ("19 connector lay-out)
* No difficult components (this is no contradiction!)

It's ready On Desk, It's ready for me and it could be ready for you!

Ask: Marc Marc Amsterdam for datails.
Phone +31 20 6259847.
Or E-mail to: benten@hacktic.nl

5223. Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 17:28:45 UTC
From: mora@AFQA6140.mop.ibm.com
Message-ID: <CFvKK0.qrA@hawnews.watson.ibm.com>
Source record: 36178
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mark Santora writes:
>Effective immediately, Atari Computer Corporation has ceased
>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
>released late on Friday., October 29, 1993.

>I was given this information by my broker who constantly checks the
>Atari news for me.

Pal, I don't know who is your broker, but I'd rather double check his
books. Atari stock is climbing steadily. Maybe they don't OWN plants
anymore, but they keep contracting for batches of new computers.

Please get your facts straight before spreading FUD.

--
Frederic Mora - IBM France, Montpellier - Software engineer
AIX Application Development - mora@vnet.ibm.com

5224. Multiple RS-232 ports?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 18:38:00 UTC
From: lundquist@panam1.panam.edu
Message-ID: <2NOV199312382316@panam1.panam.edu>
Source record: 36175

Is there any sort of device/cartridge/etc that I can hook
into my 1MB 520ST that would give me more than 1 rs-232
port?

Thanks,
- Eric Lundquist | "Friends don't let friends |
University of Texas - Pan American | use MS-DOS." |
Edinburg, Texas 78539 USA Earth Sol +==================================+
LUNDQUIST@PANAM.EDU - Internet | (210)381-2570 - MaBellNet |
LUNDQUIST@PANAM1 - BITNET | E.LUNDQUIST1 - Genie |

5225. STalker problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 18:51:22 UTC
From: ehood@convex.com
Message-ID: <1993Nov2.185122.28781@news.eng.convex.com>
Source record: 36176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've discovered a problem with STalker line history scrollback buffer. Anytime I call 'tset' on a Unix system, STalker will no longer save any lines in the scrollback buffer.

Also, I've noticed that STalker has the occasion to lose a character or 2. Also, I cannot figure out how to get a 80x24 character window on a 640x400 display using the default system font (Using a smaller font is too much of an I strain). STalker only allows me to resize to 80x23.

Personally, I think Uniterm is more robust (and faster), but it will not run on a Moniterm Viking. Plus, it cannot run as a desk accessory like STalker.

Has anyone else had these problems?

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

5226. Desk ACC limit

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 18:56:43 UTC
From: ehood@convex.com
Message-ID: <1993Nov2.185643.29620@news.eng.convex.com>
Source record: 36177
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What software is out there that will let me load more than 6
desk accessories? I tried using DC Stuffer, but it seems to
srew up the system path and NeoDesk will fail in it's auto
execution.

I'd like something that is robust and is proven to work on
non-standard ST displays (i.e. 3rd party graphic boards).

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

5227. ObjectiveC available (was: Compiling GCC!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 20:19:22 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <CFvsGB.1u1@dutiws.twi.tudelft.nl>
Source record: 36180

Hello,

To compile gcc you'll need a Minix fs and MiNT. Get the files update33.zoo
and update34.zoo from atari.archive.umich.edu, together they contain the
patches to the standard gcc distribution to make it run on ST/TT/Falcon.
I have compiled gcc 2.5.0 first as a crosscompiler on a Unix host and then
as a native compiler.
The prepatched gcc sources as well as binaries linked with MiNTLibs pl 39
can be found at ftp.twi.tudelft.nl:/pub/atari

I have also made the Objective C compiler and runtime. They work for me...

Bart Schuller schuller@ftp.twi.tudelft.nl

5228. Re: Can't Boot from Harddrive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 21:51:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A54544@M4.maus.de>
Source record: 36121

>have you used HDX to set C to be a bootable partition? I forgot this when
>repartitioning my drive last time and got the same problem.
>Ataris HD software sucks. As soon as funds allow I'll get the ICD pro.

In fact, you'll have to use HINSTALL.PRG for _that_ task.

The Atari software doesn't suck, it's tailor made for the entirely stupid
user. The latter cannot destroy anything by setting wrong options, since
there aren't any :-)

5229. 33 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 23:09:23 UTC
From: lho@kirchoff.ee.rochester.edu
Message-ID: <2b6pb3$1b8@kirchoff.ee.rochester.edu>
Source record: 36181

Hi
I switch on my MegaSte and get 33 bombs on screen straight away.
(well, at first 4 but immediately follow by the rest)
What does that means?

Thanks
...
ling cherd

5230. Re: Hooray! English CoNnect Manua

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 23:19:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A54549@M4.maus.de>
Source record: 36120

>Sorry again for the long waiting time, now there's light at the end of
>the tunnel :-)

Let's hope it's not the headlamp of a train :-)

5231. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-02 23:39:22 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Nov2.183922.16230@umiami.ir.miami.edu>
Source record: 36184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CFvKK0.qrA@hawnews.watson.ibm.com>, mora@AFQA6140.mop.ibm.com (Frederic Mora) writes:
> Mark Santora writes:
>>Effective immediately, Atari Computer Corporation has ceased
>>production of ALL of it's computer lines. This includes all TOS,
>>DOS, and hand-held computers. This information was
>>released late on Friday., October 29, 1993.
>
>>I was given this information by my broker who constantly checks the
>>Atari news for me.
>
> Pal, I don't know who is your broker, but I'd rather double check his
> books. Atari stock is climbing steadily. Maybe they don't OWN plants
> anymore, but they keep contracting for batches of new computers.
>
> Please get your facts straight before spreading FUD.

As it was expained to me, Atari has stopped building the Falcon because they wre only building it on a need/order. Also, the stock was hovering at 8 points until AFTER they made the announcement on Friday. It was lsat at 10 3/8 last I checked.

-Mark Santora

BTW, I am not an anti-atari man as many have flamed me due to my bringing this information out. I own 3 ST's and really don't enjoy the idea of support being dropped for my favorite machine.

>
> --
> Frederic Mora - IBM France, Montpellier - Software engineer
> AIX Application Development - mora@vnet.ibm.com

5232. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 00:41:41 UTC
From: gregs@eskimo.com
Message-ID: <CFw4Lq.H3u@eskimo.com>
Source record: 36106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ehood@convex.com (Earl Hood) writes:

>What software is out there that will let me load more than 6
>desk accessories? I tried using DC Stuffer, but it seems to
>srew up the system path and NeoDesk will fail in it's auto
>execution.

>I'd like something that is robust and is proven to work on
>non-standard ST displays (i.e. 3rd party graphic boards).

Try MultiDesk Delux, from Codeheads (Charles F. Johnson.)

CodeHead Software
P.O. Box 74090
Los Angeles CA 90004
(213) 386-5735

A lot of people do not like Codeheads for various reasons, but this
program is very nice. You can load or dump .ACCs at will, and you're
confined only by memory. Plus there are other goodies.

--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

5233. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 01:30:57 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov3.013057.1124@bradford.ac.uk>
Source record: 36182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Earl Hood (ehood@convex.com) wrote:

: What software is out there that will let me load more than 6
: desk accessories? I tried using DC Stuffer, but it seems to

The software I know of to allow more than 6 DA's in at once are DC Stuffer (as you have already mentioned), MULTIDESK (DELUXE) by Charles F. Johnsson (codehead software?).

In my opinion, Atari's answer to the 6 DA limit was to ignore them, and instead turn to CPX's. I think that they are now widely abused. The Control Panel should be used for control, surely?

The other alternative is Chameleon. Whilst it does not allow more than 6 DA's in at once, it allows you to load and unload accessories into the space it occupies, solving most problems of the 6 DA limit.

One thing to watch when using Chameleon on older TOS versions (pre 1.4 I think) is that when you chameleon something in whilst in an application, quitting the application will not give you back its memory until you chameleon the accessory out again. Similarly, when you chameleon something in whilst on the desktop, then run an application, dechameleoning the accessory will not give the ST back that memory until the application is terminated.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

5234. Reading samples from Prosound

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 08:11:29 UTC
From: borst@cs.utwente.nl
Message-ID: <1993Nov3.091130@cs.utwente.nl>
Source record: 36186

Hi,

I got an old sound sampler to attach to the printer port of my ST.
It is called Prosound.
Now I want to want to write my own sample software, but I am having troubles
reading the data from the sampler.
I tried toggling the strobe line to start a conversion and then read the data
from the printer port, but it seems it is not as simple as that...

Does anyone knows how to read samples from this particular sampler?

Thanks a lot,
Pim.

5235. TOS 2.0 -- .TTP Problem ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 08:19:47 UTC
From: dobi@cent.gud.siemens.co.at
Message-ID: <1993Nov3.081947.11908@siemens.co.at>
Source record: 36185

```
Hi,

I'm using TOS 2.0 (started as a program from out of the
AUTO folder).
When starting a .TTP I have problems with the parameter passing:
for instance the parameterline: "-x -v -f dvp\xa.sar dvp\xa"
leads to following parameters received by the program:
argv[0]="";
argv[1]="xa"

=> everything before the last '\' is removed.

BTW I've been using Turbo C 2.0 for the development of the .TTP

Any hints / work arounds ?

Thanks in advance
Rainer

--
#include <std.disclaimer>
-------------------------------------------------------------------------------
Rainer Dobiasch | Internet: dobi@cent.gud.siemens.co.at
Siemens AG Austria | Phone: (+43-1) 601 71 - 5988
Gudrunstrasse 11 | Fax: (+43-1) 601 71 - 6399
A-1100 Wien |
-------------------------------------------------------------------------------
```

5236. Using the desktopicons on Falcon supplied by some prgs.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 08:29:09 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2b7q4l$jbc@sus.edu.eur.nl>
Source record: 36187

Hello. I don't know if this is a real techie question, but i'll
ask it anyway.

Some programs like SpeedOfLite and gemview have a icon supplied to be
used on the desktop. But i don't know how to use these icons.

I did rename the file SpdIcon.rsc in deskicon.rsc But that just changes
all icons in the SpeedOfLite icon. So i think that i should append it
behind the deskicon.rsc, but i have absolutely no clue how to do such a
thing.

Please help me out here, thanks

****
* M.A.Onstwedder - Cspas050@sus.edu.eur.nl *
* ------------- *
* Desperately in need for a strangers hand in a desperate land. *
* --- Doors --- *
****

5237. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 08:37:27 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov3023727@flammulated.owlnet.rice.edu>
Source record: 36098
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.094642.16224@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
<tirade deleted>
>
>
> Is this guy for real ?
>
> Craig.

Who, my broker,or me? We are both very real. Anyway, I can't tell you how many pissed of letters I got over this. Jesus, kill the messenger with the bad news...

Don't you think it would have been a good idea to call Atari for confirmation before you posted the original message? Didn't you think it was a little odd that Atari stock was still climbing when you heard this?

Spreading rumors is not a valued net activity...

--
---> Kendall Gelner (kendall@rice.edu)

5238. Re: Multiple RS-232 ports?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 09:03:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A58428@K.maus.de>
Source record: 36119

LEG>Is there any sort of device/cartridge/etc that I can hook into my 1MB
LEG>520ST that would give me more than 1 rs-232 port?

There is a S'hard'ware project in progress here in Germany that gives you two additional serial ports. It is announced that they will work with115kbaud simultaneously in an 8 MHz ST. Beta version are already working.

I don't know too much about the project, but I'm sure that the release of the first non-beta version will be announced.

Regards,
Andreas

5239. Re: Re: Megafile 30 - low level format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 09:09:01 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CFws32.Fst@hpbbrd.bbn.hp.com>
Source record: 35965

Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:
> I WROTE IT DOESN`T WORK WITH BLANK RLL HARDDISKS WHICH WERE NOT ATARI FORMATTED
> BEFORE AND ACSI2RLL CONTROLLERS, e.g. MEGAFILE !!
> I KNOW IT WORKS WITH SCSI ONES!!!!!

No need for shouting. First, there is no such thing as an ACSI-to-RLL
controller. There are ACSI/SCSI host adapters and there are controllers
that convert SCSI to ST506 (RLL or MFM drives). Julian is quite right
when he says that HDX only uses SCSI commands (in ACSI disguise, of
course) and no special magic, even with Megafiles.

> : There's no such thing as a `low level' format. HDX uses that standard
> : FORMAT
> : command. It's possible that in recent HDX versions the support for the
> : old Megafiles (ST506 interface) has been dropped (use an old HDX version
> : then).
>
> once again...RTFM!

Which f*cking manual do we have to read to learn about 'low level format'
commands for SCSI controllers/drives? I've read a lot of SCSI controller
and drive manuals, and believe me, there is no 'low level format'
command. There are small differences, when it comes to handling
defects, but neither HDX nor the Supra software use these defect
mapping capabilities of certain drives/controllers (as far as I know).

> HDX looked for the bad sector map, didn't find it, and left no device selectable
> in the Format dialog. After (low-)formatting the disk with the Supra, HDX did
> it again, as Supra made a new bad sector list.

Aha! Now we're coming to the point. The Supra software didn't "low-format"
the drive, it was just smart enough to figure out what to do with
a drive that had not been formatted before. HDX is quite touchy here,
but these problems do not have anything to do with low-level
formatting voodoo - just a little laziness on the programmer's side.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

5240. Re: Re: HD Utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 09:13:42 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CFwsAv.Fz0@hpbbrd.bbn.hp.com>
Source record: 35963

Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:
> Use AHDI 5.X. It's the fastest, as it doesn't look too much for IDE devices on
> bootup.

It may be fast at bootup time, but AHDI in general is about 10% slower
on the ACSI bus than some other HD drivers. This figure is valid when
it comes to transfers of large sector chunks. I don't have the figures
here for small transfers.

To speed up the boot process, most HD drivers can be configured
so that they only check certain ACSI/SCSI/IDE targets (and not
all of them).

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5241. Re: Formatting a 1.4 MB diskette on a SCSI floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 09:14:25 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2b7sph$rjq@cismsun.univ-lyon1.fr>
Source record: 36188
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.93Nov2062855@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:
>
>I understand that there are some floppy formatters that handle HD
>floppies! Do any of these work on such a floppy connected to an
>Insite floptical drive? ICDFMT, from ICDBOOT Pro 6.20, does *not*
>do this on my Mega 4 STfm running TOS 2.06.
>
>Any suggestions?
>
Give a look at the commercial product "KOBOLD II"..
I make no promise about this, but it formats HD and ED on "normal" drives for
sure.

5242. Re: Using the desktopicons on Falcon supplied by some prgs.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 09:38:20 UTC
From: BACH@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CFwtFy.89q@bernina.ethz.ch>
Source record: 36190

In <2b7q4l$jbc@sus.edu.eur.nl> cspas050@sus.edu.eur.nl writes:

> I did rename the file SpdIcon.rsc in deskicon.rsc But that just changes
> all icons in the SpeedOfLite icon. So i think that i should append it
> behind the deskicon.rsc, but i have absolutely no clue how to do such a
> thing.

You have to use a resource construction kit like Interface (>=2.0) where you
can load the spdicon.rsc and deskicon.rsc. Then you drag the Icon in
spdicon.rsc into the deskicon window.
Save it, restart and select it via Menubar.

REMEMBER: DO NOT DRAG ANY ICONS IN THE DESKICON, BECAUSE IN NEWDESK.INF
IS ONLY THE INDEX OF THE ICONS, i.e. you will end up with messed icons.

-B.A. Christen

5243. Re: Help with learning C....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 10:18:07 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CFwvA8.7L9@barclays.co.uk>
Source record: 36092

In article <1993Oct26.132741.10670@infodev.cam.ac.uk>, pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:
|> I would like to learn how to program in C for my Falcon.
|> I have a couple of ideas for simple programs to try.
|> But I have no idea where to start. (presumably the manual will explain what to
|> type to do different things, like for example displaying a picture, moving
|> sprites etc)
None of the above. You will have to write your own routines to do graphics that aren't GEM or VDI based.

|> Which is the easiest to learn and use/cheapest/your favourite (in that order :-))
|> program to use?
|> (I have heard Lattice C is good)
I like Lattice C and it's intergrated environment. I suggest you go out and buy a good book on C such asthe Waite Groups C Primer plus to get a feel for the C language and what it can do for you. Next get some Atari C source code - especially graphics based stuff to see what is involved. Then maybe consider getting a compiler - they're not cheap so make sure you know what your getting. Don't expect anything like STOS or whatever with lots of pre-done graphics/sound commands.

|> Are there any books/faqs/etc to read about programming C?
There is a C FAQ. Probably in comp.sys.prog.c or whatever the C programming group is called.

|> Will a general book on C be of any use or will it be specific to a certain type
|> of computer e.g. PC?
Many books are sort of PC or Unix specific. The one mentioned above is fairly generic. To be honest, even a PC specific book will teach you enough to write C on the ST. You'll need to get something like the Atari Compendeum to show you the ST specifics.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

5244. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 11:33:22 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2b84u2Edgu@uni-erlangen.de>
Source record: 36091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

c2sgy@dmu.ac.uk (SG Yardley) writes:

>I also doubt seriously whether they want to make compatibles at all.
Yes, and let's remember that Atari _did_ produce DOSO-clones. Were not very successful by the way... :-))

And remember: Atari's future might be brighter than we can think of today.

Regards
Tommi

5245. Re: 33 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 11:58:33 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-031193115833@ngalm099.gal.nt.com>
Source record: 36094

In article <2b6pb3$1b8@kirchoff.ee.rochester.edu>,
lho@kirchoff.ee.rochester.edu (Ling Cherd Ho) wrote:

>
> Hi
> I switch on my MegaSte and get 33 bombs on screen straight away.
> (well, at first 4 but immediately follow by the rest)
> What does that means?
>
> Thanks
> ...
> ling cherd

I used to get something like this when I had memory problems in my STFM.
I was installing a 4Meg board, some connections were loose, used to get a
screenful of bombs on startup.

When I found the problem, it was a memory chip connection on a simm.
Must have been intermittent.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5246. Re: Multiple RS-232 ports?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 12:51:56 UTC
From: fangmeie@rzdspc21.informatik.uni-hamburg.de
Message-ID: <2b89hc$aq9@rzsun02.rrz.uni-hamburg.de>
Source record: 36093

In article <2NOV199312382316@panam1.panam.edu>,
lundquist@panam1.panam.edu (Lundquist, Eric G.) writes:
|> Is there any sort of device/cartridge/etc that I can hook
|> into my 1MB 520ST that would give me more than 1 rs-232
|> port?

Hello!
If you don`t need your MIDI-Port, you can "convert" it easy into a RS-232-Port!

Only a view wires, one ore two Ic's (top multiplex the CTS/DTR/RING etc. Signals)
and there ist a new RS-232! AND: It can run with 38400 Baud!

In a German Atari Magazin (ST-Computer) was a description for this "operation".
IF you understand German, I can copy it for you..
I don`t know, if a translation is made...

Have a nice day

Jens

5247. Re: Using the desktopicons on Falcon supplied by some prgs.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 12:59:22 UTC
From: error@stack.urc.tue.nl
Message-ID: <2b89va$iba@tuegate.tue.nl>
Source record: 36095

cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:

>Hello. I don't know if this is a real techie question, but i'll
>ask it anyway.

>Some programs like SpeedOfLite and gemview have a icon supplied to be
>used on the desktop. But i don't know how to use these icons.

I don't know if it will work on a Falcon, or with multicolour icons, but
you can move icons from rsc files to another rsc file with Codeheads
Icon Juggler. Shareware.

Erlend.
--
Erlend Nagel \ | / Phone: +31 73 123532
Technical writer... \|/ Address: J. Schofferlaan 9,
in 11 months... /|\ 5212 RE, Den Bosch,
I hope :-) / | \ the Netherlands.

5248. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 13:29:15 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2b8bnb$nte@titan.ucs.umass.edu>
Source record: 36097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.185643.29620@news.eng.convex.com>,
Earl Hood <ehood@convex.com> wrote:
>
>What software is out there that will let me load more than 6
>desk accessories? I tried using DC Stuffer, but it seems to
>srew up the system path and NeoDesk will fail in it's auto
>execution.
>
>I'd like something that is robust and is proven to work on
>non-standard ST displays (i.e. 3rd party graphic boards).
>

I recommend Geneva if you want to abolish the six accessory limit. Geneva
is very compatible. It not only allows you to have as many desk accessories
as your memory will allow, but alllows you to terminate or load them at any
time. (Note that some desk accessories don't get along well with being
terminated, but most do.) Plus you get all of the other advantages of Geneva
like multitasking GEM applications, a new item selector, a whole new look
including 3D buttons for ANY Atari, and much more.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

5249. Looking for info about using old PC hard disks with STs.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 13:34:25 UTC
From: adw@ukc.ac.uk
Message-ID: <6424@eagle.ukc.ac.uk>
Source record: 36096

I am hoping to obtain an old PC hard disk for free(ish).

What I'm looking for is information from anyone out there who has used an old PC hard disk with their ST. I have read the FAQ, and not wishing to spend any money, I have decided not to go via the adaptec-SCSI-SCSI adaptor-ST route.

At the moment it is my intention to build an ST compatible hard disk controller of my own using a variety of components that I have to hand. Does anyone have any experience of this?

Finally, any tips for software - is there any PD stuff that I can use to format and partition and otherwise support a hard disk, or will I need to write my own? Are there any good (free) sources of information on these kinds of subjects?

Thanks in advance,

Lloyd.

5250. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 14:14:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1529@usdtsg.DaytonOH.NCR.COM>
Source record: 36100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.104854.29741@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:
>In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>
> [Misc. Atari Computer Doom n Gloom Deleted...]

>I also doubt seriously whether they want to make compatibles at all.
>Take a look at CBM. They are pulling out of the PC market because it
>is too competitive and it nearly dragged them under ... (which isn't a
>bad thing ... :-))

I think Atari DID used to make some PC-clones, but I don't believe they were ever released in the U.S. (for some reason, I'm thinking they were in Canada, though). The problem with clone-making is that there are quite a lot of competitors doing clones, and thus the profit margins are getting hurt - and you need half-decent profit per unit, or the reasons to produce the product become less convincing...

Rob

"I accidentally put instant coffee into a microwave, and almost went back in time..."

5251. Re: Want to use C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 15:02:29 UTC
From: comeau@csanta.attmail.com
Message-ID: <2b8h65$en1@panix.com>
Source record: 36099

In article <751936944snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>In article <H.eg.DvBZRjMloAQ@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>>Comeu C++ should be out some day; I wonder if it will include Lattice C
>
>Not AFAIK, but then I've not seen any versions of Comeau C++ yet...

We expect to make a formal official announcement about
Comeau C++ 3.0 With Templates for the Atari around November 15, 1993.

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418-3214
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

5252. Re: SpeedoGDOS vs. NVDI 2.50

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 15:14:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.910075@cix.compulink.co.uk>
Source record: 36101

In article <CFv67z.Eqn@ztivax.zfe.siemens.de>, michi@km21.zfe.siemens.de (Michael Klug) writes:
>Last week I got my SpeedoGDOS from my Atari dealer (7 months after
>buying the Falcon). I installed it. I switched off the NVDI GDOS. I ran
>the NVDI gemtest: *** error: wrong handle ***.
>
NVDI should run before Speedo, then you don't have to switch GDOS off,
NVDI does that automatically.

Ofir ogal@cix.compulink.co.uk

5253. Re: Hello!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 15:14:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.910076@cix.compulink.co.uk>
Source record: 36102

In article <1993Nov2.155621.8806@eua.ericsson.se>, nikhan@erix.ericsson.se (Niklas Hanberger) writes:
[...]
>length!=18000
>dma!=&HFF8900
>REM Reset DMA
>POKE dma!,0
>
>REM Sample rate and mono mode
>POKE dma!+32,&H81
>

I don't know what's causing the problem, but you don't need single precision numbers for memory addresses. HiSoft BASIC 2 has a DMA library which should help. For memory addresses use & (long ints).

Ofir ogal@cix.compulink.co.uk

5254. Re: Multiple RS-232 ports?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 16:55:04 UTC
From: healy@nosc.mil
Message-ID: <1993Nov3.165504.25093@nosc.mil>
Source record: 36103

In article <2b89hc$aq9@rzsun02.rrz.uni-hamburg.de>
fangmeie@rzdspc21.informatik.uni-hamburg.de (Jens Fangmeier) writes:
>In article <2NOV199312382316@panam1.panam.edu>,
>lundquist@panam1.panam.edu (Lundquist, Eric G.) writes:
>|> Is there any sort of device/cartridge/etc that I can hook
>|> into my 1MB 520ST that would give me more than 1 rs-232
>|> port?
>
>Hello!
>If you don`t need your MIDI-Port, you can "convert" it easy into a RS-232-Port!
>
Gack! If you don't need your MIDI-Port, you don't need an ST :-)

Mike Healy

healy@nosc.mil

5255. Re: Turbo C Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 18:31:00 UTC
From: Thomas_Dorner@f.maus.de
Message-ID: <A12877@F.maus.de>
Source record: 36047

dobi@cent.gud.siemens.co.at schrieb am 2.11.93 um 8:10:

d> I am using Turbo C 2.0
d>
d> Is it possible to make a define in the project file ?
d>
d> How to specify a second include directory? (I'm afraid it's not
d> possible at all.)
d>
d> Thanks!

Sure it is! Take this for an example:

```
tc_help.ttp
.C[-I\c\gmdtools\inclib -DDEBUG] ; includepath and define
=
tcstart.o
tc_help.c
decomp.c
compile.c [-W-par]
parser.c [-W-stv -W-def -DNDEBUG] ; additional define
...
```

See pages 186f,197f of TFM :-)
(1. Auflage Januar 1990).

Thomas

5256. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 18:36:52 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cd7ed34a4c70@traveller.freiburg.sub.org>
Source record: 36110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

SG Yardley (c2sgy@dmu.ac.uk) wrote:

>> Effective immediately, Atari Computer Corporation has ceased
>> production of ALL of it's computer lines. This includes all TOS,
[..]
>I also doubt seriously whether they want to make compatibles at all.

In Germany, Atari sold the last computers from it's DOS compatible ("ABC")
line at the end of last year.

I don't think they did make much money with it.

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

5257. Re: STalker problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 18:49:03 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Nov3.184903.15371@nrtpa038.bnr.ca>
Source record: 36104
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.185122.28781@news.eng.convex.com>, ehood@convex.com (Earl Hood) writes:
|>
|>
|> I've discovered a problem with STalker line history scrollback buffer.
|> Anytime I call 'tset' on a Unix system, STalker will no longer save any
|> lines in the scrollback buffer.
|>
|> Also, I've noticed that STalker has the occasion to lose a character or
|> 2. Also, I cannot figure out how to get a 80x24 character window on a
|> 640x400 display using the default system font (Using a smaller font is
|> too much of an I strain). STalker only allows me to resize to 80x23.
|>
|> Personally, I think Uniterm is more robust (and faster), but it will
|> not run on a Moniterm Viking. Plus, it cannot run as a desk accessory
|> like STalker.
|>
|> Has anyone else had these problems?
|>
|> --ewh

I was frustrated by the less than full terminal (80x24) mode of Stalker until the beginning of last year, when I bought a TT. Everything works great in 640x480 with 16 colours.

I know that's not much help but it did solve my problem :)

But seriously, you may want to install the overscan modification into your ST, to increase your monochrome resolution. Some one else may be able to help you with how to get your hands on this modificaton.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

5258. No curser in TCSH w/MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 19:48:37 UTC
From: selick@csa.bu.edu
Message-ID: <2b91ul$t8a@news.bu.edu>
Source record: 36105

I am trying to set up TCSH under Multitos, and I can't seem to get a blinking curser at the command lin. Also, the curser keys don't seem to work to page through the history buffer.

Any ideas?

-Steve
selick@csa.bu.edu

5259. Re: Hooray! English CoNnect Manua

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-03 22:07:04 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1533@usdtsg.DaytonOH.NCR.COM>
Source record: 36107

In article <A55311@SL.maus.de> Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
>congratulations :-)
>
>I'm now desperatly waiting for the german one (registered yesterday,
>testing-time: 10%)
>
>Bye
> Stefan

Are you talking PRINTED manual, or online help/menus?

Check your files - is there one called CONNGER.HLP and CONNGER.RSC?
If so, rename CONNECT.HLP to CONNENG.HLP and CONNECT.RSC to CONNENG.RSC
then rename CONNGER.HLP to CONNECT.HLP and CONNGER.RSC to CONNECT.RSC
and voila! a German online help and menus...

(I believe those are the correct names)

Then again, I have a PRINTED manual in GERMAN (and it takes too long
to look things up) - I'm just happy about the online help - it makes
life easier...

Rob

"anyone notice ATOM rearranged is MOAT?"

5260. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 00:26:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16200@uqcspe.cs.uq.oz.au>
Source record: 36108
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>dlk0ms9s@umiami.ir.miami.edu writes:
>>
>> [My broker says "Atari drops computers"]

>Is this guy for real ?

Yes, he's REAL GULLIBLE. Or thinks we are.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| _________________________

5261. Re: Memory upgrade - I want it bigger!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 02:12:03 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2b9odjlNNsmg@rs1.rrz.Uni-Koeln.DE>
Source record: 36109

In <CFvC1M.72q@cck.coventry.ac.uk> srg008@cck.coventry.ac.uk (Darrian) writes:

>Hiya all!

>I've got an Atari 520STFM that has been upgraded to 1meg memory and
>I was wondering whether I can replace the four RAM chips on the mini
>circuit board that came with the expansion with four different RAM chips
>to increase the memory total to 2 or 4 MBytes.

It is my understanding that memory in the ST is organized into two
banks, each of which can hold either 0.5 or 2 MB. A 520 upgraded to 1 MB
typically has two banks of 0.5 MB. Depending on how the memory upgrade
is done, it can be quite easy to take out the 0.5 MB and replace them
with 2 MB, giving you a total of 2.5 MB. I once did that with my ST. On
the other hand, the memory on the motherboard cannot be upgraded, so
unless your memory expansion board does not have an option to hold two
banks, you cannot use it to upgrade your computer to 4 MB.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

5262. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 05:00:47 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov4.000047.18947@cobra.uni.edu>
Source record: 36112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.183922.16230@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
> In article <CFvKK0.qrA@hawnews.watson.ibm.com>, mora@AFQA6140.mop.ibm.com (Frederic Mora) writes:
>> Mark Santora writes:
>>>Effective immediately, Atari Computer Corporation has ceased
>>>production of ALL of it's computer lines. This includes all TOS,
>>>DOS, and hand-held computers. This information was
>>>released late on Friday., October 29, 1993.
>>
>>>I was given this information by my broker who constantly checks the
>>>Atari news for me.
>>
>> Pal, I don't know who is your broker, but I'd rather double check his
>> books. Atari stock is climbing steadily. Maybe they don't OWN plants
>> anymore, but they keep contracting for batches of new computers.
>>
>> Please get your facts straight before spreading FUD.
>
> As it was expained to me, Atari has stopped building the Falcon because they
> wre only building it on a need/order. Also, the stock was hovering at 8 points
> until AFTER they made the announcement on Friday. It was lsat at 10 3/8 last I
> checked.

I would not be surprised if Atari did stop manufacturing the Falcon. The
Falcon has been a bomb sales wise. Remember Atari had a 6 million in sales
last quarter.
>
> -Mark Santora
>
> BTW, I am not an anti-atari man as many have flamed me due to my bringing
> this information out. I own 3 ST's and really don't enjoy the idea of support
> being dropped for my favorite machine.
>

Welcome to the club. I have a lynx and it didn't go anywere. I have seen the
future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
Does anyone believe Atari will spend money for advertisement?
Sell your Atari stock while you have a chance.

Peter Sinclair-Day
Univ. of Northern Iowa

>>
>> --
>> Frederic Mora - IBM France, Montpellier - Software engineer
>> AIX Application Development - mora@vnet.ibm.com

5263. Downloading From Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 05:14:58 UTC
From: rbrand1@gl.umbc.edu
Message-ID: <2ba34iINN4f4@xsa04.gl.umbc.edu>
Source record: 36111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Downloading From Unix
Summary:
Followup-To:
Distribution:
Organization: University of Maryland, Baltimore County
Keywords:
Cc:

I have an Atari 520st, but i need a terminal emulator with vt100
emulation. I ftped Uniterm from clausthal, but I have no way to download it
from my school's unix server. i am currently using the harlekin desktop
utility emulator, but it only supports xmodem. My school only supports Kermit
(and no, Zmodem isn't installed). I've tried Capturing the files and editing
out the garbage with a hex editor, but this doesn't work. If anybody has any
suggestions, please post or email me at rbrand1@gl.umbc.edu

Thanx,
Rob--

GoZeR the Gozerian | "Dad, do you know anything about douce?"
email: rbrand1@gl.umbc.ed | "No, but I do know antifreeze when I see
Lions : 4 | it and that's what you're holding!"

5264. PROPOSAL: Palette Handler

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 06:22:24 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16210@uqcspe.cs.uq.oz.au>
Source record: 36113

DRAFT PROPOSAL

"For centralized colour handling
in multi-application environment."

by Warwick Allison
warwick@cs.uq.oz.au

Under a multi-tasking environment on a palette-based display, applications should co-operate to make most efficient use of the palette.

Since the palette is a shared resource, a central resource allocation scheme is required, especially when the palette is large but not infinite (ie. 256 colours). It should be in the OS, but it isn't.

The model proposed uses a desk accessory, CPX, or concurrent program, called "the Palette Handler" to which requests can be made, and from which allocations are gained.

This is a draft proposal. If we can get it right, it will make life a lot easier for programmers, and a lot prettier for users.

Here is the model:

(Colour==Color throughout)

For each palette entry, the Palette Handler has a "Lock" flag indicating if the entry is:

1. Free
No application can use it until it is locked.

or 2. Locked
The colour can not be changed until it is freed by
all applications using it.

or 3. ExclusiveLocked
The colour can be changed freely by the owner.

The Lock can change state when the applications make a request.
The possible transitions, and requests that cause them are:

Free -> Locked GetColour by some app
Free -> ExclusiveLocked GetExclusiveColourIndex by some app (now owner)
Locked -> Free FreeColourIndex by all apps
Locked -> ExclusiveLocked Not permitted (what would it mean?)
ExclusiveLocked -> Free FreeColourIndex by owner app
ExclusiveLocked -> Locked LockColourIndex by owner app

Application functions:

```
int GetColourRGB(int rgb[3], int toll[3]);
int GetColourHSLV(int hslv[4], int toll[4]);
int GetColourCYMK(int cymk[4], int toll[4]);
-1 = no free colours, else index to use.

int GetExclusiveColourIndex();
-1 = no free colours, else index to use.

void FreeColourIndex(int index);
void LockColourIndex(int index);
```

RPC's go via evnt_messages.

ACC/CPX functions:

1. View state of locks.
2. Change colours.
3. Change locks. (forceful and novice)

or

1. Only from script file. (uses no ACC slot)
eg. lock some colours.

Deficiencies:

This proposal needs to be extended to allow the "one palette per application" model - where the palette changes when the window "in focus" (ie. on-top, or mouse-inside) changes.

Perhaps this can be done by making ExclusiveLocked colours just per-application. ie. with a 16 colour palette, every application can set N Locked colours and 16-N ExclusiveLocked colours, but must restore its palette and palettes of other programs itself.

Questions:

Do we implement:

safe, expensive - remember id's of all apps who lock,
and only honour one lock.

or co-operatively - only remember the count of
number of locks, and trust apps to
only FreeColourIndex's they have locks on.
eg. Free = 0; Locked = #locks; Exclusive = -1

or both. (ie. let user decide if apps are trustworthy)

Do we:
Remember the "average" colour of a locked colour, and keep it at that? (sounds cute, but confusing to user).

Other thoughts:

If the VDI is TrueColour, or maybe even if <16 colour, the desk accessory
doesn't install itself [is that possible?].

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5265. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 06:44:15 UTC
From: dburns@world.std.com
Message-ID: <CFyG1s.Fzv@world.std.com>
Source record: 36114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ehood@convex.com (Earl Hood) writes:

>What software is out there that will let me load more than 6
>desk accessories? I tried using DC Stuffer, but it seems to
>srew up the system path and NeoDesk will fail in it's auto
>execution.

>I'd like something that is robust and is proven to work on
>non-standard ST displays (i.e. 3rd party graphic boards).

> --ewh
>--
> Earl Hood | CONVEX Computer Corporation
> ehood@convex.com | 3000 Waterview Parkway
> Phone: (214) 497-4387 | P.O. Box 833851
> FAX: (214) 497-4500 | Richardson, TX 75083-3851

I am now using Gribnif's Geneva. I can load as many accessories as my 4 megs will allow, and remove them at will. If I terminate programs (accs) in reverse order, the memory is freed up (not fragmented). It's great to run STalker, STFax, Maxifile, XCONTROL, Idle (screen saver), G-Plus+ (acc), and still be able to load EdHack or something else, use it, and terminate it.
You don't have to rename your accs either; they will load as .ACC or .ACX, and you can put the ones you want at boot up in a seperate folder, and set a PATH= in Geneva.

Dave Burns

5266. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 08:09:56 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2badckINNh24@sat.ipp-garching.mpg.de>
Source record: 36115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

brandon robert (rbrand1@gl.umbc.edu) wrote:

: I have an Atari 520st, but i need a terminal emulator with vt100
: emulation. I ftped Uniterm from clausthal, but I have no way to download it
: from my school's unix server. i am currently using the harlekin desktop
: utility emulator, but it only supports xmodem. My school only supports Kermit
: (and no, Zmodem isn't installed). I've tried Capturing the files and editing
: out the garbage with a hex editor, but this doesn't work. If anybody has any
: suggestions, please post or email me at rbrand1@gl.umbc.edu

If you have uudecode on your Atari, you could uuencode the file, download it
as text and uudecode it on the Atari. Another possibility would be to get
xmodem for Unix somewhere and compile it on your server.
Otherwise you probably would have to get one of these programs from a friend
on disk. (One of these programs: uudecode/Uniterm/Kermit).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de, krasel@vms.biochem.mpg.de */
/* "People are DNA's way of making more DNA." (R. Dawkins/anonymous) */

5267. Re: Formatting a 1.4 MB diskette on a SCSI floptical drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 10:34:17 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CFyqp5.7n1@hpbbrd.bbn.hp.com>
Source record: 35966
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ralph Sobek (ralph@cerfacs.fr) wrote:
> I understand that there are some floppy formatters that handle HD
> floppies! Do any of these work on such a floppy connected to an
> Insite floptical drive?

No. Flopticals are SCSI drives, no disk drives. They are handled
completely different from a hardware programmer's point of view.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5268. Re: 33 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 10:36:53 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CFyqtI.7p5@hpbbrd.bbn.hp.com>
Source record: 35962

Ling Cherd Ho (lho@kirchoff.ee.rochester.edu) wrote:
> I switch on my MegaSte and get 33 bombs on screen straight away.
> (well, at first 4 but immediately follow by the rest)
> What does that means?

I can't tell from that description. Try the following tests:

- disconnect the mouse
- remove floppies in the disk drive
- press the ALT key during the power-on phase

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5269. Re: TOS 2.0 -- .TTP Problem ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 10:38:57 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CFyqwx.7qE@hpbbrd.bbn.hp.com>
Source record: 35964

Rainer Dobiasch (dobi@cent.gud.siemens.co.at) wrote:
> I'm using TOS 2.0 (started as a program from out of the
> AUTO folder).

You mean the illegal copy of an alpha TOS 2.0 that was spread long
time ago? Well, it's not a good idea to work with this version
anyway. Get a supported TOS version.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5270. Re: Hooray! English CoNnect Manua

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 12:12:00 UTC
From: Philipp_Oelwein@lu.maus.de
Message-ID: <A16695@LU.maus.de>
Source record: 36053

Peter Missel schrieb am 3.11.93 um 0:19:

PM> Let's hope it's not the headlamp of a train :-)

No, I've checked out that it's a one-way-tunnel with one track and *WE*
are
the train (and as soon I get the manuals delivered, we've also an engine).

Energize!

Philipp

5271. How do I set up gcc?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 13:23:28 UTC
From: andrew@minster.york.ac.uk
Message-ID: <752419408.4693@minster.york.ac.uk>
Source record: 36050

Can someone tell me how I set up gcc (preferably with debugger, and other tools, libraries, etc.) on my Falcon? I've tried but I've probably forgotten one little thing which is making it not work.

I'm also trying to set up a minix partition on my Falcon (I don't really like the short filenames and backward slash of the IBM's standard). I've set aside a 25Meg partition which is currently left unused on my external SCSI drive, and I want to use this. What shell, or desktop will I need to take advantage of this?

I'd like to set up a shell, etc. to work in TOS and MTOS so any further experiences and advice would be appreciated.

Please e-mail with any help to: andrew-atari@minster.york.ac.uk

-Andrew Hague

5272. Re:ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 15:31:33 UTC
From: ignac@mks.com
Message-ID: <1993Nov4.153133.19594@mks.com>
Source record: 36130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
> NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
> Effective immediately, Atari Computer Corporation has ceased
> production of ALL of it's computer lines. This includes all TOS,
> DOS, and hand-held computers. This information was
> released late on Friday., October 29, 1993.

ahh. so Darek's Gemulator has finally taken it's toll!!!!! :-)

Computer Motto of the 90's: "a Gemulator on every desktop"

(hey, much more catchy than the 80's motto from the mouth of bill shatner:
"the vic 20: the wonder computer of the 1980's")

btw: anyone have any concrete sales figures as to how many Falcon's are in
the hands people in the world?? any big name software houses doing any
software development for it??

-ig
--
========Ignac A. Kolenko================ignac@mks.com=======================

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
================================================================================
```

5273. Re: Problem with strtod() with -m68881 (gcc 2.4.5)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 15:33:37 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.6.000F8FE7@hermes.cam.ac.uk>
Source record: 36116

In article <2a91m0INN12vb@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>In <SCHWAB.93Oct22111149@issan.informatik.uni-dortmund.de>
>schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
>>You should compile everything with the same switches. With gcc-2.4.5
>>the convention of returning a floating point values has changed from
>>d0/d1 to fp0. This is more efficient, because there is no way to
>>directly copy from fp0 to d0/d1, only through memory. This also gives
>>more precision, since the floating point registers are always in
>>extended real format.
>Makes sense. But it seems this necessitates another class of libs
>(like libs with and without -mshort or -mbasrel). Is there a
>standard way to set up the compiler driver to use the fpu libs
>when called with -m68881 and the standard ones otherwise? I would
>welcome this, as I occasionally want to create executables for
>the plain vanilla STs here in the institute.

Could try this:
Write a set of functions to call instead of the fpu library functions, and rename the (old) lib functions. Now when your program calls one of these funtions it calls either (old) 68881 fpu functions or (old) software fp functions, finds how your program was compiled from a global, and if it used the fpu functions but your prog was compiled without this option, it copies the result from fp0 to d0/d1.
I don't think this is exactly what you're after, but with a little polishing, you can use one library that uses fpu functions and you're program can be compiled with either option and still work.
Not even sure this is so useful now...
Anyway this illustrates the fact again that even in a (so-called) standard language, you can still fall into holes unless you know how the compiler implements things like floats. Personally I don't think gcc should have done that.

John

5274. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 16:05:43 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.7.001018DF@hermes.cam.ac.uk>
Source record: 36117

In article <1993Nov2.105600.29969@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:
>In article <2b3k4s$15i6@ina.zfn.uni-bremen.de>, g02o@zfn.uni-bremen.de
>(Mark-Oliver Wolter) writes:
>> Georgios Vasileiadis (vacs@hpna49-1.cern.ch) wrote:
>> : HI,
>> : Is a 100 nsec non-parity simm module of 1 mbyte compatible for a
>> : 520 STE upgrade ? To use 4 of them to get to 4 Mbytes.
>> : Thank you
>> : george
>>
>> YES! It's PERFECT! With 100ns, you even can speedup your STe to 12 MHz
>> without any timing problems!
>So how does memory speed up the STe to 12 Mhz ??
>I thought it would only fetch from memory quicker not run the clock
>cycles at a higher rate ...

Oh dear. The simple act of plugging in a SIMM does FA to the rest of the system including the clock. However the speed rating of a SIMM the the maximum time it will perform a read/write operation in, and therefore the minimun time you should allow it to perform the operation. Now a 100ns SIMM can therefore do 1/10E-7=10000000 operations a second in theory ie the max rate you can access data at is 10Mhz. So if you installed them, you could in theory also buy a 10Mhz cpu and run it at this speed. With a clock speed of 8Mhz, the slowest SIMM you can use in theory is a 125ns SIMM. Most people I think will have 80 or 70ns SIMMs because that is what PC users have, therefore they sell in higher volume and are the cheapest.
The SIMMs must also be 8 bits. PCs use 9 bits so they can be used with an ST - the extra bit is ignored.

I say in theory because you also have to give the system time to handle the data once the SIMM has retrieved it. Basically I think the whole thing gets very confusing when you have to sorts out simultaneous data requests from the video chip AND the cpu (and the DMA chip AND DMA sampling AND the blitter - good grief). Also don't DRAMs need recovery time after an access? I was told on some chips an access would take 100ns or whatever but then you could only use 1 in 2 cycles. Plus theres memory refresh.... I don't know the exact details when it gets complicated like in the ST, I was brought up on a BBC 'B' where life was simple.

Correct ME if i'm wrong too

John

5275. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 16:28:44 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Nov4.112844.12340@gw.wmich.edu>
Source record: 36118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oracle@iastate.edu (Jason Brunken) writes:
> In <1993Nov1.143136.16219@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
>>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
>>Effective immediately, Atari Computer Corporation has ceased
>>production of ALL of it's computer lines. This includes all TOS,
>>DOS, and hand-held computers. This information was
>>released late on Friday., October 29, 1993.
>
>>I was given this information by my broker who constantly checks the
>>Atari news for me. ^^^^^^^^^

Scuze me, Who in the H*LL is your broker, Pee Wee Herman?

>
>>It also said that there might be a plan in the future to release
>>compatable computers at an affordable price.
>
>>Atari's only priducts for sale will be what is in the stockhouses,
>>the LYNX, and the upcoming Jaguar.
>
>
>>-time to start looking at those clones.
>
>>-Mark Santora
>
>
> THE INFORMATION POSTED ABOVE *IS NOT* TRUE. I just called Atari and they
> insisted that this RUMOR was FALSE.
>
> Furthermore, if the RUMOR was true, I assure you that we would be hearing it
> from more than one 'broker'.

I think that this is just hilarious! My broker would have called me too and
I had no such call. Also, if it was a major announcement it would have shown
up in Compuserves ENS (Exec. News Service)--and it didn't. Also, would Ataris
stock risen to over $10 if this was announced--I don't think so...

>
> --
> ==
> = Electrical Engineers do it with Power,= oracle@iastate.edu =
> = Computer Engineers do it with Logic! = I.S.U. Computer Engineering =

> ==========

5276. Laser

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 16:37:00 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <752441458.AA01507@byte.bbs.no>
Source record: 36127

I have a problem with my SLM605 laser (on the ACSI bus)

Usually it's not plugged in (actually it unplugs it self
when turned off - smart little fix inside the controller)

When I plug it in it doesn't register until I reset my ST

Is there another way to make it active without rebooting
(a small routine to reset all ACSI devices or somthing like
that - a copy of the routine called when the ST reboots ?)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

5277. ST reset from Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 16:41:13 UTC
From: greg@walrus.encore.com
Message-ID: <greg.752431273@walrus>
Source record: 36126

Several weeks back I asked for help on some Minix and MiNT/minixfs problems.
Thanks to some suggestions from Frans Meulenbroeks, I got 'reset' to work
after Minix has been running. I'm guessing one of the C:\AUTO\ programs
setup state which is overwritten by Minix, but which it expects to find
on the reset. By clearing both 'resvalid' and 'memvalid', I get a clean
reboot on reset.
If you are having reset problems from Minix, I suggest the following:

```
*((long *) 0x420) = 0; /* memvalid */
*((long *) 0x426) = 0; /* resvalid */
```

-greg

5278. Mover this dicussion (was Re: Stupid rumor)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 16:52:44 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bbc0sINNbcv@tom.rz.uni-passau.de>
Source record: 36122
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would you please, PLEASE, move this annoying discussion to .advocacy?
Thank you.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -

- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

5279. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 17:05:07 UTC
From: healy@nosc.mil
Message-ID: <1993Nov4.170507.5016@nosc.mil>
Source record: 36123
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What's wrong with kermit? Are you running it in
binary mode? I use kermit all the time from
Suns and Vaxes running Unix.

Mike Healy

healy@nosc.mil

5280. Re: Learning C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 17:23:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <CFz9IG.9I9@westminster.ac.uk>
Source record: 36124

In article <1993Nov1.181520.17625@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:
>I have just started learning C (Lattic C v5.52) from HiSoft and am
>wondering whether any ftp sites have learn ANSI C text/source files.
>What I am after are .C files which will show me how to manipulate
>windows and text on screen etc.
>I have used (and hated) Modula-2 so have the ability somewhere to
>suss most code out ...
>Thanks in advance & E-mails most appreciated ...
>
>Simon
>
>--
>c2sgy@dmu.ac.uk

I'd like some info on this too. I do not use Lattice C, cos I can't afford it,
but do use Hisoft's C interpreter ans Heat n' Serve Sozobon.

DB

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5281. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 17:27:48 UTC
From: vctec@westminster.ac.uk
Message-ID: <CFz9q7.9Kz@westminster.ac.uk>
Source record: 36125

Is it viable to mix different types of SIMMS. What I mean is can we mix 9 bit an 8 bit SIMMS in an STe, and can we mix say, 70ns SIMMS with 100ns SIMMS?

I don't know what type the SIMMS in my ST are...they are the 3 chip versions. I got these from WTS Electronics(UK) a couple of years ago to upgrade from 1Mb to 2Mb

Can we mix 3 chip ones with 9 chip ones?

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5282. Re: STalker problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 18:57:49 UTC
From: ehood@convex.com
Message-ID: <1993Nov4.185749.26310@news.eng.convex.com>
Source record: 36128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov3.184903.15371@nrtpa038.bnr.ca> you write:
>
>I was frustrated by the less than full terminal (80x24) mode of Stalker
>until the beginning of last year, when I bought a TT. Everything works
>great in 640x480 with 16 colours.
>
>I know that's not much help but it did solve my problem :)
>
>But seriously, you may want to install the overscan modification into
>your ST, to increase your monochrome resolution. Some one else may be able
>to help you with how to get your hands on this modificaton.

I have a Moniterm Viking (1280x960), so window size is not a problem
there. It is bothersome if I'm working with the standard color
monitor. Someone suggested use a 14x7 font, but I as a user, should
not have to resort to such measures. For all I know, the window
problem can be do to GEM and not STalker.

My major concerns are those of 'tset' and character loss. If Uniterm
knew how to deal with the Viking, I'd probably never use STalker
(however, having it as a desk acc is nice). STalker scrolling is slow,
and its vt100 emulation seems to have some minor problems. It does
have some nice features(run as desk acc, link to STeno, BackTalk), but
concentration should be put into getting the core functionality stable
and not on the bells-and-whistles.

I'm still mystified why executing 'tset' on a Unix machine will
screw up the history buffer in STalker.

BTW, is there a way to contact Gribnif (via e-mail) so consumers
can report bugs/problems on Gribnif software. The company I
work for has such services, and it helps us in making better
products and in servicing our customers.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

5283. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 19:05:03 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2bbjov$ko6@news.cs.tu-berlin.de>
Source record: 36129
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>Welcome to the club. I have a lynx and it didn't go anywere.
^^^^

A german videogames mag just announced 24 lynx games for the
next month.

Maybe future will look brighter? =)

>I have seen the
>future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
-
3do is _really_ impressing, but it's more expensive than the Jaguar
and it's "only" 32bit.
IF Atari can release the Jag-CDrom in summer '94, it can easily attract
most potential 3d0 customers - right?

>Does anyone believe Atari will spend money for advertisement?
-
The news "Atari stocks went up to 11 1/8" is some kind of
advertisment. ;-)

>Sell your Atari stock while you have a chance.
-
I wish, I had some.

greetings
-thommy
```

5284. programs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 19:28:52 UTC
From: EMERSON_EMI@bdt.COM
Message-ID: <CFzFG5.Czq@bdt.com>
Source record: 36131

Hello Gang,

I am interested in programming for the ST family in C.
Some Questions I have:

1)Will Ian's Heat and Serve C produce well-behaved code from
well behaved source? I don't need floating point but I do
need GEM and I also will be working with large files and SCSI
send and receive commands? Is version 1.49 (cc) the latest?
V1.8 of Gemfast? (dated 5/92)

2)Pure C in English yet? Availible in US yet? How is
Lattice in comparison? Or should I think about GNU C?

3)What about RSC editors? Can I use the one that came with
my copy of Mark Williams C? (I did't want to use MWC 3.0
'cause its been unsupported for a pretty long time and I
never have used it so I don't know if it's any good, any
opinions?

4)How does one best learn to program GEM? I have 1 through
13 of the ProGem series, is there more? I need some more
basic material to start me off.

Thanks all, more knowlegeable than me, who reply.

P.S. The reason I think HSC may be buggy is that the examples
are buggy, Minicolr.prg hangs my system (mega ST 1.2). and
Browse, another example, bombs with Windowed ACCs. Also
MasterBrowse 3.2 is the only program I've seen written with HSC
and it is none to stable, either. However this is not a slight
against Ian Lepore's work which looks great and is well
documented. I don't have enough experience to see if it is the
source or the compiler (or if a newer version addresses all
these problems).

Please send emailas my net news may be erratic (there are some
messages I know I haven't seen.

5285. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 20:36:31 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Nov4.153631.12349@gw.wmich.edu>
Source record: 36132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In a previous posting P. Sinclair (The Clap) writes:
>
> I would not be surprised if Atari did stop manufacturing the Falcon. The
> Falcon has been a bomb sales wise. Remember Atari had a 6 million in sales
> last quarter.

Peter--will you please define your previous term "bomb" and how you have such an insight as to know how well the Falcon is doing? Please quote your sources and your reasoning. Otherwise, your drivel belongs back in advocacy....

>>
>> -Mark Santora
>>
>> BTW, I am not an anti-atari man as many have flamed me due to my bringing
>> this information out. I own 3 ST's and really don't enjoy the idea of support
>> being dropped for my favorite machine.
>>
>
> Welcome to the club. I have a lynx and it didn't go anywere. I have seen the
> future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
> Does anyone believe Atari will spend money for advertisement?
> Sell your Atari stock while you have a chance.
>

Pete, again you go off and say the future is 3do--hmmm can you say "$700 waste of money?" I myself have seen neither machine, but have the common sense to realize that a machine that costs less than a vcr will certainly be more widely and easily accepted by homeowners vs a $700 gadget that MAY be more utilized in the future. I don't believe the average american will spend $700 on that... As for the stock price--it will probably hit $13 and hover +-$1.00--that's what the price was at IPO a couple of years ago. And--if Atari starts to make money and issuing dividends--the stock will again rise as the stock becomes less speculative. I wouldn't encourage anyone to sell until some reports come back on Jag sales in the two test markets.

Now, do you have anything intelligent to say? I hope we can have a more constructive and positive relationship with you Peter. In fact, we enjoy working with humans....

>
>
> Peter Sinclair-Day
> Univ. of Northern Iowa
>

>
Later,
Bernard Mikowski

5286. Re: STalker problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 21:32:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CFzL6H.6n7@mailer.cc.fsu.edu>
Source record: 36138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Earl Hood (ehood@convex.com) wrote:

> I've discovered a problem with STalker line history scrollback buffer.
> Anytime I call 'tset' on a Unix system, STalker will no longer save any
> lines in the scrollback buffer.

> Also, I've noticed that STalker has the occasion to lose a character or
> 2. Also, I cannot figure out how to get a 80x24 character window on a
> 640x400 display using the default system font (Using a smaller font is
> too much of an I strain). STalker only allows me to resize to 80x23.

> Personally, I think Uniterm is more robust (and faster), but it will
> not run on a Moniterm Viking. Plus, it cannot run as a desk accessory
> like STalker.

As for STalker loosing characters, try turning off your blitter chip (if you
have one) and also turning off Warp9/QuickST (again, if you have it). Let
me know if it helps!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5287. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-04 23:51:56 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov4.185156.18974@cobra.uni.edu>
Source record: 36133
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2bbjov$ko6@news.cs.tu-berlin.de>, thommy@cs.tu-berlin.de (Thomas Bahls) writes:
>>Welcome to the club. I have a lynx and it didn't go anywere.
> ^^^^
>
> A german videogames mag just announced 24 lynx games for the
> next month.
>
> Maybe future will look brighter? =)

I doubt it..

>
>>I have seen the
>>future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
> -
> 3do is _really_ impressing, but it's more expensive than the Jaguar
> and it's "only" 32bit.
> IF Atari can release the Jag-CDrom in summer '94, it can easily attract
> most potential 3d0 customers - right?

By the time that the cdrom option is released and the Jaguar is manufactured in volume, the price of cd30 will decline to the Jaguar's price point. Plus 3do will be sold by many firms with advertising budgets.

>
>>Does anyone believe Atari will spend money for advertisement?
> -
> The news "Atari stocks went up to 11 1/8" is some kind of
> advertisment. ;-)

Still doesn't answer my question.

>
>>Sell your Atari stock while you have a chance.
> -
> I wish, I had some.
>
> greetings
> -thommy

Peter Sinclair-Day
Univ. of Northern Iowa

5288. TOS2.06 in MegaST4, having big problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 01:43:10 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1993Nov5.014310.22823@monu6.cc.monash.edu.au>
Source record: 36134

The subject line says it all. I have use the TOS 2.06 installation details
provided by Ted Rossin (sp?) a while ago to install TOS 2.06 into a
Mega ST4. I have fitted the cct onto a pcb which plugs into the MEGA BUS.
The MEGA BUS details I obtained from ATARI and the rom's from a supplier
here in OZ. My problem is that the /DTACK response works ok but no data
is read (rom's are 100ns speed) and the /ROM2 signal specified for booting
has no effect. Any help at this point would be most appreciated.
My Mega ST4 has a REV4.0 board if thats of any help.

Thanks in advance.

---
* Nino Benci. Chief Technical Officer. *
* Department of Physics, Monash University, Clayton Campus. *
* Wellington Rd, CLAYTON, VICTORIA, AUSTRALIA, 3168 *
* Tel (61) (3) 565 3649. Fax (61) (3) 565 3637 *
* email: rdt154k@monu6.cc.monash.edu.au *

5289. DSP libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 03:40:19 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.752470819@sakura>
Source record: 36139

Where can I find a library to utilize the DSP for mathematical
calculations on my Falcon?
I use GCC and PureC.
The DSP seems much faster than the 68882 according to the FRAC!
demo by Brainstorm...

Any hint greatly appreciated,

Christian

5290. I TOLD ME SO!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 04:00:11 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Nov4.230011.16241@umiami.ir.miami.edu>
Source record: 36135
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

O.K. everyone, let's all say it at once:

I TOLD YOU SO!!!!!!!!!!!!

Unlike a person looking to flame, I am here to apologize for any heart attacks
I might have caused with my mis-information about atari stopping support for
thier computer lines. I, for one, am relieved. I like my MEGA too much.
But while they haven't dropped support, they aren't making any new ones right
now. Can't afford it with the Jag roll out.

BTW, new Jag developers that were announced(there are more but this is who
they said) include INTERPLAY, ACCOLADE, MICROPROSE, UBI SOFT, GREMILIN,
MILLENIUM, and VIRGIN.

-Mark Santora
-standing up for my punishment from Flames R Us :-)

BTW, I'm looking for a new broker, any suggestions?

5291. SC1224 okay with Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 08:30:29 UTC
From: lordthan@news.delphi.com
Message-ID: <2bd2v5$cc3@news.delphi.com>
Source record: 36136

Forgive my ignorance, but I've been out of AtariLand for awhile. :)

Will my Atari SC1224 monitor work without a hitch with a new Falcon030?
Would there be any distinct advantage to using a newer monitor with the
Falcon, or will I get similar features with my SC1224? Reply to mail, please.

-Steve

5292. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 09:23:16 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Nov5.092316.25816@ajax.rsre.mod.uk>
Source record: 36137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ignac Kolenko (ignac@mks.com) wrote:
:
: (hey, much more catchy than the 80's motto from the mouth of bill shatner:
: "the vic 20: the wonder computer of the 1980's")

Hey, knock it off - my VIC20 still works, outlasting my first ST by 10
years! And I never had a program which didn't work (even ATARI's demo
didn't work on my ST).

Seriously though, will the prices of accesories (SCSI interface, graphics
cards etc.) come down in price or just disappear like they did with my VIC?

--
%SYSTEM-W-TMNYFNGRS, too many fingers on keyboard
%SYSTEM-W-MONDYMRNG, monday morning
%SYSTEM-F-GETACLUE, user doesn't know what he's doing

These ramblings are mine - all mine! Little John haines@ccint1.rsre.mod.uk

5293. TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 10:45:40 UTC
From: Paul_Tuijnman@p2123.f130.n500.z2.fidonet
Message-ID: <2cda30ba@p2123.f130.n500.z2.fidonet>
Source record: 36044

Hi,

I'm considering to buy a TT for DTP and I might add a graphics card to it eventually. I'm told though, that in order to be able to work with a card and , say, a multisync you'll still be needing a seperate monitor for booting. Does anyone know if this is true and, if yes, what kind of screen would do for this purpose?
BTW: my preference is based upon a seeing a (accelerated) Falcon030 and a TT-with-card doing the same job, but I'm still in for useful hints. Who?

Thanks in advance,

Paul

Paul_Tuijnman@nextjk.wlink.nl	\	/ ~~ boom!/\ ~~
FidoNet 2:500/130.2123	- * - ~~~~ __\/_____
or 2:281/202.19	/	\ _/_argh! \ /
tel/fax +31 50416932	\ / -- \ /
Groningen - Netherlands	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
***	Battle in Bathtub (anonymous)

---
* Origin: *--No Point in Yelling--* (2:500/130.2123)

5294. Xterm for Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 15:01:58 UTC
From: jpotts@epi028.gesd
Message-ID: <2bdpt6$9s9@cnn.MOTOWN.GE.COM>
Source record: 36041

Does anyone know if an Xterm is available for the Atari ST.

JP

5295. Re: STalker problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 15:10:23 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2bdqcv$c71@titan.ucs.umass.edu>
Source record: 36140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov4.185749.26310@news.eng.convex.com>,
Earl Hood <ehood@convex.com> wrote:
>
>I have a Moniterm Viking (1280x960), so window size is not a problem
>there. It is bothersome if I'm working with the standard color
>monitor. Someone suggested use a 14x7 font, but I as a user, should
>not have to resort to such measures. For all I know, the window
>problem can be do to GEM and not STalker.
>
>My major concerns are those of 'tset' and character loss. If Uniterm
>knew how to deal with the Viking, I'd probably never use STalker
>(however, having it as a desk acc is nice). STalker scrolling is slow,
>and its vt100 emulation seems to have some minor problems. It does
>have some nice features(run as desk acc, link to STeno, BackTalk), but
>concentration should be put into getting the core functionality stable
>and not on the bells-and-whistles.
>
>I'm still mystified why executing 'tset' on a Unix machine will
>screw up the history buffer in STalker.
>
>BTW, is there a way to contact Gribnif (via e-mail) so consumers
>can report bugs/problems on Gribnif software. The company I
>work for has such services, and it helps us in making better
>products and in servicing our customers.
>

First off, you can get to Gribnif three different ways over the Internet.
You can send mail to me at stewart@titan.ucs.umass.edu, or to Dan on GEnie
at GRIBNIF@genie.geis.com, or to Rick on Compuserve at
75300.1131@compuserve.com.

On to the STalker questions:

Let me start by saying that I don't know exactly what a UNIX tset does, but
I have two likely scenarios for the problem. The first is that it causes
the whole screen, including the scrollback to clear. The second is that
it causes STalker to use only the first 24 lines of the scrollback.

The first problem is actually very common, and is the way STalker is intended
to work. The scrollback on STalker is not really a history, but a virtual
screen. Most of the time, you can basically use it as a history, but if the
host system issues a clear screen command, that's what STalker does. The
BackTALK command set_int_param can be used to change this behavior. So that
instead of clearing the screen, STalker will just move down a line. However,

this only works in VT-52 and PC-ANSI emulation modes.

The second possibility, where STalker ends up using only the first 24 lines of the scrollback is something I've personally seen the most using emacs. If this happens to you, just tell STalker to reset the communication port, and the problem will clear up. This is most likely a bug in STalker, and should be fixed when we can get the time to do a newer version. We also want to change the way clear screen works in the next version to be more consistent with the way most of our users seem to want it to work.

Character loss in STalker is usually due to buffer overflow, and can be avoided by using the AUXINIT program which comes on the STalker disk.

The reason STalker is slower than Uniterm is because it is a GEM application using GEM text, instead of TOS text like Uniterm and Flash do. The advantages to this are several. Firstly, it works on your Moniterm. It also allows STalker to work as a DA on a regular ST, and therefore allow background downloads. Finally, it allows it to work on multitasking systems like our new Geneva, and MultiTOS.

The fact that it is a GEM app is also the reason why you can only get 23 lines on a color screen, since it has to leave one line for the menu bar. GDOS and a different font is a nice solution to this, if you don't mind the additional bit of a slow down. I usually get by fine with 23 lines. :)

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

5296. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 16:11:17 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2bdtv5$9sk@cnn.sim.es.com>
Source record: 36042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ba34iINN4f4@xsa04.gl.umbc.edu>, rbrand1@gl.umbc.edu (brandon robert) writes:
> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
> Subject: Downloading From Unix
> Summary:
> Followup-To:
> Distribution:
> Organization: University of Maryland, Baltimore County
> Keywords:
> Cc:
>
>
> I have an Atari 520st, but i need a terminal emulator with vt100
> emulation. I ftped Uniterm from clausthal, but I have no way to download it
> from my school's unix server. i am currently using the harlekin desktop
> utility emulator, but it only supports xmodem. My school only supports Kermit
> (and no, Zmodem isn't installed). I've tried Capturing the files and editing
> out the garbage with a hex editor, but this doesn't work. If anybody has any
> suggestions, please post or email me at rbrand1@gl.umbc.edu
>

Look in wuarchive for the kermit desk accessory, I can't remember the name
of it, but I got it there, it worked great with FLASH. e-mail if you can't
find it, and maybe I can dig it up for you.

BTW, you must have a terminal program running that allows you to access your
desk accessories. I also have a copy of C-kermit for the ST. (it should
be available on wuarchive also).

Greg Bennett

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

5297. GCC environmental vars for TCSH/MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 17:44:49 UTC
From: selick@csa.bu.edu
Message-ID: <2be3eh$79h@news.bu.edu>
Source record: 36043

I believe I've got everything to get GCC up and running, but I am not sure which environmental variables need to be set. Could somebody please send me perhaps a cshrc.csh or mint.cnf file that has all of these settings in it?
Thanks
-Steve
selick@csa.bu.edu

5298. Re: Compiling GCC!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-05 20:58:50 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.6k_a1tu5DzU@nasim.sta.sub.org>
Source record: 36049

jdmt@dcs.ed.ac.uk (Joe Tapply) writes:

> Hi there,
> I considering compiling GCC-2.5.0 for the TT (i.e. using the
>-m68020 and -m68881 options) , but before I even download all 6MB of compressed
>source, can someone tell me how hard re-compiling GCC is. Is it just a question
>of hacking the Makefiles and running them through an earlier version of GCC
>e.g. 2.4.5. , or is there some trick that you need to know?

You don't have to hack in files. Just get the latest updatenn.zoo (I
think nn=32..34 and higher would be interesting for you). There are all
necessary Patches and Makefiles included for making your own cross- or
native-compiler for any ATARI.

> I am considering compiling it with gcc-2.4.5 and mintlib pl36, on my
>10MB TT- do I have enough RAM and the correct includes/libs to do it?

MiNT Lib PL39 is the latest public release. First you should make new
libraries with -m68020 -m68881. Then you compile the new gcc with your
old gcc. Then you should compile the new gcc again but now with the new
gcc. 10 MB is really enough to do that. ;)

Never use the -m68881 option without -m68881 Libs and vice versa!

The latest release of gcc is 2.5.2.

If you were succesful, I'm interested to know about.

Bye,
Knarf

--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5299. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-06 06:51:10 UTC
From: Lexicor@world.std.com
Message-ID: <CG25pA.3xC@world.std.com>
Source record: 36045

>Hi,
>
>I'm considering to buy a TT for DTP and I might add a graphics card to it
>eventually. I'm told though, that in order to be able to work with a card
>and , say, a multisync you'll still be needing a seperate monitor for
>booting. Does anyone know if this is true and, if yes, what kind of screen

Not true necessarily, two ways to resolve it, get a Multisync Monitor that
has two monitor connections i.e. one from TT to Monitor and one from Graphics
Card to Mointor..and voila...problem solved, it will automatically switch from
one Graphic Mode to another...

Second solution is, make sure that the Software you have to boot up your system
has some kind of Compatibility mode that will allow you to run your entire
Atari on your TT via Graphics Card...now nearly all professional applications
will run on gfx boards...

>would do for this purpose?

An IDEC, or the new 19" Sony, Eizoscreen I thnik also has two connections..
there are plenty :)

>BTW: my preference is based upon a seeing a (accelerated) Falcon030 and a
>TT-with-card doing the same job, but I'm still in for useful hints. Who?

For DTP? Definately a TT with a nice fast Graphics Board like the N_V_
(4 Letter word starting with....N!!!)

:)
grin hahahaha

anyway, ask technical solutions in the Netherlands, they do
DTP stuff there as well as ATLANTIS...I think was their name...

Yat@Lexicor

Lexicor@world.std.com

5300. Stupid...don't read/reply/answer/etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-06 08:23:12 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov6.032312.24485@bsu-ucs>
Source record: 36046
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Welcome to the club. I have a lynx and it didn't go anywere. I have seen the
> future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
> Does anyone believe Atari will spend money for advertisement?
> Sell your Atari stock while you have a chance.
>
>
>
> Peter Sinclair-Day
> Univ. of Northern Iowa

Hmm...possible. Phillips' CD-I has a very significant jump on the 3DO's potential market. If 3DO ends up not being competetive with Phillips in their market (and Phillips does own that market right now) then 3DO is only going to be part of a very few rich people's short-term future.

We'll see, eh? :)

The Atari Jaguar, at ~1/3 the cost of the 3DO, is really not going to do much competing directly. It really seems like a nice machine with software equally nice -- based on what you, me and everyone else has seen/heard, what makes you think the Jaguar will flop?

To tell you the truth your idea seems contrary to every source i've seen -- seems that the Jaguar is already quite popular in the minds of many people. I think we've all seen and know that the potential is in the machine to have truely fantastic games. I'd say that Atari's pricing is very comparative to all their present competition.

In this light, why _do_ you think the Jaguar will bomb? I can't think of anything that really tarnishes its record thus far...certainly not to the extent of "bombing."

Have a day.
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5301. SH204 options?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-06 14:18:59 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993Nov6.141859.15713@govonca.gov.on.ca>
Source record: 36048

I currently have a 1040 STe attached to an old SH204 hard drive. Being tired of dealing with the 20mb capacity, I'd like to replace the mechanism with something larger.

The disk that's in there is a 5 1/4 Tandon MFM. Can I simply exchange that with *any* other MFM that physically fits? Are there track/sector limits or electrical constraints?

There also seems to be a board in there that converts SCSI to MFM. Does that mean I could bypass that board and install an internal SCSI drive in the case? If so, what constraints would I need to be concerned with trying to make *that* happen?

5302. SH204 options?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-07 05:12:00 UTC
From: chuck.mariotti@canrem.com
Message-ID: <60.13694.4019.0N1897A3@canrem.com>
Source record: 36051

Yes you can get a SCSI OR MFM drive in your SH205... I'd suggest a recent drive. (Get SCSI, they are a whole lot easier to use and maintain, and fast)... I would suggest a Quantum SCSI drive... Like a 127MB.. They are very low consumption and have very little heat from them. It is a plug and go situation, however, I'd suggest getting ICD's ICD Hard Disk PRO Utilities. They are a god send. Enables caching AND many utilities for you hard drive...

5303. Color Palletes

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-07 05:52:32 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CG3xnK.Cxw@sdf.lonestar.org>
Source record: 36062

```
================================================================================
=== RE: DRAFT PROPOSAL - Centralized Color Handling ===
=== "Other Approaches and Solutions for Pallete Management" ===
===------------------------------------------------------------------------===
=== Warning : Long Post, posted in E-Mail and c.s.a.st.tech ===
================================================================================

Warwick,

I've read through your proposal for "Centralized Color Handling".
I'm not sure exactly how it works. It seems as though it provides
a cooperative lock on the pallete which is NOT the desired effect.

First, centralizing the approach is only going to be useful if you
can efficiently get all the information needed to determine what
pallete should be used when. Now, my idea of when pallete switches
should occur must differ from yours.

The way I see it, a pallete switch should occur when a particular
window or dialog is on top so that particular entity is shown in
the proper colors. OS support would mean either giving every window
a separate pallete or giving each application its own pallete and
having the AES do the switching when a window top message is sent.

You can make a centralized approach by looking to see what window
is on top in a specific desk ACC, and then switching to that particular
stored pallete (registered with the ACC either with a GEM event or
a pipe or some combination, perhaps a form of the drag-n-drop protocol).
If a window is on top which belongs to an unregistered application, then
the ACC should automatically inquire the current pallete and register
that application with the ACC. Instead of locking, it switches, which
actually is more colorful.

The most obvious method though, is to forget centralizing and supporting
of older programs and instead just switch to your pallete whenever your
application tops a window. This is a decentralized approach and should
work quite well. And the application is free to set its colors as it
chooses including having a different pallete for every window in the
program. However, when you switch to an application that doesn't set a
specific pallete, you wind up with the new top window or top application
possibly being in the wrong colors. In no case should you EVER try and
restore a color pallete when using this approach. The other applications
will get the TOP or ON_TOP or whatever messages and take care of the
pallete switch. If you try and restore the colors, you could wind up
creating a race condition which is totally unnecessary.
```

The decentralized form is more efficient since it doesn't have to constantly inquire about which application owns the top window, and its a bit more flexible. The centralized approach supports older applications providing they set the pallete on start-up and not later. Both approaches ensure that the pallete will be kept correct for the application that supports the protocol, and any number of applications may be used (memory permitting, maximum of 768 bytes per pallete plus 2 or 4 for the app_id).

I personally like the decentralized approach (having each application set a specific pallete when it tops a window, even if it just resets the pallete that it found on start-up). What is really required though, is to FIX the problem. This should be possible using an AUTO program.

Fixing the problem would involve trapping the AES and VDI so that when a program calls appl_init(), an array is allocated for that program which is initialized to the color pallete of the desktop. Every time the VDI changes a color, the same change must be made to the pallete array for that program. When the wind_set(WF_TOP ...) call or the form_dial(...) calls are made the patch should restore the pallete from the proper array. This would be both efficient, centralized, and would require NO programmer or library support, and older applications should conform automatically. The AUTO folder patch would be used until ATARI (or Eric Smith, I bet he'd fix things if someone just wrote the code for the patch and E-mailed it to him,) actually fixed MultiTOS.

I'm not exactly sure how the VDI and AES are called since I don't program assembly. I know it involves setting up an array, and I would guess that some form of trap is called after that, which would mean a vector that can be stolen in an auto folder TSR. I would asume (ass-U-me) so anyway, which would make the AUTO patch possible.

Finally, here is my proposal, a mix supporting all 3 methods and not requiring much but some conditional code and programmer support. First, Check the cookie jar for the "_PAL" cookie, set by the AUTO patch (we'll break the rules and use the underscore since this should be an OS feature, and =WHEN= support is added to MultiTOS, ATARI can use the same cookie name) and if that cookie exits, we assume we can change the palette any time we want and forget about it. If the cookie is not found, we have to look for a desk ACC called "PSWITCH.ACC" and register our color pallete with this ACC every time we change the pallete. Finally, if that ACC is not running, then we can use the decentralized approach and explicitly set a pallete (for at LEAST the first 16 colors to support GEM objects and changes in RSC files since GEM objects can have up to 16 colors) every time we top a window. This way we support 3 different methods so the user can choose between the AUTO vector grabber or the ACC or nothing depending on how his system is set up and the programs he runs, and programs will not break or have side-effects when the problem is finally fixed. This proposal would be in effect from the time of acceptance until a version of MultiTOS that supports automatic pallete switching is released AND is being used more than previous versions of MultiTOS. Maybe we could mix this with some form of locking too if someone wants it. I'm just not totally sure how the locking will work. What happens when the pallete is

locked? Does it just not change?

No matter what approach is used, there are always a couple simple rules. I think everyone knows these, but if followed, only picture display programs (which could <should?> be full-screen using a wind_update followed by a pallete switch and display, when finished, it returns the pallete, calls wind_update to free the screen and calls form_dial to redraw) will require pallete management. First, only a picture display program or the control panel should EVER change colors 0 and 1 (normally white and black), and since GEM objects can have up to 16 colors (but no more) try not to change the first 16 colors without really thinking it over first. Finally, picture display programs and VDI calls should change the pallete in the upper color indices first, before changing GEM colors. If you want to have colored backgrounds and foregrounds, make the background of your object or dialog the exact opposite color (from the standard 16) and set the SELECTED bit on (this doesn't work for SELECTABLE objects, but should be OK for touchexits and backgrounds). Try it out sometime. It looks right, but the difference is that you can still read it in resolutions with less than 16 colors, even mono! It always works providing you keep the foreground normal and the backgrounds reversed. You can then use all sorts of color in a dialog.

Anyway, I definately think switching is a better solution than locking the pallete. I really don't see a good use for locking anyway, and if I was to create a locking approach, I'd simply use semaphores via MiNT. Also, while there is nothing that can be done for MONO, 4 color programs could possible massage more color out of the system by flipping palletes, much the same way that FZDS Terminal uses a different pallete for its menu screens than its online screens. 16 color systems are pretty colorful already, and I don't see a need for pallete management, unless you want to switch tasks while a program is displaying a picture in a window. Again, it may seem like a good idea to just let the picture displayer handle this but this WILL lead to a race condition, and it is not the answer. Hopefully, some ideas will be sparked by this message (over 100 lines! I bet the AUTO patch needed to fix the problem isn't this big!!) and that some sort of workable standard can be created ASAP so programmers don't have to change there programs all the time.

CYA
Evan Langlois

evanlang@sdf.lonestar.org

P.S : Here's a side-note to those of you who want to write programs that use more than 7 windows and have them work with normal TOS too. These guidelines apply to when running in TOS mode, not when MultiTOS is running. First, only use a MAX of 4 windows, so that ACCs can work. Second, when writing an ACC, if you can't open a window, use a dialog. Last, if the application can't open a new window, or already has 4 open (even TOS 1.0 =CAN= open 7 windows, its just the desktop that limits itself to 4) then instead of telling the user to close a window, automatically close the bottom window and keep a record of where that window was. When the user

toggles between windows, using a hot-key or menu entry, automatically open and close the windows so that your internal window list (which can hold as many windows as you like) is walked by the 4 open windows. When a window is closed, walk your list and restore one. Its a nice way of dealing with alot of windows since the user won't ever USE more than 4 at once anyway.

5304. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 00:37:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cjKA8o1yGRg@semprini.waterloo-rdp.on.ca>
Source record: 36071
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Nov4.112844.12340@gw.wmich.edu>, x91mikowski@gw.wmich.edu writes:
> >>I was given this information by my broker who constantly checks the
> >>Atari news for me. ^^^^^^^^^
>
> Scuze me, Who in the H*LL is your broker, Pee Wee Herman?

Hey, smile when you say that! PeeWee RULEZ! (The _ultimate_ cameo in
Batman Returns...)

> I think that this is just hilarious! My broker would have called me too and
> I had no such call. Also, if it was a major announcement it would have shown
> up in Compuserves ENS (Exec. News Service)--and it didn't. Also, would Ataris
> stock risen to over $10 if this was announced--I don't think so...

This'd be a sure way of reducing their stock value; after all, there are
many more people with Atari computers now than there are with Atari game
consoles.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5305. Re: DSP libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 03:31:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16243@uqcspe.cs.uq.oz.au>
Source record: 36052

h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:

>Where can I find a library to utilize the DSP for mathematical
>calculations on my Falcon?

>The DSP seems much faster than the 68882 according to the FRAC!
>demo by Brainstorm...

The DSP cannot be used in the same way as the FPU (68882).

The DSP works on streams of data. For example, a Fractal program
that generates a stream of pixels on the screen.

Math libraries provide single instructions on single inputs. For example,
pow(x,y) takes 1 pair of doubles and returns 1 double.

If you wanted to find 1000 pow() results, the DSP might be faster, but
programs just aren't written that way in general.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5306. Re: SH204 options?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 11:40:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <CG68Ev.I6v@westminster.ac.uk>
Source record: 36054

In article <1993Nov6.141859.15713@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:
>I currently have a 1040 STe attached to an old SH204 hard drive. Being
>tired of dealing with the 20mb capacity, I'd like to replace the
>mechanism with something larger.
>
>The disk that's in there is a 5 1/4 Tandon MFM. Can I simply exchange
>that with *any* other MFM that physically fits? Are there track/sector
>limits or electrical constraints?

Yes, as far as I know, you should have no problems doing that. There should be no track/sector limits. However, you have to take into account, the power required for the drive mechanism, plus the requirement for the two boards. Most of the drives nowadays are low power anyway, so you should not come across any problems...but do check.

>There also seems to be a board in there that converts SCSI to MFM.
>Does that mean I could bypass that board and install an internal SCSI
>drive in the case? If so, what constraints would I need to be concerned
>with trying to make *that* happen?

You most probably have 2 boards in the case.....ACSI -> SCSI and SCSI -> MFM.....such a waste of time....such a slow process. The ACSI -> SCSI is also probably a BMS-100, and you should be able to directly connect a SCSI mechanism to this, totally bypassing the SCSI -> MFM (Adaptec?) board. I don't think there are any constraints to consider here, but maybe other netters know more. The only things that I can think of are the setting of the SCSI ID and power requirements.

Hope this helps.

DB

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5307. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 12:15:36 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CG6A20.4w5@barclays.co.uk>
Source record: 36055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <2ba34iINN4f4@xsa04.gl.umbc.edu>, rbrand1@gl.umbc.edu (brandon robert) writes:
|>
|> I have an Atari 520st, but i need a terminal emulator with vt100
|> emulation. I ftped Uniterm from clausthal, but I have no way to download it
|> from my school's unix server. i am currently using the harlekin desktop
|> utility emulator, but it only supports xmodem. My school only supports Kermit
|> (and no, Zmodem isn't installed). I've tried Capturing the files and editing
|> out the garbage with a hex editor, but this doesn't work. If anybody has any
|> suggestions, please post or email me at rbrand1@gl.umbc.edu
|>
The proverbial chicken & egg. Why not grab it from a BBS somewhere or order it
from a PD library? It's a very common program and will be available just about
anywhere.

Are there no PCs attached to the Unix server that you could dump the file from?

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

5308. Unix Paper

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 13:52:41 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Nov8.135241.16735@apgea.army.mil>
Source record: 36083
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello, I need some help with a term paper. I'm doing a 10 page paper on
UNIX for PCs. So far, the only pc unix I have played with is SCO and being
a beginner unix person, I really can't say if its better than any other
unix. So I was woindering if some of you kind souls could email me
some information. Such as requirements and abilities, and personal
opinions would also be appircate it. I have some information on SCO,
Solarous, Unixware, and BSD.
I presently run os/2 at home and use a sun station at work so comparsons
to these would be helpful.
Also if you have any information on the Unixes for non IBM clone pcs
such as the Amiga and Atari St, I'm more than happy to here that too!

Thank you very much.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone,
Sysop of Moon Base Tycho BBS. **not of my employer, of my friends and
(410)391-6291, Running Renegade **family, nor of a co-worker.
"Nostalgia isn't what it used to be" -unknown

5309. PROPOSAL: Palette Handle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 14:34:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.13700.4019.0N189952@canrem.com>
Source record: 36056

Hi Warwick,

we've read your Palette Proposal with great interest. We produce the CyReL SUNRISE M16-1280 True Color High Resolution Graphics Cards for the Mega STE and TT030.

During our many tests and ongoing driver developments, we've come across the same problems (global and local palettes) as you've outlined in your proposal.

The problem was even more aggrevated when we introduced the CyReL Ambiance Desktop Image Manager (a utility which allows you to install a multitude of images, layers and palette fades as a replacement for the dull desktop background).

For that we had to 'split' the available palette. There had to be the regular OS colors (0-15), the colors for the background (with a max of two layered images, so we had to reduce & compute an appropriate set of colors for that) and colors allocated by programs such as DTP (Calamus) or drawing programs (Papillon, Chagall, Studio Photo etc).

Since many of these programs now use e.g. the 6x6x6 RGB cube, it would make sense to try to propose a universal color handling scheme, one with a central color request/distribution technique to avoid several incompatible approaches that will probably just end up producing a color 'mess'.

We would certainly be very interested to discuss these ideas and such a proposal in more detail.

Ralf.

5310. Falcon hardware debugging

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 16:53:51 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov8175351@arthur.crpht.lu>
Source record: 36057

For those who didn't know it:

If your internal IDE drive stops working at higher temperatures then you have the same problem I had.

If you have trouble with the DMA-sound output (one channel is missing) or you hear nothing from the TV or RGB-monitor then you have the same harddisk problem.

What ???

Yes, the internal harddisk is screwed too tight and so there are bad contacts and short circuits appearing in the audio part of the Falcon and if it gets too hot the drive can't expand and gets twisted so that the head cannot find the tracks anymore.

To solve this problem without removing all those 46 screws proceed like this:
Remove the cover.
Remove the loudspeaker, you have to bend the metal things holding the loudspeaker in it's position.
Through the hole you can now see the screws where the HD is attached to the motherboard. Loosen the screw which is closer to the monitor port and the sound should reappear and you can even use the F030 in summer.

Bye,
Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

5311. ("AJAX") 1772 diskdrive chip question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 19:55:30 UTC
From: hallvart@ifi.uio.no
Message-ID: <2bm87i$jit@holmenkollen.ifi.uio.no>
Source record: 36058

I've heard that to upgrade an ST with a 1.44MByte disk drive (under TOS 2.06) you might have to
change the diskdrive chip (which I believe is one called 1772 if I remember correctly) so that
it works with 16MHz instead of 8MHz like the 720KByte disk drive uses.

Does this involve just replacing the old 1772 chip on the ST's motherboard with a new "AJAX" 1772
and connecting a 1.44MByte disk drive in place of the 720K?
...or is there something else involved?
By the way, how much does the new chip cost, and where is it available?

Hallvard Tangeraas, Oslo, Norway

5312. Trackball (Alfa Data TKB-MT-AC)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 19:56:58 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2bm8aaINN16ve@rs1.rrz.Uni-Koeln.DE>
Source record: 36059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi folks,

I recently bought a trackball made by Alfa Data, the type name is TKB-MT-AT. Unfortunately, it turns out that the ball itself as well as the axles for the x- and y-direction have smooth, hard surfaces, and they tend to slip past each other. This makes precise control of the mouse pointer quite difficult. Especially moving the mouse in a direction that has a small angle with respect to one of the axes is next to impossible.

I have tried coating the axles with pieces of rubber tube of various kinds, without any satisfactory result. Does any of you know a trick how to fix this problem? Does any of you have experiences with this type of trackball, or another one?

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

5313. Re: ("AJAX") 1772 diskdrive chip question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 21:14:16 UTC
From: d3hq@unb.ca
Message-ID: <1993Nov8.211416.4440@jupiter.sun.csd.unb.ca>
Source record: 36060

I have a MEGA 4 STE which did not come with the 1.44 MB drive.
I purchase a 1.44MB disk drive from a friend and I simpley replaced
the old 720k drive with it, The only modification I had to make was to
switch one of the dip switches inside so TOS would allow me to format
to 1.44 MB. I have one of the older STE with TOS 2.05. I have yet to
encounter any serious problems. However, beware when switching 720k and
1.44 MB disks in the same drive as the system does not automaticaly
recoginize the change in disk types.

5314. enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 21:30:11 UTC
From: monnier@di.epfl.ch
Message-ID: <2bmdp3$1qm@disun41.epfl.ch>
Source record: 36074

I have a poor old 520st with 2.5M and probably 4M pretty soon (as soon
as I feel like grabing that !@%$@% solder iron again). Being a unix
fan, I'm doing anything I can to make my ST look as much as possible
ike a (very small) unix box. Four problems are showing up:

- speed
- memory
- speed
- memory

for the first and third problems, there are a few hardware solutions,
but there is also a software one: an interrupt driven device driver
that would make a 'cp' from floppy to floppy take 1% of CPU time
instead of 99% (f.ex)

for the second and fourth, again except costly hardware solutions
(especially as soon as I need more than 4M) I can see two software
ones: shared libraries (I think a dynamic-link-loader (a la
LPR-modula-2) would be nice) and process swapping (like make-processes
(and others) waiting on gcc's completion).

I have no MiNT internal knowledge and limited time, so I won't
probably implement any of this (or maybe one, who knows?).
Is anybody working on such things (or do they even already exist ?) ?

Stefan

5315. Atari Laser sock's def

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 22:29:30 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.081a@temptation.alphanet.ch>
Source record: 36030

Hello!

Somebody knows what are the pins on the 37 Pins sock of a Atari Laser
Printer??

Can this printer be connected to another type of computer?
Is it a Parallel printer?

Thx for any infos

Greetings,

-- Via DLG Pro v0.995

Laurent Zimmerli | paw-pp@alphanet.ch | (+41) (0) 39.26.70.37
Jacob-Brandt 81 | | FAX: 7-12am (CET)
CH-2300 La Chaux-de-Fonds | FIDO 2:301/609 | TEL: Other Hours
----

5316. How to detect an .ACC in MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-08 22:43:32 UTC
From: Graham.Leggett@f13.n7107.z5.fidonet.org
Message-ID: <2487.2CDE19CD@catpe.alt.za>
Source record: 36061

Hello All.

Does anyone know a method to detect whether the program running is an ACC or not that will not fail if running under MultiTOS? The old method of checking if
the ap_id is non-zero does not work under MultiTOS (obviously) however I'd like
to get round this...

If anyone can help, please mail me at 007lga3@witsvma.wits.ac.za or graham_leggett@p0.f13.n7101.z5.fidonet.org.

--
INTERNET: Graham.Leggett@f13.n7107.z5.fidonet.org
via: THE CATALYST BBS in Port Elizabeth, South Africa.
(catpe.alt.za) +27-41-34-2859, V32bis & HST.

5317. Re: How to detect an .ACC in MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 09:44:20 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2bnopk$pjh@obelix.uni-muenster.de>
Source record: 36063

In article 2CDE19CD@catpe.alt.za, Graham.Leggett@f13.n7107.z5.fidonet.org (Graham Leggett) writes:
>Does anyone know a method to detect whether the program running is an ACC or
>not that will not fail if running under MultiTOS? The old method of checking
>if
>the ap_id is non-zero does not work under MultiTOS (obviously) however I'd
>like
>to get round this...
>
Normally, your startup code should provide the necessary information, i.e.
with the mintlib there is a variable called _app which is set to nonzero for
a normal application and to zero for an acc. You might want to look into the
source for details.

Regards,
Ulrich

5318. Re: PROPOSAL: Palette Handle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 11:32:11 UTC
From: error@stack.urc.tue.nl
Message-ID: <2bnv3r$rhq@tuegate.tue.nl>
Source record: 36064

I agree that a palette handler is something that is useful and that should be added to the OS. I already asked Atari unofficially if they could add one ;-)
Now for my comments:
since running a multitasking OS like MultiTOS is probably the only occasion (apart from DA's) where several applications have to share a systemwide palette, I suggest MiNT messages are used becaus there are some drawbacks to using gem event messages.

To make the most of the available colours apps should be able to request a certain colour. And if they don't really care they should be able to ask for a colour within a certain distance (e.g. looks like red ;-) of a colour, or even ask for a colour different from the following colour (va_args).
Or if the app wants to be really nice, it may ask for the colour closest to some colour.

Erlend.
--
Erlend Nagel \ | / Phone: +31 73 123532
Technical writer... \|/ Address: J. Schofferlaan 9,
in 11 months... /|\ 5212 RE, Den Bosch,
I hope :-) / | \ the Netherlands.

5319. ME TOO :DSP libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 13:06:25 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CG872p.DJJ@muster.hrz.uni-giessen.de>
Source record: 36065

I am also interested in DSP-Libraries, so if you have any mailable things
mail me at

Konstantinos.Xonis@math.uni-giessen.d400.de

thanx

5320. Re: How to detect an .ACC in MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 13:41:54 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2bo6n2$1itq@obelix.uni-muenster.de>
Source record: 36066

In article 2CDE19CD@catpe.alt.za, Graham.Leggett@f13.n7107.z5.fidonet.org (Graham Leggett) writes:
> Hello All.
>
> Does anyone know a method to detect whether the program running is an ACC or
> not that will not fail if running under MultiTOS? The old method of checking
> if
> the ap_id is non-zero does not work under MultiTOS (obviously) however I'd
> like
> to get round this...
>
> If anyone can help, please mail me at 007lga3@witsvma.wits.ac.za or
> graham_leggett@p0.f13.n7101.z5.fidonet.org.

There is an officially documented method to test that. Check the MiNT library startup files for details.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

5321. MetaDOS 2.2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 13:47:37 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2bo71p$o91@obelix.uni-muenster.de>
Source record: 36067

I've uploaded the new version of MetaDOS to ftp.uni-muenster.de into
pub/atari/Atari. It fixes a bug in Fseek() (returning bad values when
programs tried to find out the file length) and a memory block
violation under Mag!X.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

5322. Re: Re:ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 14:28:24 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CG8AvC.2sw@barclays.co.uk>
Source record: 36068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov4.153133.19594@mks.com>, ignac@mks.com (Ignac Kolenko) writes:

|> btw: anyone have any concrete sales figures as to how many Falcon's are in
|> the hands people in the world?? any big name software houses doing any
|> software development for it??
I keep hearing numbers around 15,000 which isn't very much but better than nothing! FWIW, Hisoft, in a magazine article recently said something to the effect that they know exactly how many Falcons have been sold and they are happy to support it based on those figures. They certainly have a lot out/on the way at the moment.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

5323. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 15:29:44 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CG8DpK.3vB@barclays.co.uk>
Source record: 36070
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1993Nov4.170507.5016@nosc.mil>, healy@nosc.mil (Mike Healy) writes:
|> What's wrong with kermit? Are you running it in
|> binary mode? I use kermit all the time from
|> Suns and Vaxes running Unix.
|>
|> Mike Healy
|>
|> healy@nosc.mil
He only has x-modem according to his post.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

5324. CPX and appl_init

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 16:36:40 UTC
From: hn@limotoc.informatik.rwth-aachen.de
Message-ID: <hn.752863000@limotoc>
Source record: 36069

Writing my first CPX module I encountered the following problem:

I've to call AES functions (e.g. objc_draw to draw the cpx
object tree), but I don't have a valid global field in the AESPB:
Due to the fact that the CPX module didn't make an appl_init call
it does not have an AP_ID and the other stuff appl_init returns
in the global field.

So what to do ?
- use the invalid global field (i.e. zeroed): In the days of
MultiTOS this won't be a good idea...
- search the XCONTROL Accessory AP_ID via appl_find("XCONTROL"):
no good idea, either, because with this method I will only
get the AP_ID, not the other stuff in the global field.
(moreover it is not guarantied that Xcontrol has the name
"XCONTROL"!)
- call appl_init/appl_exit each time the CPX is called:
Probably the best idea!

All CPX examples I saw use the first method, but I think the third
is the best solution.

Any suggestions?
--
Helmut Neukirchen "Harry, manchmal hasse ich meinen Beruf."
hn@pool.informatik.rwth-aachen.de (Stefan Derrik)

5325. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 16:56:27 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2boi3r$u8m@ina.zfn.uni-bremen.de>
Source record: 36085

J. Sullivan (js10039@hermes.cam.ac.uk) wrote:
: >> YES! It's PERFECT! With 100ns, you even can speedup your STe to 12 MHz
: >> without any timing problems!
: >So how does memory speed up the STe to 12 Mhz ??
: >I thought it would only fetch from memory quicker not run the clock
: >cycles at a higher rate ...
: Oh dear. The simple act of plugging in a SIMM does FA to the rest of the
: system including the clock. However the speed rating of a SIMM the the
: maximum time it will perform a read/write operation in, and therefore the
: minimun time you should allow it to perform the operation. Now a 100ns SIMM
: can therefore do 1/10E-7=10000000 operations a second in theory ie the max
: rate you can access data at is 10Mhz. So if you installed them, you could in
: theory also buy a 10Mhz cpu and run it at this speed.
_I_ got my 120 ns SIMMs working at 12 MHz clock rate.
Simple thing: Replace oscillator & piggy-back an extra 7474.
But: you need a multisync.

: I say in theory because you also have to give the system time to handle the
: data once the SIMM has retrieved it. Basically I think the whole thing gets
: very confusing when you have to sorts out simultaneous data requests from
: the video chip AND the cpu (and the DMA chip AND DMA sampling AND the
: blitter - good grief). Also don't DRAMs need recovery time after an access?
: I was told on some chips an access would take 100ns or whatever but then you
: could only use 1 in 2 cycles. Plus theres memory refresh.... I don't know
: the exact details when it gets complicated like in the ST, I was brought up

No problem, as you speed up the _whole_ system.

: Correct ME if i'm wrong too
: John
--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

5326. Re: TOS 2.0 -- .TTP Problem ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 17:37:34 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2bokgu$u8m@ina.zfn.uni-bremen.de>
Source record: 36088

Rainer Dobiasch (dobi@cent.gud.siemens.co.at) wrote:
: Hi,

: I'm using TOS 2.0 (started as a program from out of the
: AUTO folder).
: When starting a .TTP I have problems with the parameter passing:
: for instance the parameterline: "-x -v -f dvp\xa.sar dvp\xa"
: leads to following parameters received by the program:
: argv[0]="";
: argv[1]="xa"

: => everything before the last '\' is removed.

TOS 2.0 seems to have some bugs in TTP handling, e.g. it doesn't launch GUCK
correctly. Uebrigens ist das auch keine offizielle Version :)
Get TOS 2.06.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

5327. ***TEST - DO NOT READ

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 17:56:53 UTC
From: debutant@ulla.com
Message-ID: <CG8KIu.1tpL@hawnews.watson.ibm.com>
Source record: 36072

```
This is a test
```

5328. Re: TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 18:04:49 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2bom41$u8m@ina.zfn.uni-bremen.de>
Source record: 36090

Yat W Siu (Lexicor@world.std.com) wrote:
: >I'm considering to buy a TT for DTP and I might add a graphics card to it
: >eventually. I'm told though, that in order to be able to work with a card
: >and , say, a multisync you'll still be needing a seperate monitor for
: >booting. Does anyone know if this is true and, if yes, what kind of screen

: Second solution is, make sure that the Software you have to boot up your system
: has some kind of Compatibility mode that will allow you to run your entire
: Atari on your TT via Graphics Card...now nearly all professional applications
: will run on gfx boards...

Get a Crazy Dots with NVDI ET4000. There's a program coming with NVDI that is
called REDIRECT. This redirects most stupid program's outputs to the card.
Even the ATARI logo and the AUTO folder messages. BTW, it certainly doesn't
redirect before it's loaded, so you've have to press a key to pass RAM test
without seeing it...

: Lexicor@world.std.com

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

5329. ("AJAX") 1772 diskdrive chip question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 21:00:32 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <752886176.AA01641@byte.bbs.no>
Source record: 36076

>Does this involve just replacing the old 1772 chip on the ST's motherb
>a new "AJAX" 1772

That's one part of the problem

>and connecting a 1.44MByte disk drive in place of the 720K?
>...or is there something else involved?

There is, my old MEGA STE couldn't use 1.44 even with AJAX and TOS 2.06
because of a missing jumper on the main board (to enable 1.44)...
My newest MEGA STE has this jumper/strap (ST's does not have it)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

5330. accessories and replacement fsel's

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 21:06:18 UTC
From: llunch@madnick.cba.csuohio.edu
Message-ID: <1993Nov9.210618.27501@news.csuohio.edu>
Source record: 36073

I wrote a simple accessory that waits for AC_OPEN then puts up
a file selector. It never makes a vdi call. When I use this pogram
with any replacement file selector gem crashes, run as a program it
works fine. It also loads other acc's into it's slot, these work fine
with any fsel, which makes me think that the vdi needs soem sort of
initialization. What is to be done?

5331. AHDI with ICD host adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-09 21:31:02 UTC
From: finken@conware.de
Message-ID: <2bp26m$4hm@relay.conware.de>
Source record: 36075

Hi,

I have an ICD Advantage+ hostadapter connected to my MegaSTE. Is there any problem in using some other SCSI driver software, like AHDI or whatever else fate might send into my arms?

Thanx,
Michael

Michael Finken Conware Computer Consulting GmbH
E-Mail: finken@conware.de Killisfeldstr. 64
76227 Karlsruhe
Tel.: 0721/9495-0
- -
All I want is peace and quiet. Give me a piece and I'll be quiet.

5332. Re: PROPOSAL: Palette Handle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 03:18:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.942657@cix.compulink.co.uk>
Source record: 36077

In article <2bnv3r$rhq@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel) writes:
>I agree that a palette handler is something that is useful and that
>should be added to the OS. I already asked Atari unofficially if they
>could add one ;-)
>Now for my comments:
>since running a multitasking OS like MultiTOS is probably the only
>occasion (apart from DA's) where several applications have to share a
>systemwide palette, I suggest MiNT messages are used becaus there are
>some drawbacks to using gem event messages.

But what about Geneva and Magix?

>
>To make the most of the available colours apps should be able to request
>a certain colour. And if they don't really care they should be able to
>ask for a colour within a certain distance (e.g. looks like red ;-) of a
>colour, or even ask for a colour different from the following colour
>(va_args).
>Or if the app wants to be really nice, it may ask for the colour closest
>to some colour.
>

Valid idea in my opinion. I like the whole concept of palette management
although I don't think I have much to contribute myself. It is a
worthwhile project.

Ofir ogal@cix.compulink.co.uk

5333. QUESTIONS!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 04:12:35 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CG9D10.73z@sdf.lonestar.org>
Source record: 36002
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is there a compiled version of MinTLIB 35 or higher? I only have source and most of the stuff compiled, I want everything pre-compiled.

What's a good (and SMALL) version of MicroEmacs to get? Is there anything friendlier that I might want to try?

Can someone tell me about Curses? I mean specifically how to use them with TERMCAP strings and such so I can write software that can use any terminal type?

Is there a termcap based window library?

Does anyone know how to make a persistent C++ object where the functions are also saved on disk, AND the object can be re-read by other programs which do not specfically understand that object (weren't compiled with that functions header). Is this similar to dynamic linking?

Does anyone have a GEM recorder that can be comtrolled by both the user AND an application (through events or messages of some sort). Would anyone want one for either macro building or program demos?

My G++ library didn't have the delete function in it (the compiled form of delete.cc). Where can I get one that works? I've patched everything up and it seems to be working, but I don't know what else might break, so i'd like to get a working copy (patchlevel 20 or greater).

Does anyone have/use Objective C?

Does anyone have a list of the functions/objects available in G++ library and how to use them? My C++ manual doesn't go into much about iostreams and standard functions other than how to do the basics and how to overload your own functions and put your objects into the iostream. It gets into the programming and philosophy and how-to's and assumes that the compiler has a manual (bad assumption).

Where are the GCC/G++ manuals? I want ASCII, how do I get it? Or, if ASCII is not available, how much hard disk space do I have to waste in other programs just to read some docs?

Who is getting tired of all these stupid ass questions??
Thanks,
Evan Langlois
evanlang@sdf.lonestar.org

5334. Re: Re:ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 04:51:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov9.235132.19150@cobra.uni.edu>
Source record: 36089
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CG8AvC.2sw@barclays.co.uk>, PostMaster@barclays.co.uk writes:
> In article <1993Nov4.153133.19594@mks.com>, ignac@mks.com (Ignac Kolenko) writes:
>
> |> btw: anyone have any concrete sales figures as to how many Falcon's are in
> |> the hands people in the world?? any big name software houses doing any
> |> software development for it??
> I keep hearing numbers around 15,000 which isn't very much but better than
> nothing! FWIW, Hisoft, in a magazine article recently said something to the
> effect that they know exactly how many Falcons have been sold and they are happy

> to support it based on those figures. They certainly have a lot out/on the way
Pretty pathetic: 15,000 sold in two years. Heck, Apple shipped about that many
AV macs in one day. Come to think of it, there are more Newtons out there
than there are Falcons. The same fate will happen to the Jaguar due to Atari's
inept. Sports fans, it's time to move on.

Peter Sinclair-Day
Univ. of Northern Iowa

> at the moment.
>
> --
> +---------------+---+
> | Iain R Laskey | Atari Falcon user and very happy with it! |
> +---------------+---+

5335. Falcon connection matrix question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 05:29:28 UTC
From: mpark@carson.u.washington.edu
Message-ID: <2bpu7o$bbt@news.u.washington.edu>
Source record: 36078

Does the Falcon's connection matrix allow for more than one source at a time? For example, can it connect the ADC to the DSP at the same time that it connects the DSP to the DAC?

I somehow doubt it, but then how do those programs that do real-time audio effects work?!?

--mpark@u.washington.edu

5336. Amiga mouse on Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 05:58:24 UTC
From: ortega@cactus.org
Message-ID: <1993Nov10.055824.3211@cactus.org>
Source record: 36079

Can the Amiga mouse be used on the ST with little or no modification?

--
Paul Ortega | "My boyfriend's back and there's
2015 Cedar Bend Dr., #1105 | gonna be trouble....."
Austin, TX 78758 | -- Lois Lane
ortega@cactus.org ---------------------------------------

5337. How to make my HD 1.44 drive work.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 09:29:45 UTC
From: domingo@news.delphi.com
Message-ID: <2bqca9$fvj@news.delphi.com>
Source record: 36080

I have a Mega ST4 that has a 1.44MB floppy drive installed. It is only being used as a 720K drive.

What do I need to do to get it working as a 1.44MB drive? E-mail replies on "how to do this mod" or "where to find the information".

Thanks!

Dom

5338. Re: How to detect an .ACC in MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 09:56:13 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CG9sxq.89B@hpbbrd.bbn.hp.com>
Source record: 35961

Graham Leggett (Graham.Leggett@f13.n7107.z5.fidonet.org) wrote:
> Does anyone know a method to detect whether the program running is an ACC or
> not that will not fail if running under MultiTOS? The old method of checking
> if
> the ap_id is non-zero does not work under MultiTOS (obviously) however I'd
> like
> to get round this...

Check the contents of register A0 in your startup code. If it is 0,
you're running as an ACC. (Or was it the other way round? Correct
me if I'm wrong.) Normally, your compiler startup code does this
for you and sets a flag of some kind that you can check. (C compilers
set the _app flag.)

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

5339. Re: AHDI with ICD host adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 10:02:10 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2bqe72$dmn@cismsun.univ-lyon1.fr>
Source record: 36081

In article <2bp26m$4hm@relay.conware.de> finken@conware.de (Michael Finken) writes:
>
>
>Hi,
>
>I have an ICD Advantage+ hostadapter connected to my MegaSTE. Is there any
>problem in using some other SCSI driver software, like AHDI or whatever else
>fate might send into my arms?
>

I have an ICD Advantage SCSI + adapter (IE the same) hooked to my Mega ste
too. The difference is that I have a Atari host adapter and an internal
drive, too... And for me it worked well with the AHDI driver. I didn't use
it very much (I prefer ICD's one with write caching) and I booted on the
internal drive. But it worked well and read the external drive fine ...

Regards, Patrice :)

5340. Re: Falcon connection matrix question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 10:35:33 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2bqg5lE3r3@uni-erlangen.de>
Source record: 36082

mpark@carson.u.washington.edu (Michael Park) writes:

>Does the Falcon's connection matrix allow for more than
>one source at a time? For example, can it connect the
>ADC to the DSP at the same time that it connects the
>DSP to the DAC?

>I somehow doubt it, but then how do those programs that
>do real-time audio effects work?!?

Certainly that is possible. There is only one real restriction:

You can't send from different sources to the same reciever. That would
be a mess ;-)
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

5341. Re: PROPOSAL: Palette Handle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 10:46:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Nov10.104602.1@gst-soft.demon.co.uk>
Source record: 36084

TITLE: Re: PROPOSAL: Palette Handle

>To make the most of the available colours apps should be able to request
>a certain colour. And if they don't really care they should be able to
>ask for a colour within a certain distance (e.g. looks like red ;-) of a
>colour, or even ask for a colour different from the following colour
>(va_args).
>Or if the app wants to be really nice, it may ask for the colour closest
>to some colour.
>

MS Windows has some very nice ideas towards palette handling and the
requesting of colours, but also some very annoying habits; the
implementation is badly thought out though as well. However it would
be a good source of reference.

CW

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

5342. megamax C wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 12:13:20 UTC
From: jab2@stl.stc.co.uk
Message-ID: <JAB2.93Nov10121320@bhars243.stl.stc.co.uk>
Source record: 36086

```
Wanted megamax C version 1.1 (ish) by Megamax inc. and related utilities
(NOT laser C)
please contact J.A.Bray@bnr.co.uk

Jennifer
(still posting on Don's behalf I hope he sorts out some internet
access soon!)
```

5343. Re: Falcon connection matrix question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 12:20:40 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov10.122040@cs.bham.ac.uk>
Source record: 36087

In article <2bpu7o$bbt@news.u.washington.edu>, mpark@carson.u.washington.edu (Michael Park) writes:
|> Does the Falcon's connection matrix allow for more than
|> one source at a time? For example, can it connect the
|> ADC to the DSP at the same time that it connects the
|> DSP to the DAC?
|>
|> I somehow doubt it, but then how do those programs that
|> do real-time audio effects work?!?
|>
|>
|> --mpark@u.washington.edu
|>

the simple answer is yes, it really is incredibly flexible. Each of the four inputs can go to as many outputs as you want (provided each output is linked to only one input...). So the ADC could be linked to the DSP receicve _and_ the DMA record at the same time that the DSP transmit was linked to the DAC...

Ian

5344. Re: How to make my HD 1.44 drive work.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 14:50:46 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Nov10.145046.22859@ibr.cs.tu-bs.de>
Source record: 35991

domingo@news.delphi.com (DOMINGO@DELPHI.COM) writes:

>I have a Mega ST4 that has a 1.44MB floppy drive installed. It is only
>being used as a 720K drive.

>What do I need to do to get it working as a 1.44MB drive? E-mail replies
>on "how to do this mod" or "where to find the information".

You need some hardware that detects if there is a HD or DD floppy disk in
your drive and switches the clock frequency for the 1772 floppy controller
accordingly to 16 or 8 MHz.
I have bought such a thing from "digital data deicke" in Hanover, Germany
for ~65DM (~$40).
It requires that the drive has an output signaling the type of disk
inserted. My TEAC drive and probably most others has this feature.

Urs

5345. Re: TT and DTP

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 15:55:36 UTC
From: Lexicor@world.std.com
Message-ID: <CGA9Kp.1A7@world.std.com>
Source record: 35992

>Get a Crazy Dots with NVDI ET4000. There's a program coming with NVDI that is
>called REDIRECT. This redirects most stupid program's outputs to the card.
>Even the ATARI logo and the AUTO folder messages. BTW, it certainly doesn't
>redirect before it's loaded, so you've have to press a key to pass RAM test
>without seeing it...

Well mind you :), NOVA already has this with the EMULATOR Program, and it
works probably in the same way as Redirect will, at least it sounds to me this
way.

5346. Re: Re:ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 15:55:42 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov10.155542.23133@dmu.ac.uk>
Source record: 36000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1993Nov9.235132.19150@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> In article <CG8AvC.2sw@barclays.co.uk>, PostMaster@barclays.co.uk writes:
> > In article <1993Nov4.153133.19594@mks.com>, ignac@mks.com (Ignac Kolenko) writes:
> >
> > |> btw: anyone have any concrete sales figures as to how many Falcon's are in
> > |> the hands people in the world?? any big name software houses doing any
> > |> software development for it??
> > I keep hearing numbers around 15,000 which isn't very much but better than
> > nothing! FWIW, Hisoft, in a magazine article recently said something to the
> > effect that they know exactly how many Falcons have been sold and they are happy
>
> > to support it based on those figures. They certainly have a lot out/on the way
> Pretty pathetic: 15,000 sold in two years. Heck, Apple shipped about that many
> AV macs in one day. Come to think of it, there are more Newtons out there
> than there are Falcons. The same fate will happen to the Jaguar due to Atari's
> inept. Sports fans, it's time to move on.
>
> Peter Sinclair-Day
> Univ. of Northern Iowa
>

The 15,000 figure is just for the UK, which I expect is more sales than the
Newt. At about 500 quid each I know which choice I'll be making!

--
Simon
c2sgy@dmu.ac.uk
```

5347. WINX and UIS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 16:08:47 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CGAA6o.953@cs.bham.ac.uk>
Source record: 35993

I've just managed to get WINX 2.2 running, by removing basically
everything from my AUTO folder.

As I put things back one by one, I noticed UIS 3.32 didn't work any
more. Also I couldn't get TOS14FX5 working anywhere.

Two questions:
1) Is TOS14FX5 useful if you use SERFIX11 and WINX (WINX fixes
appl_find, which TOS14FX5 also claims to do)?
2) Has anyone got UIS working? It runs, but the grotty old TOS 1.4
file selector keeps appearing.
3) The sysbase OS variable (0x4f2) points to the OS header, one field
of which is another pointer to the OS header. What's the difference,
and should one be used and not the other?

That's three questions, sorry...

Thanks in advance!

--Chris

5348. Re: TOS Partitions 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 16:19:58 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov10.161958.6361@bradford.ac.uk>
Source record: 35995

Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
: Annius Groenink (avgroeni@cs.ruu.nl) wrote:
: > In <A53434@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:
: > >GEMDOS always uses 2 sectors per cluster.
: > Does anybody know WHY?

: Because it has bugs that prevent it from using other cluster sizes.
: It's not a matter of principle.

Are you sure? I thought it was just a convention, a happy medium. Any user of FastCopy will know that you can change the # of sectors/cluster to suit your system, and TOS will happily use it.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

5349. Re: Falcon connection matrix question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 16:22:57 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov10172257@arthur.crpht.lu>
Source record: 35994

> Does the Falcon's connection matrix allow for more than
> one source at a time? For example, can it connect the
> ADC to the DSP at the same time that it connects the
> DSP to the DAC?
Yes.

> I somehow doubt it, but then how do those programs that
> do real-time audio effects work?!?
They work exactly like that.

What you can't do is connect 2 inputs to the same output because the matrix
has no adder build in.
So you can define in total 4 datapaths (4 destinations). One input can be
connected to multiple outputs (i.e. AD -> DSP,DA)

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

5350. Re: Trackball (Alfa Data TKB-MT-AC)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 20:11:30 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2brhti$p93@charm.magnus.acs.ohio-state.edu>
Source record: 35996
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I recently bought a trackball made by Alfa Data, the type name is
>TKB-MT-AT. Unfortunately, it turns out that the ball itself as well as
>the axles for the x- and y-direction have smooth, hard surfaces, and
>they tend to slip past each other. This makes precise control of the
>mouse pointer quite difficult. Especially moving the mouse in a
>direction that has a small angle with respect to one of the axes is next
>to impossible.
>
>I have tried coating the axles with pieces of rubber tube of various
>kinds, without any satisfactory result. Does any of you know a trick how
>to fix this problem? Does any of you have experiences with this type of
>trackball, or another one?

I own one of these myself and the fix is so easy you'll be amazed;

Go out and get some nice fine steel wool, wrap it around the "trackball"
iteslf, and make that nice gloss finish a nice matte finish. From then on it
will work fine. You don't need to rub it much, just until the gloss finish is
gone.

I also took mine and put it up on little rubber feet (from Radio Shack), so
that the platform of the trackball is the exact same height as the rear of my
Mega keyboard, then I sat it behind the rear of the keyboard on the right so
that when I use it my hand can rest on the back of the keyboard. This is far
more comfortable than having it elsewhere on the back.

Good luck!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"You know very well that it is thanks to (war) that you are here enjoying your
wonderful daily life so full of pleasure, reward, love, joy, and excitement.
Actually, I'll wager that it's rather more full of anxiety, problems, economic
difficulties, quarrels and disappointments, but you're so attached to them I
shan't be able to shake you loose. Love and joy are incredibly habit-forming;
often a single exposure is enough to cause permanent addiction. But I have no
doubt you steer clear as much as you can of anything so masterful."
- 'You're an Ignorant Idiot', by Chad C. Mulligan

5351. Re: ***TEST - DO NOT READ

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 21:08:56 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1545@usdtsg.DaytonOH.NCR.COM>
Source record: 35998

In article <CG8KIu.1tpL@hawnews.watson.ibm.com> debutant@ulla.com (Absolute beginner) writes:
>This is a test

Apparently I failed (i.e. I read it ;-)

Rob

5352. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 21:19:27 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1546@usdtsg.DaytonOH.NCR.COM>
Source record: 35999

In article <2bmdp3$1qm@disun41.epfl.ch> monnier@di.epfl.ch (Stefan Monnier) writes:
>
>{problems 1&3: speed}
>{problems 2&4: memory}

>for the first and third problems, there are a few hardware solutions,
>but there is also a software one: an interrupt driven device driver
>that would make a 'cp' from floppy to floppy take 1% of CPU time
>instead of 99% (f.ex)

Maybe just do a "nice" on the command. I forget the syntax (which
will be obvious to many here), but something of this notion:

nice -2 cp *.* d:/stuff

...where nice will set the priority (and possibly speed things up
overall (but of course slow down the copy in return)...

>for the second and fourth, again except costly hardware solutions
>(especially as soon as I need more than 4M) I can see two software
>ones: shared libraries (I think a dynamic-link-loader (a la
>LPR-modula-2) would be nice) and process swapping (like make-processes
>(and others) waiting on gcc's completion).

Anyone? Does u:/proc fit this description? It just struck a
memory, so I thought I'd bring it up...

Rob

^ which way is up v

5353. Re: Amiga mouse on Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 21:46:23 UTC
From: alex@falcon.demon.co.uk
Message-ID: <752967983snz@falcon.demon.co.uk>
Source record: 36040

In article <1993Nov10.055824.3211@cactus.org> ortega@cactus.org writes:

>Can the Amiga mouse be used on the ST with little or no modification?

Little, yes, but I'm afraid I don't know what one changes internally; I know
it works because there's one kicking around the office.

--
Alex Kiernan
alex@falcon.demon.co.uk

5354. Re: WINX and UIS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 21:47:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.946594@cix.compulink.co.uk>
Source record: 35997

In article <CGAA6o.953@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>I've just managed to get WINX 2.2 running, by removing basically
>everything from my AUTO folder.
>
>As I put things back one by one, I noticed UIS 3.32 didn't work any
>more. Also I couldn't get TOS14FX5 working anywhere.
>
>Two questions:
>1) Is TOS14FX5 useful if you use SERFIX11 and WINX (WINX fixes
> appl_find, which TOS14FX5 also claims to do)?

According to the docs, TOSFix should run *after* WINX so give that a try.

Ofir ogal@cix.compulink.co.uk

5355. SCSI and such

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 21:55:10 UTC
From: EMERSON_EMI@bdt.COM
Message-ID: <CGAq7y.7su@bdt.com>
Source record: 36012

I just got the Atari Compendium and I don't see any bios or gemdos commands to send SCSI read or SCSI write commands. I want to talk to a sampler, NOT a device that is not a mounted drive, so how do I go about this? Likewise no sectors are involved, just reading into a buffer, etc.. I'm not that fluent in SCSI theory and ID's however the device does not need a lot of different SCSI commands. Just SCSI READ and SCSI WRITE, basically. Without a BIOS level routine will it be necessary to write a routine for the ST(E) and then the TT SCSI and then Falcon SCSI, or even to the point of differnt versions for different ASCI to SCSI host adaptors?
What information is there for writing .xfs drivers for MULTITOS? And What format do the CD ROM drivers support? True the only work well under MULTITOS?

5356. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 22:02:21 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Nov10.220221.195897@zeus.aix.calpoly.edu>
Source record: 36029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dlk0ms9s@umiami.ir.miami.edu stated:
>
>
>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
>Effective immediately, Atari Computer Corporation has ceased
>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
>released late on Friday., October 29, 1993.
>
>I was given this information by my broker who constantly checks the
>Atari news for me.

Bullshit, your broker gets the same news as mine and mine has had no news
at all on Atari's doings. Get real man.

>
>It also said that there might be a plan in the future to release
>compatable computers at an affordable price.
>
>Atari's only priducts for sale will be what is in the stockhouses,
>the LYNX, and the upcoming Jaguar.
>
>
>-time to start looking at those clones.
>
>-Mark Santora
>

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

5357. Re: Amiga mouse on Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 22:41:43 UTC
From: michael@mu.law.utah.edu
Message-ID: <michael.752971303@mu.law.utah.edu>
Source record: 36006

ortega@cactus.org (Paul Ortega) writes:

>Can the Amiga mouse be used on the ST with little or no modification?

Yes, but with "little" modification. I don't recall the exact pins,
but two of the wires need to be switched. Power, ground, etc. are the
same, it's the X and Y connections that are different.
--
~` michael moncur, BC, OEADM - michael@mu.law.utah.edu - mgm@world.std.com ~`
"I don't care what is written about me so long as it isn't true."
-- Dorothy Parker

5358. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-10 23:18:29 UTC
From: gerco@cs.vu.nl
Message-ID: <CGAu2u.J34@cs.vu.nl>
Source record: 36001

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
[... stuff deleted ...]
>>but there is also a software one: an interrupt driven device driver
>>that would make a 'cp' from floppy to floppy take 1% of CPU time
>>instead of 99% (f.ex)

> Maybe just do a "nice" on the command. I forget the syntax (which
>will be obvious to many here), but something of this notion:
>
> nice -2 cp *.* d:/stuff
This will have some effect, but I think it will not be that great. cp
spends most of its time in the OS. A state in which (I think) there
is no context switch. 'Good' scheduling algoritmes are hard to find.

>>for the second and fourth, again except costly hardware solutions
>>(especially as soon as I need more than 4M) I can see two software
>>ones: shared libraries (I think a dynamic-link-loader (a la
>>LPR-modula-2) would be nice) and process swapping (like make-processes
>>(and others) waiting on gcc's completion).

> Anyone? Does u:/proc fit this description? It just struck a
>memory, so I thought I'd bring it up...

I don't know what you mean, but normal tos programs have the problem
that ones they have been loaded in to memory they are relocated (all
adres value get increased with the begin adres of the program or some-
thing). So if you swap them out, you must swap them in at the same
place as where they came from! This is rather tricky i think. On the
other hand base/pc-relactive programs/processes do not have this
problem, so it should be possible for them, unless i'm forgetting
something.

Just my $0.02,
Gerco.
--
+-----------------------------+-----------------------------------+
| GC Ballintijn | I'm just an Analog man |
| Email: gerco@cs.vu.nl | in a Digital world... |
+-----------------------------+-----------------------------------+

5359. Re: Amiga mouse on Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 04:46:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CGB9A9.2r3@mailer.cc.fsu.edu>
Source record: 36004

Paul Ortega (ortega@cactus.org) wrote:
> Can the Amiga mouse be used on the ST with little or no modification?

I believe the answer is yes. I seem to remember seeing instructions for this in a text file somewhere. Apparently, the wires from the connector in an Amiga mouse are not soldered, but use smalls jacks of some sort instead. To get one to work on an ST, you simply have to rearrange a few of the wires (just by unplugging and replugging them inside the mouse, no cutting or soldering). If I can find the instructions, I'll post them.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5360. Re: Amiga mouse on Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 04:50:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CGB9G8.32F@mailer.cc.fsu.edu>
Source record: 36005

As promised, here are instructions for Amiga -> ST mouse conversion.

----begin included text----

Below is a decription of the mod need to be made to a Commodore Amiga mouse
to get the mouse to work on an Atari ST. The Amiga mouse offers a faster
(slightly) tracking rate and two very comfortable buttons to use. The
mod is easy to do and provides a very nice mouse. Enjoy!

Commodore Amiga mouse -------> Atari ST mouse

This is the mod for a Commodore Amiga mouse conversion to ST mouse. No
big deal about the difficulty of the conversion, but still be careful
about what you do. I have included the original wire order by color so
that if you do mess something up, it is here. If the wires in your
mouse are different colors, I suggest writing down the color order before
starting in case you switch the wrong wires. Then you can go back to
START and begin again.

OK...here it is. All it involves is switching two wires on the connector
going to the mouse circuit board. I'll give the before and after views e
of the connector wires in order from back to front (of the mouse).

Before To use on an Atari ST
--------- ----------
Black Black
Blue Blue That's it!
Brown -----\ /-------- Yellow
Orange \/ Orange
White /\ White
Yellow -----/ \-------- Brown
Red Red
Grey Grey

Like I said, the mod is not difficult. The standard disclaimer applies.
I cannot take responsibility for any misfortunes that may befall you
because of your using these plans for the mod. I have performed this
mod and I know it works. I ripped the whole mouse apart trying to figure
it out before I found out I just had to switch two wires. If you need
help with the mod, ask someone you know who has the expertise to do it.

Good luck!

Bruce Blanar

----end included text----

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5361. Falcon-specific header files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 05:07:16 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Nov11.050716.19642@beaver.cs.washington.edu>
Source record: 36003

Hi all!

I have recently been programming in GCC on my Falcon030 4/84 and I've run into a snag trying to do some Falcon-specific stuff. This would include such functions as Soundcmd(), Devconnect(), Vsetmode(), plus all the DSP calls.

What I need are the header files/libraries that go with these functions. The standard GCC stuff does not cover any of the new functions so I have to resort to calling them by XBIOS number (ick!).

Are these header files freely distributable, and if so where can I get them? I'd hate to think that I need to buy a commercial C package (or the dev package) just to get the proper bindings, although I must admit Lattice C looks like a much nicer development environment than GCC. :-)

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5362. STE-Simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 09:14:04 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-111193091404@ngalm099.gal.nt.com>
Source record: 36007

Can somebody please explain how/what is required to speed up the memory
access in the STE. Does it only work for the STE, how about STFM's?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5363. Falcon SCSI-II controller

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 09:37:48 UTC
From: jimt@gx1.mdis.co.uk
Message-ID: <CGBMr1.vy@mdis.co.uk>
Source record: 36008

Does anyone out there know where I can get a data sheet on the SCSI
controller used in the Falcon, I need some low level programming information
for this device. I also need to know how the SCSI controller is mapped
into the Falcons address space.
Any pointers on where this info can be found would be most helpful

Thanks Jim Twynam.
Email : jtwynam@mdis.co.uk

5364. Re: Falcon-specific header files

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 10:24:17 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov11112417@issan.informatik.uni-dortmund.de>
Source record: 36011

>>>>> In article <1993Nov11.050716.19642@beaver.cs.washington.edu>,
bgilbert@cs.washington.edu (Ben Gilbert) writes:

|> Hi all!

|> I have recently been programming in GCC on my Falcon030 4/84 and I've run
|> into a snag trying to do some Falcon-specific stuff. This would include
|> such functions as Soundcmd(), Devconnect(), Vsetmode(), plus all the
|> DSP calls.

|> What I need are the header files/libraries that go with these functions. The
|> standard GCC stuff does not cover any of the new functions so I have to
|> resort to calling them by XBIOS number (ick!).

|> Are these header files freely distributable, and if so where can I get
|> them? I'd hate to think that I need to buy a commercial C package (or the
|> dev package) just to get the proper bindings, although I must admit Lattice
|> C looks like a much nicer development environment than GCC. :-)

These definitions are in falcon.h in MiNTlib.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5365. Re: WINX and UIS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 10:38:52 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CGBpKt.98z@cs.bham.ac.uk>
Source record: 36010

In article <memo.946594@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <CGAA6o.953@cs.bham.ac.uk>, Chris Ridd writes:
>>
>>1) Is TOS14FX5 useful if you use SERFIX11 and WINX (WINX fixes
>> appl_find, which TOS14FX5 also claims to do)?
>
>According to the docs, TOSFix should run *after* WINX so give that a try.
>

Yeah, I saw that too. It doesn't work if you put it before GEMRAM,
between GEMRAM and WINX or after both. It appears to be a GEMRAM bug
(not filling out the new OS header structure properly).

There is a fixed version of UIS III, I have been informed.

--Chris

5366. Re: Falcon connection matrix question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 10:39:56 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2bt4psE33j@uni-erlangen.de>
Source record: 36009

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>> Does the Falcon's connection matrix allow for more than
>> one source at a time? For example, can it connect the
>> ADC to the DSP at the same time that it connects the
>> DSP to the DAC?
>Yes.

>> I somehow doubt it, but then how do those programs that
>> do real-time audio effects work?!?
>They work exactly like that.

>What you can't do is connect 2 inputs to the same output because the matrix
>has no adder build in.
>So you can define in total 4 datapaths (4 destinations). One input can be
>connected to multiple outputs (i.e. AD -> DSP,DA)

That sounds a little unclear. Your example is correct, but in my opinion
that IS one output (AD) to two inputs (DSP,DA) - seen from the DMA point. ;-)

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

5367. Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 11:50:51 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <2bt8ur$a17@usenet.INS.CWRU.Edu>
Source record: 36013

My SM124 monochrome monitor has a problem. When it is cold it inverts the colors. Once it is warm it also does this if I access the floppy drive. There are are 40 faint vertical lines in the picture also. Can anyone suggest what components might cause thie problem. I'm handy with a sodlering iron, but I have not had to diagnose monitor problems before!

5368. Re: CPX and appl_init

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 11:50:51 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2bt8ur$15e8@obelix.uni-muenster.de>
Source record: 36014

In article 752863000@limotoc, hn@limotoc.informatik.rwth-aachen.de (Helmut Neukirchen) writes:
>
> Writing my first CPX module I encountered the following problem:
>
> I've to call AES functions (e.g. objc_draw to draw the cpx
> object tree), but I don't have a valid global field in the AESPB:
> Due to the fact that the CPX module didn't make an appl_init call
> it does not have an AP_ID and the other stuff appl_init returns
> in the global field.

As far as I know, the global field is output only. The AES never uses what's in there.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

5369. Re: Atari ST -> Pc case

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 11:52:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111125210.L.J.Sak@pc0335.kub.nl>
Source record: 36015

In Article <19931101115500.L.J.Sak@sp0135.kub.nl> "L.J.Sak@kub.nl (SAK L.J.)" says:
> In Article <2atvlb$gdg@altair.herts.ac.uk> "cs1cu@herts.ac.uk (Darby)" says:
> > Firstly, I'll start by apologizing for any inadvertant breaches
> > of News protocol. (spot the first posting ! ;))
> >
> > I presently have a 2.5Meg STfm w/ 1 ext. Floppy
> > 1 Hard drive
> > Modem
> > Printer
> > More Cables than Gen. Electric
> > Therefore I am looking to stuff my system (motherboard, drives
> > etc) into either a Mini-tower or Desktop PC case as I haven't
> > the spare 200+ pounds for a Proper ST Tower upgrade.
> > The reason I am posting is because I desperately need
> > help in working out how to get it all in the box, attach a decent
> > keyboard, and actually get it to work.
> >
> > So, if anyone out there has done a similar hack-up on their
> > machine, or can give me any advice, I would gladly forfeit my soul, sell
> > my firstborn to the Devil, etc... for any help given.
> > (In fact I'd do anything except spend money !)
> >
> LSD: there is only one solution: buy a big tower: else you just don't
> have the room to fit in your ST-board..
> If you're interested in how to do the rebuild, send me and e-mail!
> (I did it with a Falcon and that's just about the same size as yours),
> Ludo Sak Design,
> alias LSD,
> None has ever beat Him yet,
> Cause LSD he is the master,
> His works are better works,
> And his hands are faster!
> L.J.Sak@kub.nl
>

5370. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 11:55:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111125524.L.J.Sak@pc0335.kub.nl>
Source record: 36016

In Article <2b3k4s$15i6@ina.zfn.uni-bremen.de> "g02o@zfn.uni-bremen.de (Mark-Oliver Wolter)" says:
> Georgios Vasileiadis (vacs@hpna49-1.cern.ch) wrote:
> : HI,
> : Is a 100 nsec non-parity simm module of 1 mbyte compatible for a
> : 520 STE upgrade ? To use 4 of them to get to 4 Mbytes.
> : Thank you
> : george
>
> YES! It's PERFECT! With 100ns, you even can speedup your STe to 12 MHz
> without any timing problems!
>
>
LSD: I'm sorry: a 520 STE does not exist. It is either a 520 st(fm,m,+) or 1040 STe

5371. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 11:57:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111125740.L.J.Sak@pc0335.kub.nl>
Source record: 36017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <CFuz77.Jvp@newcastle.ac.uk> "Craig.Graham@newcastle.ac.uk (Craig Graham)"
says:
>
> In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu
writes:
> >
> >
> >NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
> >
> >Effective immediately, Atari Computer Corporation has ceased
> >production of ALL of it's computer lines. This includes all TOS,
> >DOS, and hand-held computers. This information was
> >released late on Friday., October 29, 1993.
> >
> >I was given this information by my broker who constantly checks the
> >Atari news for me.
> >
> >It also said that there might be a plan in the future to release
> >compatable computers at an affordable price.
> >
> >Atari's only priducts for sale will be what is in the stockhouses,
> >the LYNX, and the upcoming Jaguar.
> >
> >
> >-time to start looking at those clones.
> >
> >-Mark Santora
> >
>
>
> Is this guy for real ?
>
> Craig.
>
LSD: Some of this rumour was caugt by me too.. Luckily it was not true,
but ATARI had had some hard time though. Ps: where does the guy live?

5372. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:02:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111130204.L.J.Sak@pc0335.kub.nl>
Source record: 36018
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <CFvKK0.qrA@hawnews.watson.ibm.com> "mora@AFQA6140.mop.ibm.com (Frederic Mora)" says:
> Mark Santora writes:
> >Effective immediately, Atari Computer Corporation has ceased
> >production of ALL of it's computer lines. This includes all TOS,
> >DOS, and hand-held computers. This information was
> >released late on Friday., October 29, 1993.
>
> >I was given this information by my broker who constantly checks the
> >Atari news for me.
>
> Pal, I don't know who is your broker, but I'd rather double check his
> books. Atari stock is climbing steadily. Maybe they don't OWN plants
> anymore, but they keep contracting for batches of new computers.
>
> Please get your facts straight before spreading FUD.
>
> --
> Frederic Mora - IBM France, Montpellier - Software engineer
> AIX Application Development - mora@vnet.ibm.com
>
LSD: The ATARI company was the only com[puter-manufactoring company of which the stocks rose during the dip of computer industries some time ago. Even Apple and IBM had their share-prices dropped. Rise due to IBM-ATARI jaguar contract..
Sometimes their management sucks, but they make such awful nice computers!

5373. Re: Using the desktopicons on Falcon supplied by some prgs.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:05:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111130543.L.J.Sak@pc0335.kub.nl>
Source record: 36019

In Article <2b7q4l$jbc@sus.edu.eur.nl> "cspas050@sus.edu.eur.nl (M.A. Onstwedder)" says:
> Hello. I don't know if this is a real techie question, but i'll
> ask it anyway.
>
> Some programs like SpeedOfLite and gemview have a icon supplied to be
> used on the desktop. But i don't know how to use these icons.
>
> I did rename the file SpdIcon.rsc in deskicon.rsc But that just changes
> all icons in the SpeedOfLite icon. So i think that i should append it
> behind the deskicon.rsc, but i have absolutely no clue how to do such a
> thing.
>
> Please help me out here, thanks
>
> **
> * M.A.Onstwedder - Cspas050@sus.edu.eur.nl *
> * ------------ *
> * Desperately in need for a strangers hand in a desperate land. *
> * --- Doors --- *
> **
>
LSD: U will have to use an resource-editor such as Interface2 or f.e. a
Public domain resource-editor wich can edit COLOR icons.. Just load both
and move the program-specific icons to the deskicon.rsc: that's it..

5374. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:10:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111131023.L.J.Sak@pc0335.kub.nl>
Source record: 36020
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <2cd7ed34a4c70@traveller.freiburg.sub.org> "galaxis@traveller.freiburg.sub.org (Alexander Bochmann)" says:
> SG Yardley (c2sgy@dmu.ac.uk) wrote:
>
> >> Effective immediately, Atari Computer Corporation has ceased
> >> production of ALL of it's computer lines. This includes all TOS,
> [..]
> >I also doubt seriously whether they want to make compatibles at all.
>
> In Germany, Atari sold the last computers from it's DOS compatible ("ABC")
> line at the end of last year.
>
> I don't think they did make much money with it.
>
> /\|ex.
> --
> galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
> Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
> Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany
>
LSD: Read again: It was not SG Yardley who wrote i

5375. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:15:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111131503.L.J.Sak@pc0335.kub.nl>
Source record: 36021
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <2bbjov$ko6@news.cs.tu-berlin.de> "thommy@cs.tu-berlin.de (Thomas Bahls)" says:
> >Welcome to the club. I have a lynx and it didn't go anywere.
> ^^^^
>
> A german videogames mag just announced 24 lynx games for the
> next month.
>
> Maybe future will look brighter? =)
>
> >I have seen the
> >future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
> -
> 3do is _really_ impressing, but it's more expensive than the Jaguar
> and it's "only" 32bit.
> IF Atari can release the Jag-CDrom in summer '94, it can easily attract
> most potential 3d0 customers - right?
>
> >Does anyone believe Atari will spend money for advertisement?
> -
> The news "Atari stocks went up to 11 1/8" is some kind of
> advertisment. ;-)
>
> >Sell your Atari stock while you have a chance.
> -
> I wish, I had some.
>
> greetings
> -thommy
>
LSD: Great move, Tho

5376. Re: SC1224 okay with Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:19:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111131955.L.J.Sak@pc0335.kub.nl>
Source record: 36022

In Article <2bd2v5$cc3@news.delphi.com> "lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM)" says:
> Forgive my ignorance, but I've been out of AtariLand for awhile. :)
>
> Will my Atari SC1224 monitor work without a hitch with a new Falcon030?
> Would there be any distinct advantage to using a newer monitor with the
> Falcon, or will I get similar features with my SC1224? Reply to mail, please.
>
> -Steve
>
>

LSD: Your monitor will work on your falcon if you buy a ATARI-adapter plug, but the specs of the monitor are 2 small for your Bird.. It is bestt to save some money and buy a decent monitor... Things you can do on a SVGA, you cannot on a SC1224.. Good luck with your Falcon (if you have already bought one)!
L.J.Sak@kub.

5377. Re: Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:24:45 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Nov11.122445.24118@ibr.cs.tu-bs.de>
Source record: 36023

ak354@cleveland.Freenet.Edu (Dennis Mc Guire) writes:

> My SM124 monochrome monitor has a problem. When it is cold it
>inverts the colors. Once it is warm it also does this if I access
>the floppy drive. There are are 40 faint vertical lines in the
>picture also. Can anyone suggest what components might cause thie
>problem. I'm handy with a sodlering iron, but I have not had to
>diagnose monitor problems before!

To me that doesn't sound like a monitor problem but a problem with
your shifter. Otherwise access to your floppy would unlikely have
an effect on your monitor.

Urs

5378. Re: ***TEST - DO NOT READ

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:28:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111132800.L.J.Sak@pc0335.kub.nl>
Source record: 36025

```
In Article <1545@usdtsg.DaytonOH.NCR.COM> "anisko@usdtsg.DaytonOH.NCR.COM (anisko)" says:
> In article <CG8KIu.1tpL@hawnews.watson.ibm.com> debutant@ulla.com (Absolute beginner)
writes:
> >This is a test
>
> Apparently I failed (i.e. I read it ;-)
>
> Rob
>
>
LSD: Colegues, Rob
```

5379. Re: AHDI with ICD host adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:32:45 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753021165@acp5>
Source record: 36024

finken@conware.de (Michael Finken) writes:

>I have an ICD Advantage+ hostadapter connected to my MegaSTE. Is there any
>problem in using some other SCSI driver software, like AHDI or whatever else
>fate might send into my arms?

If your drive has more than four partitions you won't be able to boot from
it with any other driver because the ICD partitioning scheme is not
compliant to the AHDI 3.00 release notes. With four or less partitions it
will work.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5380. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:40:12 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CGBv71.73F@hermes.hrz.uni-bielefeld.de>
Source record: 36026

In article <...>, monnier@di.epfl.ch (Stefan Monnier) writes:

|> for the second and fourth, again except costly hardware solutions
|> (especially as soon as I need more than 4M) I can see two software
|> ones: shared libraries (I think a dynamic-link-loader (a la
|> LPR-modula-2) would be nice) and process swapping (like make-processes
|> (and others) waiting on gcc's completion).
|>
|> Is anybody working on such things (or do they even already exist ?) ?

Let me guess: neither/nor.

TeSche
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

5381. Re: DSP libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 12:41:19 UTC
From: sys1@exnet.com
Message-ID: <CGBv8w.ByA@exnet.com>
Source record: 36027

In article <16243@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:
>
>>Where can I find a library to utilize the DSP for mathematical
>>calculations on my Falcon?
>
>>The DSP seems much faster than the 68882 according to the FRAC!
>>demo by Brainstorm...
>
>
>The DSP cannot be used in the same way as the FPU (68882).
>
>The DSP works on streams of data. For example, a Fractal program
>that generates a stream of pixels on the screen.
>
>Math libraries provide single instructions on single inputs. For example,
>pow(x,y) takes 1 pair of doubles and returns 1 double.
>

I don't think this is strictly true, the DSP does not work exclusively
on streams of data, the data/program memeory can be used for some
maths routines effectively. The atari OS DSP bindings allow for
64Kb to be put into the DSP memory and theoretically can do calculations
on it. I am not completely sure as I have just started reading the manual
but hope springs eternal.

>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
> / * <- Computer Science Department, |||||| GEM++ = C++ GEM library
> _.-._/ University of Queensland, _// || _ Both are Free Software
>_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

Xavier

5382. Windowed dialogues in Lattice Cv5

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 13:31:42 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov11.133142@cs.bham.ac.uk>
Source record: 36028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Can anyone out there tell me how to get dialog boxes in windows in Lattice C ?
I'm writing my final year project on my Falcon and desperately want to have a non-modal interface (ie the appearance of a dialog box doesnt lock up the program until the user dismisses it). To do this I need someway of handling multiple windowed dialog boxes... in the same way something like WinRec does for example.

I got hold of WindDial but have had no luck getting it to work, so has anyone managed to get it working with Lattice C ?

Any help _gratefully_ received!

Ian

5383. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 15:21:16 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <753031275@amazon.cs.duke.edu>
Source record: 36031
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

From the Holy Book of <CG9D10.73z@sdf.lonestar.org>
as spake by evanlang@sdf.lonestar.org (Evan Langlois) :

>Is there a compiled version of MinTLIB 35 or higher? I only have source and
>most of the stuff compiled, I want everything pre-compiled.

Which compiler do you need it for? The GCC version of pl39 is at a.a.
If you need it for HSC, well, the first chance I'll have to build it is
Thanksgiving break. If you need it for some other compiler, according
to the README file the people to talk to are:

|Pure C: hohmuth@freia.inf.tu-dresden.de (Michael Hohmuth)
|Lattice C: pvt1-117@nada.kth.se

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

5384. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 16:34:48 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CGC620.Fz4@cen.ex.ac.uk>
Source record: 36032

In article <19931111125524.L.J.Sak@pc0335.kub.nl> L.J.Sak@kub.nl (SAK L.J.) writes:

LSD: I'm sorry: a 520 STE does not exist. It is either a 520 st(fm,m,+) or
1040 STe

Perhaps you'd like to explain what is sitting in my cupboard at home then,
I'm sure the badge said 520 STE on it :)
(I'm using a Falcon - that's why it's in the cupboard!)
{{{ Dan }}}

5385. Floptical Backup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 18:26:30 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <753058992.AA01668@byte.bbs.no>
Source record: 36033

I own a Protar Progate HD, and I use the supplied software from protar (Profile). I now want to purchase a 21MB Floptical, this seems to require ICD the Link. The question is whether or not I can use the Floptical without needing to reboot my ProGate HD, with new ICD software. I am told that Profile does not recognise the Floptical. Will the ICD software understand the format no my Protar HD?

William.Kent@Byte.Bbs.no

-- ReadMail ST

5386. Re: PROPOSAL: Palette Handle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 19:55:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.13745.4019.0N18AB95@canrem.com>
Source record: 36035

Hi Ofir,

-> Valid idea in my opinion. I like the whole concept of palette
-> management although I don't think I have much to contribute myself.
-> It is a worthwhile project.

Maybe you could act as a coordinator in England. We would certainly like to offer our support to Warwick's proposal/idea. We have some good connections to several companies in Germany as well as here in North America.

And given the size and complexity of the task, we will only be able to achieve a noticeable effect when we make this issue a more 'global' effort. There are enough challenges ahead. Would you like to accept?

*,<
_/
Ralf.

5387. Amiga mouse on Atari ST? Serial Mice as well?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 20:01:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.13746.4019.0N18AB96@canrem.com>
Source record: 36036

-> Can the Amiga mouse be used on the ST with little or no modification?

Why would you like to use the Amiga mouse on an ST?

I have to admit that I have a special reason to ask you this. We offer a software driver for the Atari ST/TT/Falcon that allows you to use any industy standard serial mouse (read IBM AT mouse etc) on the Atari!

You can also use the same driver to hook up a SUMMAGRAPHICS MM1201, MM1802 and 961 or BITPAD2 graphics tablet to it.

The serial mouse can be used IN CONJUNCTION with the regular mouse since they do not interfere with each other. No matter if you choose a Microsoft or PC-Systems compatible mouse, you will be able to use it as long as it has the right connector (for a regular ST you would probably need an DB9->DB25 adapter, which is included with mose mice).

Price? Just US $13 (+ S&H (US $1 for USA or US $2.50 eleswhere).

If you need more information, please send e-mail.

Ralf.

5388. Compiling EnhancedGEM for Lattice C v5

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 22:13:35 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov11.221335@cs.bham.ac.uk>
Source record: 36039
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I made a request a while ago for help with windowed dialogs under Lattice Cv5,
I was recommended to use E_GEM as this provided what I needed and many other new
window widgets. The only problem is I can't get it to compile to the .O file that
I need. I get really stupid errors complaining about missing semi-colons even
when there's a semi colon there!

So anyway enough ranting has anyone managed to get E_GEM working with LAttice C
and could you _please_ tell me how ?

Cheers

Ian

5389. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 23:00:51 UTC
From: monnier@di.epfl.ch
Message-ID: <2bug74$btp@disun41.epfl.ch>
Source record: 35972

In article <CGAu2u.J34@cs.vu.nl>, Ballintijn GC <gerco@cs.vu.nl> wrote:
> other hand base/pc-relactive programs/processes do not have this
> problem, so it should be possible for them, unless i'm forgetting
> something.

Of course, process swapping is not exactly trivial. Relocation can be redone when bringing the code back in (or you can use pc-relative addressing) but you still have problems with programs storing function pointers.
But maybe the number of programs using that feature is not too high so we could add a "swappable" bit somewhere in the executable. Or even change the compiler so that the function pointers are expressed relatively to the basepage. Of course, this wouldn't be too good an idea in conjunction with shared libraries whose relative address may change. But of course, the compiler could also implement function pointers by adding an indirection: the c-function-pointer would just be an index in a table of actual function poionters.

Maybe this is all too difficult to implement right. The two other "options" seem much more accessible (the shared library could even be rather simple: replace any "lib_call(args)" by a "*libc_calls[LIB_CALL](args)". The value of libc_calls would be given by a "library process" to whom you ask for a library and who loads it if necessary and returns the base address (and asks MiNT to share memory...))

Stefan

5390. SIPPS to use in a Memory upgrade ....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-11 23:57:22 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2bujh2$70k@news.dmpe.CSIRO.AU>
Source record: 36034

Hi.

Yesterday some kind soul donated me 4 SIPPS that I am going to use in a memory upgrade for my 1040STf. Now I know that they are Japanese RAM, and that they're 80ns, but I don't know if they are 256k or 1mb. Here is my (dud) ascii rep of one of the chips on the SIPP.

BTW They are 30 pin 9 chip babies.

```
+------------------+
| 81c1000-80 |
| 9012 T34 |
| PJ BC |
+------------------+
```

Thanks for your help!

Best Regards,

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

5391. Re: Atari Laser sock's def

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 02:24:37 UTC
From: reeves@eugenia.phy.Vanderbilt.Edu
Message-ID: <1993Nov12.022437.14766@news.vanderbilt.edu>
Source record: 35943

In article <Laurent_Zimmerli.081a@temptation.alphanet.ch>
Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli) writes:
> Hello!
>
> Somebody knows what are the pins on the 37 Pins sock of a Atari Laser
> Printer??
>
> Can this printer be connected to another type of computer?
> Is it a Parallel printer?
>

No, the Atari SLM laser printers are not parallel printers. They connect
to the DMA port on the back of all Atari computers except the Falcon.

Terry W. Reeves

5392. Re: Floptical Backup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 05:03:42 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Nov12050342@hal.cerfacs.fr>
Source record: 35949

```
>>>>> On Fri, 12 Nov 1993 07:58:15 +0000, ogal@cix.compulink.co.uk
>>>>> (Ofir Gal) said:
Ofir> In article <753058992.AA01668@byte.bbs.no>, writes:
>
>
>software. I am told that Profile does not recognise the Floptical. Will
>the ICD software understand the format no my Protar HD?
>

Ofir> Probably not.

I disagree! If the Protar HD is SCSI, then there should be no
problem.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!
```

5393. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 05:52:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.955514@cix.compulink.co.uk>
Source record: 36037

In article <19931111125524.L.J.Sak@pc0335.kub.nl>, L.J.Sak@kub.nl (SAK L.J.) writes:
>>
>LSD: I'm sorry: a 520 STE does not exist. It is either a 520 st(fm,m,+) or
> 1040 STe

Of course it does.

Ofir ogal@cix.compulink.co.uk

5394. Need Help With Kermit!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 06:03:37 UTC
From: rbrand1@gl.umbc.edu
Message-ID: <2bv8vpINNmur@umbc8.umbc.edu>
Source record: 36038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know how to set up kermit in Uniterm for a standard C-Kermit server? Whenever I try to use it, the file I download gets a few Kbs of garbage added to it. Any suggestions would be greatly appreciated.
Please post any suggestions or email me at rbrand1@gl.umbc.edu

Thanx,
Rob

5395. Re: PROPOSAL: Palette Handle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 07:58:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.955771@cix.compulink.co.uk>
Source record: 35941

In article <60.13745.4019.0N18AB95@canrem.com>, cybercube.research@canrem.com (Cybercube Research) writes:
>Hi Ofir,
>
>Maybe you could act as a coordinator in England. We would certainly like
>to offer our support to Warwick's proposal/idea. We have some good
>connections to several companies in Germany as well as here in North
>America.
>
>And given the size and complexity of the task, we will only be able to
>achieve a noticeable effect when we make this issue a more 'global'
>effort. There are enough challenges ahead. Would you like to accept?
>
> *,<
> _/

Ralf,

What would you want me to do to help?

Ofir ogal@cix.compulink.co.uk

5396. Re: Floptical Backup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 07:58:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.955772@cix.compulink.co.uk>
Source record: 35942

In article <753058992.AA01668@byte.bbs.no>, writes:
>
>
>I own a Protar Progate HD, and I use the supplied software from protar
>(Profile). I now want to purchase a 21MB Floptical, this seems to
>require ICD the Link. The question is whether or not I can use the
>Floptical without needing to reboot my ProGate HD, with new ICD
>software. I am told that Profile does not recognise the Floptical. Will
>the ICD software understand the format no my Protar HD?
>

Probably not.

Ofir ogal@cix.compulink.co.uk

5397. Re: Atari Laser sock's def

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 09:53:02 UTC
From: djs@jet.uk
Message-ID: <1993Nov12.095302.23920@jet.uk>
Source record: 35947

In <1993Nov12.022437.14766@news.vanderbilt.edu> reeves@eugenia.phy.Vanderbilt.Edu (Terry W. Reeves) writes:

>In article <Laurent_Zimmerli.081a@temptation.alphanet.ch>
>Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli) writes:
>> Hello!
>>
>> Somebody knows what are the pins on the 37 Pins sock of a Atari Laser
>> Printer??
>>
>> Can this printer be connected to another type of computer?
>> Is it a Parallel printer?
>>

>No, the Atari SLM laser printers are not parallel printers. They connect
>to the DMA port on the back of all Atari computers except the Falcon.
(I'm assuming that we're talking SLM804 here, the posting was not specific). The 37-way on the printer connects to the controller (SLMC-804), not to the DMA port. A further DMA cable connects the controller to the DMA port.

I recently picked up an SLM804 very cheaply, but it did not have the controller box. This cost me 70 quid, therefore doubling the cost of my printer (ouch). And then 40 quid for the toner. And then I had an accident with it, and have an awkward cleaning job to do :-(
--
- Due to British Government restrictions, the words of Mr Stevenson have been typed by an actor.

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5398. Re: AHDI with ICD host adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 11:15:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2bvr8d$4ub@golem.wcc.govt.nz>
Source record: 35945

In article <seimet.753021165@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>finken@conware.de (Michael Finken) writes:
>
>>I have an ICD Advantage+ hostadapter connected to my MegaSTE. Is there any
>
>If your drive has more than four partitions you won't be able to boot from
>it with any other driver because the ICD partitioning scheme is not
>compliant to the AHDI 3.00 release notes. With four or less partitions it
>will work.

NO longer true, the latest or later version of ICD Utils 6.2 lets you select
Atari compatible formats...

NOTE: Atari was far to long setting its standards, so otheres like Supra/ICD
set up there own..

Gee, even the First versions of AHDI would not let you boot from the hard
drive...

>* Uwe Seimet *

Roger..... sheppard_r@kosmos.wcc.govt.nz

5399. Re: ***TEST - DO NOT READ

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 11:23:58 UTC
From: error@stack.urc.tue.nl
Message-ID: <2bvroe$h8f@tuegate.tue.nl>
Source record: 35944

L.J.Sak@kub.nl (SAK L.J.) writes:

>In Article <1545@usdtsg.DaytonOH.NCR.COM> "anisko@usdtsg.DaytonOH.NCR.COM (anisko)" says:
>> In article <CG8KIu.1tpL@hawnews.watson.ibm.com> debutant@ulla.com (Absolute beginner)
writes:
>> >This is a test
>> Apparently I failed (i.e. I read it ;-)

I thought, two people reacting to a test mail with subject do not read.
Interesting. So you got me too. ;-)

E.
--

5400. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 11:48:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce3781e@troed.ct.se>
Source record: 35959

In a message of 11 Nov 93 12:55:00, Sak L.J. wrote:

SL> LSD: I'm sorry: a 520 STE does not exist. It is either a 520 st(fm,m,+) or
SL> 1040 STe

There is a 520STE ... the only difference is half the amount of SIMM:s though
.., (but it states 520STE on the sticker)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

5401. Need TOS-Bug-and their-fixes-list !!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 12:33:01 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CGDpJ2.IEG@muster.hrz.uni-giessen.de>
Source record: 35946

Hi all there !!

Is anyone out there familiar enough to the TOS, that he/she can make up
a list including all TOS-Bugs known to yet and their fixes ??
I thought of a list looking like below:

```
+-------------------------------------------------------------------------+
|TOS-Version | BUGS | Fix(es) |
|------------+-----------------------------------+---------------------------|
| | | |
```

where each known bug is listed with a short description _what is the result of
the bug_ and which program should be used to fix it, and how it is done.

Thanks a lot to the one/them doing that list

Ciao
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail: gc85@vision.hrz.uni-giessen.de
gc85@sun2.hrz.uni-giessen.de
jadawin@mises.uni-paderborn.de
jadawin@coulomb.uni-paderborn.de
q4038908@bonsai.fernuni-hagen.de
Konstantinos.Xonis@math.uni-giessen.d400.de

Snail: Konstantinos XONIS
Buderusstra&#xfffd;e 14
D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

5402. Re: AHDI with ICD host adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 13:10:35 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753109835@acp5>
Source record: 35948

sheppard_r@ix.wcc.govt.nz writes:

>NOTE: Atari was far to long setting its standards, so otheres like Supra/ICD
>set up there own..

Atari set its standard with the AHDI 3.00 Release Notes in summer 1989. It
took ICD more than 4 years to get their software adapted to the official
partitioning scheme explained in theses notes.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5403. Monitor Whistle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 13:11:39 UTC
From: anthony@inyanga.cs.wits.ac.za
Message-ID: <42@inyanga.cs.wits.ac.za>
Source record: 35951

My SM124 whistles sometimes!!!!???? (independant of the volume control...)
I once read of someone with the same problem, in ST-USER, but then I didn't have the monitor... Any suggestions on how to fix this problem. (now I just bang it and it keeps quite)

Thanks world...

--
-----================================-----
Anthony Spirou
anthony@concave.cs.wits.ac.za
-----================================-----

5404. Re: SCSI and such

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 14:13:07 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2c05lj$rb8@obelix.uni-muenster.de>
Source record: 35952

In article 7su@bdt.com, EMERSON_EMI@bdt.COM (Emerson Emi) writes:
> I just got the Atari Compendium and I don't see any bios or
> gemdos commands to send SCSI read or SCSI write commands. I
> want to talk to a sampler, NOT a device that is not a mounted
> drive, so how do I go about this? Likewise no sectors are
> involved, just reading into a buffer, etc.. I'm not that fluent
> in SCSI theory and ID's however the device does not need a lot of
> different SCSI commands. Just SCSI READ and SCSI WRITE,

There is no generic SCSI READ or WRITE command. And furthermore, XBIOS
only has support for SCSI READ and WRITE for harddisks (DMARead, DMAWrite).

> basically. Without a BIOS level routine will it be necessary to
> write a routine for the ST(E) and then the TT SCSI and then
> Falcon SCSI, or even to the point of differnt versions for
> different ASCI to SCSI host adaptors?

'Just' ACSI, TT-SCSI and Falcon SCSI.

> What information is there for writing .xfs drivers for
> MULTITOS? And What format do the CD ROM drivers support? True
> the only work well under MULTITOS?

Get the MiNT sources. MetaDOS supports ISO9660-CDs. The XFS too, but it's not
yet releases. Of course it works with plain MiNT too.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

5405. Re: Need Help With Kermit!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 14:30:39 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov12.143039.1763@bradford.ac.uk>
Source record: 35950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

brandon robert (rbrand1@gl.umbc.edu) wrote:
: Does anybody know how to set up kermit in Uniterm for a standard C-Kermit
: server? Whenever I try to use it, the file I download gets a few Kbs of
: garbage added to it. Any suggestions would be greatly appreciated.
: Please post any suggestions or email me at rbrand1@gl.umbc.edu

I don't think Kermit in Uniterm has settings as such. I do this UNIX-ST
transfer all the time and it is bloody slow. I found that files would come
out corrupted, unless they were UUencoded on the UNIX machine, sent via
Kermit in ASCII mode, then UUdecoded on the ST.

Are you running C-Kermit in Server mode? I founf this a lot easier than
using send and recieve. Just type server at the Kermit prompt, then press
Alt-T in Uniterm. Use 'Disk Utils' to set the correct path on your ST
(note this is not saved in the UNITERM.INF file), and then use PUT and GET
to do the file transferring.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

5406. HSC latest version?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 15:13:51 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov12.151351.3825@vax.sbu.ac.uk>
Source record: 35953

Quick question this:

What is the latest version of Heat 'n' Serve C, and where can I get it?

Thanks, Del

5407. Re: HSC latest version?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 16:48:17 UTC
From: pt91js@pappa.pt.hk-r.se
Message-ID: <PT91JS.93Nov12174817@pappa.pt.hk-r.se>
Source record: 35955

In article <1993Nov12.151351.3825@vax.sbu.ac.uk> fountad@vax.sbu.ac.uk writes:

:| Quick question this:
:|
:| What is the latest version of Heat 'n' Serve C, and where can I get it?
:|
:| Thanks, Del
:|

Version 1.40 available at atari.archive.umich.edu in /atari/Languages

/Johan Svanstrom (email: pt91js@pt.hk-r.se)

5408. Re: Falcon connection matrix question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 16:55:11 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov12175511@arthur.crpht.lu>
Source record: 35954

> >What you can't do is connect 2 inputs to the same output because the matrix
> >has no adder build in.
> >So you can define in total 4 datapaths (4 destinations). One input can be
> >connected to multiple outputs (i.e. AD -> DSP,DA)
>
> That sounds a little unclear. Your example is correct, but in my opinion
> that IS one output (AD) to two inputs (DSP,DA) - seen from the DMA point. ;-)
Well, normally if you talk about the connectibility of a device you look also
from the device's point of view. Or is the port on your printer the output?
For me it's still the input to the printer.
So the AD is the input to the matrix, and the matrix is the input of the DSP.
But the DSP is the output of the matrix...
If you start to swap that around... have fun :-)))

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

5409. Re: Need Help With Kermit!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 18:24:23 UTC
From: michal@gortel
Message-ID: <1993Nov12.182423.19759@kakwa.ucs.ualberta.ca>
Source record: 35956
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

S.P.Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: brandon robert (rbrand1@gl.umbc.edu) wrote:
: : Does anybody know how to set up kermit in Uniterm for a standard C-Kermit
:
: I don't think Kermit in Uniterm has settings as such. I do this UNIX-ST
: transfer all the time and it is bloody slow.

Of course it does! The whole menu of these. Similar stuff on Unix
side is achieved by ~/.kermrc file.

Your transfers are bloody slow because you are using a default block
size, which is 94, and is meant for a very, very noisy lines. Set
block size to 1024 (I think that this is max for Kermit on Uniterm,
although current kermits can do much bigger blocks and windowing protocol)
and speed picture will change in a drastic manner. Unless your line
is really noisy, then you will have experiment which block size gives
you the best throughput. Do not forget set CHK to type 3 (CRC and not
checksum).

: I found that files would come
: out corrupted, unless they were UUencoded on the UNIX machine, sent via
: Kermit in ASCII mode, then UUdecoded on the ST.

You are obviously sending binary files in a text mode. They will come
corrupt that way, no doubt about it. You have to send binary files
in a binary mode (kermit -i on a Unix side). Receiving kermit will
adjust automatically.

In case you wonder why a difference between text and binary modes,
try to send ASCI text file as a binary to EBCDIC based machine and see
what you will get on another side. With ASCI Unix machines you may
lock both kermits in a binary all the time, but then line terminators
on text files will not come out properly. Not a very big deal, if you
know what to do about it.

Peeking into documentation from time to time is an activity which has
some advantages.

Michal Jaegermann
michal@gortel.phys.ualberta.ca

5410. Re: Need Help With Kermit!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 21:54:38 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov12.215438.24450@bradford.ac.uk>
Source record: 35957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thankyou. I realise now I was talking rubbish. I thought I had scanned all the Uniterm menus, but I found a little one tucked away under settings... You can always trust someone to put you right! Thanks. I have only been using it for a few weeks.

: Of course it does! The whole menu of these. Similar stuff on Unix
: side is achieved by ~/.kermrc file.

Great. I've changed them in Uniterm, but I don't know anything about the .kermrc file. Kermit is installed on our fileserver, and that's all I know. Could you tell me briefly about it?

: Your transfers are bloody slow because you are using a default block
: size, which is 94, and is meant for a very, very noisy lines. Set
: block size to 1024 (I think that this is max for Kermit on Uniterm,

Yep I just changed that in Uniterm, but again, how do you change it in C-Kermit?

: You are obviously sending binary files in a text mode. They will come
: corrupt that way, no doubt about it. You have to send binary files
: in a binary mode (kermit -i on a Unix side). Receiving kermit will
: adjust automatically.

I do know and understand about binary/ascii files. I switched between them in Uniterm by the [binary] button. I thought this would set binary mode in C-Kermit and Uniterm. Obviously not.

: Peeking into documentation from time to time is an activity which has
: some advantages.

I have read the entire Uniterm Doc a few years ago, but not since I used it. I've got absolutely loads else to read. The only doc for C-Kermit I can think of is by using 'man kermit', which I will try. I hadn't thought of this.

Thanks again for correcting me. I am honestly not as stupid as I must have sounded - Just new in the comms field.

Why could I not reply to you via E-mail? It just came back with a service unavailable message.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

5411. Re: Atari Laser sock's def

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-12 22:52:23 UTC
From: reeves@eugenia.phy.Vanderbilt.Edu
Message-ID: <1993Nov12.225223.6441@news.vanderbilt.edu>
Source record: 35958

In article <1993Nov12.095302.23920@jet.uk> djs@jet.uk (David Stevenson)
writes:
> In <1993Nov12.022437.14766@news.vanderbilt.edu>
reeves@eugenia.phy.Vanderbilt.Edu (Terry W. Reeves) writes:
>
> >No, the Atari SLM laser printers are not parallel printers. They
connect
> >to the DMA port on the back of all Atari computers except the Falcon.
> (I'm assuming that we're talking SLM804 here, the posting was not
> specific). The 37-way on the printer connects to the controller
(SLMC-804),
> not to the DMA port. A further DMA cable connects the controller to the
> DMA port.
>
(Blush!) Oops, you're right. I negleted that point. By the way, does
anyone know how to do a blushing face, al la :^) ?
>
> I recently picked up an SLM804 very cheaply, but it did not have the
> controller box. This cost me 70 quid, therefore doubling the cost of
> my printer (ouch). And then 40 quid for the toner. And then I had an
> accident with it, and have an awkward cleaning job to do :-(
>
Wow, it sounds like the street price on these guys has really dropped. My
cost me $500 used. Although, I did get UltraScript as well. My only real
complaint is the noise. I used to have the cable unplugged until I
actually needed the printer. Now I have a switch box.

Terry W. Reeves

5412. Thanks!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-13 00:18:49 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Nov13.001849.5448@beaver.cs.washington.edu>
Source record: 35960

Thanks to everyone who helped me find the Falcon-specific header file, it was in the Mintlibs on atari.archive. Should be fun to play around with... :-)

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

5413. Falcon hard drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-13 06:45:25 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Nov12.214525.1@aurora.alaska.edu>
Source record: 35967

I have a Supra hard drive that connects directly to my ST's DMA port.
Is there any kind of DMA to SCSI adaptor so I can hook it up to a Falcon?

5414. AT-speed & modem possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-13 13:19:38 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.SSrIZFAs94k@mbase97.hacktic.nl>
Source record: 35968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I'd like to know whether PCspeed or ATspeed can access the serial port
via the PC-means, i.e. ordinary COM-ports. I'd very much like to
hear from people using this configuration. Any info on usable
comms-packages would also be appreciated.

The reason I ask is that our company is setting up an X400 mail/news
service, for which you need to run a PC-package. Since I don't have a
PC, I am thinking of buying a PC-emulator.

Thanks for your time.
Bye,
--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQA9AiyWNO4AAAEBgNsly7W6TnOlaVLOWbrkRyw1ATzledvUhPwrtAbeO/1FVOaD
pmwtRkJoqMpnIYhwYQAFEbQiR2lqcyBCb2sgPGdpanNAbWJhc2U5Ny5oYWNrdGlj
Lm5sPg==
=J27y
-----END PGP PUBLIC KEY BLOCK-----

5415. Re: Monitor Whistle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-13 15:42:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2ce500bd@kockens.ct.se>
Source record: 35975

In a strange ;-) little letter Anthony Spirou wrote:

AS> From: anthony@inyanga.cs.wits.ac.za (Anthony Spirou)
AS>
AS> My SM124 whistles sometimes!!!!????

What the heck???.. Cool.. What tune is it :-)))))))))

(Sorry.. You served it on a silverplate :-))))

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

5416. MiNT suggestion (UROOT= mint.cnf option)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-13 15:43:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._ciQGas6MaM@semprini.waterloo-rdp.on.ca>
Source record: 35969

I was going to propose this to the MiNT mailing list this week, but I forgot to (I get the mailing list at work instead of here)...

While I was trying to get Hermes UUCP to work under MiNT (see my other article in comp.sys.atari.st), I thought my problems would be solved if there was some way to create files on the root of the universal drive (U:). Creating a simlink from a real drive (for example, c:/filename) to the universal drive (ln -s c:/filename u:/filename) didn't work; Hermes still failed to create its file properly.

Does anyone else think it would be useful to have a new option in the mint.cnf, uroot? The uroot option would tell MiNT where to physically create files created on the virtual U: root directory. For example, if I had:

uroot=c:\some\path

and I created a file "u:/filename", it'd actually show up on my C: partition as "c:/some/path/filename". Naturally, it'd be a better idea to have your uroot point to a minixfs partition or a ramdiskfs partition to allow for non-DOS filenames like the U: drive already allows... For example, since I rename my L: drive to be u:/minix, I could put:

uroot=u:\minix\not.the.U.root

and any "u:/filename" would appear in "u:/minix/not.the.U.root/filename".

Would this be too much work for too little gain? I suppose you'd have to be careful not to create a circular simlink, but I suspect the kernel already finds those types of errors. Comments?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5417. Re: GCC environmental vars for TCSH/MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-13 16:17:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.kYBzNx1xZ3Y@semprini.waterloo-rdp.on.ca>
Source record: 35970

In <2be3eh$79h@news.bu.edu>, Steven Selick writes:
>
> I believe I've got everything to get GCC up and running, but I am not sure
> which environmental variables need to be set. Could somebody please send me
> perhaps a cshrc.csh or mint.cnf file that has all of these settings in it?

Here's part of my mint.cnf file... I don't let tcsh touch these
environment vars.

```
## Handy symlinks...
## programming files
sln g:\gnu u:\gnu
# For dumb flex port... was hard-coded to look for c:/lib!
sln g:\gnu\bin u:\lib

## Major overkill here!
setenv TMP u:\tmp
setenv TEMP u:\tmp

## GNU C environment variables... (What do we need?)
setenv GCCEXEC u:\gnu\bin\
setenv GNUEXEC $GCCEXEC
setenv GNULIB u:\gnu\lib,u:\usr\lib
setenv GNUINC u:\gnu\incl,u:\usr\incl
setenv GCCLIB $GNULIB
setenv GCCINC $GNUINC
setenv GXXINC u:\gnu\incl++,u:\gnu\incl++\gem++,u:\gnu\incl++\ams
setenv BISON_HAIRY u:\gnu\bin\bison.hai
setenv BISON_SIMPLE u:\gnu\bin\bison.sim
```

You won't need the BISON* env vars unless you're going to use the GNU
bison compiler as well... I'm not sure whether GCC et al use $TMP or
$TEMP for their temporary files, so I set both (some programs use one or
the other anyway).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5418. Re: Atari Laser sock's def

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-13 19:10:35 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <2c3bfb$qms@cri.ens-lyon.fr>
Source record: 35971

In article 6441@news.vanderbilt.edu, reeves@eugenia.phy.Vanderbilt.Edu (Terry W. Reeves) writes:
> In article <1993Nov12.095302.23920@jet.uk> djs@jet.uk (David Stevenson)
> writes:
> > In <1993Nov12.022437.14766@news.vanderbilt.edu>
> reeves@eugenia.phy.Vanderbilt.Edu (Terry W. Reeves) writes:
> >
> > >No, the Atari SLM laser printers are not parallel printers. They
> connect
> > >to the DMA port on the back of all Atari computers except the Falcon.
> > (I'm assuming that we're talking SLM804 here, the posting was not
> > specific). The 37-way on the printer connects to the controller
> (SLMC-804),
> > not to the DMA port. A further DMA cable connects the controller to the
> > DMA port.
> >
> (Blush!) Oops, you're right. I negleted that point. By the way, does
> anyone know how to do a blushing face, al la :^) ?
> >
> > I recently picked up an SLM804 very cheaply, but it did not have the
> > controller box. This cost me 70 quid, therefore doubling the cost of
> > my printer (ouch). And then 40 quid for the toner. And then I had an
> > accident with it, and have an awkward cleaning job to do :-(
> >
> Wow, it sounds like the street price on these guys has really dropped. My
> cost me $500 used. Although, I did get UltraScript as well. My only real
> complaint is the noise. I used to have the cable unplugged until I
> actually needed the printer. Now I have a switch box.

You needn't have a switch box: you can open the back of the printer (where the papers go out) and the fan stops.

There exists a cable to connect a SCSI peripheral to a DMA port. But does (or will) a cable exist to connect the SLM804 to the Falcon (I used the SLM804 with a Mega ST, but now I have a Falcon :-) ?

Vincent Lefevre

5419. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-13 20:15:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2c3f99$5up@usenet.INS.CWRU.Edu>
Source record: 35973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In a previous article, dlk0ms9s@umiami.ir.miami.edu () says:

>
>
>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
>Effective immediately, Atari Computer Corporation has ceased
>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
>released late on Friday., October 29, 1993.
>
>I was given this information by my broker who constantly checks the
>Atari news for me.
>
>It also said that there might be a plan in the future to release
>compatable computers at an affordable price.
>
>Atari's only priducts for sale will be what is in the stockhouses,
>the LYNX, and the upcoming Jaguar.
>
>
>-time to start looking at those clones.
>
>-Mark Santora
>
>

Sorry Mark, but your credibility over the years has been shot to hell.

I wouldn't believe it if you said the Pope got word from the Tramiels that
they dropped the computer line.

Len

--

5420. Re: Compiling EnhancedGEM for Lattice C v5

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-13 20:30:02 UTC
From: hrs@aber.ac.uk
Message-ID: <1993Nov13.203002.28704@aber.ac.uk>
Source record: 35974

In article <1993Nov11.221335@cs.bham.ac.uk> imr@cs.bham.ac.uk (Ian M Rae) writes:
>I made a request a while ago for help with windowed dialogs under Lattice Cv5,
>I was recommended to use E_GEM as this provided what I needed and many other new
>window widgets. The only problem is I can't get it to compile to the .O file that
>I need. I get really stupid errors complaining about missing semi-colons even
>when there's a semi colon there!
>
>So anyway enough ranting has anyone managed to get E_GEM working with LAttice C
>and could you _please_ tell me how ?
>
>Ian

Yes it is possible compile E_GEM under Lattice but a lot of changes are
required. Your missing semicolon problem is not actually a missing semicolon
just some declaration incompatibilities with Pure C (I think mainly the
AES declarations are different). Your real problem is working out how
to use the library once you've compiled it, since there is no documentation.
I've given up for now, waiting hopefully for the next version which might
have some more info on how to actually use it. I wish Atari would come out
with an official library for supporting enhanced features. Of course
if you live in Germany then I believe there are a number of libraries
available, both commerical and PD, unfortunately none have made it across
yet, however, if HiSoft are going to sell Interface (from Shift) then
we will have a Lattice compatible library (assuming they translate it
for Lattice), but until then....

Herbert Sauro.

5421. Re: PROPOSAL: Palette Handle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-14 04:21:17 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGGs3H.5xI@sdf.lonestar.org>
Source record: 35900

I think a more detailed explanation of the proposal could be in order, as far as how it will be implemented, and how programmers would use it. It would also be nice if someone were to write a "draft" handler.

Just my 2 cents as I'm interested in this idea, but its still a bit vague as to how it will actually work on my system. This is one of the hardest things to program as far as bugs and miscelaneous problems - who knows what other applications will do to the pallete!!

Also, the proposal seemed to cut out 4 color and true-color. If I understand true-color properly, then you have 256 pens to draw with, just like a pallete with the only difference between 256 color mode and true-color mode, is that colors that are already drawn do not disappear, but if an application sets color 6 to red and draws with it, and some other application sets color 6 to green, then while the first application's drawing is still red, if it draws again, it will be green, even though it thinks the color should be red, so it would seem that true-color modes should be treated like 256 color modes and they need a handler!!

4 color modes should also have one even if its just to let some applications have blue dialogs and others green and others orange, and switch palletes to make it look like more colors.

CYA

5422. Re: Floptical Backup

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-14 05:23:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A8329@MS.maus.de>
Source record: 35977

In article <753058992.AA01668@byte.bbs.no>, William Kent
(William.Kent@f100.n30.z47.byte.bbs.no) wrote:
>I own a Protar Progate HD, and I use the supplied software from protar
>(Profile). I now want to purchase a 21MB Floptical, this seems to
>require ICD the Link. The question is whether or not I can use the
>Floptical without needing to reboot my ProGate HD, with new ICD
>software. I am told that Profile does not recognise the Floptical. Will
>the ICD software understand the format no my Protar HD?

Flopticals work with all host adapters (at least I think so). You'll need
a harddisk driver which supports the Floptical (AHDI, ICD and HuSHI come
to mind, but there are probably others, too). If the Protar harddisk
software is AHDI compatible, you can use either of these drivers
without repartitioning. But I *think* that Protar used an own format...

5423. Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-14 06:37:59 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGGyFC.9Hz@sdf.lonestar.org>
Source record: 35901

Has anyone ever run out of cookie jar space? I haven't, but I've seen a program called JARXXX that seems to be like FOLDERXXX (which I have never used nor needed, TOS 1.62).

Why not make a standard cookie who's second longword is simply a pointer to another cookie jar, or work out a scheme that copies the whole cookie jar into another larger area and frees the old cookie jar, and moves the jar pointer? Both methods would be from within the applications that are adding to the jar, with the first method requiring application support.

I would just hate to put yet ANOTHER application in my AUTO folder as yet another patch to make the system run the way it should.

5424. Re: Amiga mouse on Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-14 16:28:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56179@SL.maus.de>
Source record: 35978

In article CGB9G8.32F@mailer.cc.fsu.edu Mickey
Boyd (boyd@gauss.math.fsu.edu) writes:

MBB>OK...here it is. All it involves is switching two wires on the
MBB>connector going to the mouse circuit board. I'll give the before and
MBB>after views e of the connector wires in order from back to front (of
MBB>the mouse).
MBB> [...] Drawing deleted

If Your wires don't have the same color:
Change the pins 1 and 4 from the Amiga-mouse (or make a jumper-box)

The same way You can use the Atari-mouse on an Amiga ;-)

Bye
Stefan

PS: Modifications at Your own risk of course ...
===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

5425. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-14 21:03:30 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <753423002.0@mettav.royle>
Source record: 35895

On 4 Nov 93 at 17:27:48 (Denesh Bhabuta) wrote the following:

> Is it viable to mix different types of SIMMS. What I mean is can we mix
> 9 bit
> an 8 bit SIMMS in an STe, and can we mix say, 70ns SIMMS with 100ns
> SIMMS?
> I don't know what type the SIMMS in my ST are...they are the 3 chip
> versions. I
> got these from WTS Electronics(UK) a couple of years ago to upgrade
> from 1Mb to
> 2Mb
>
> Can we mix 3 chip ones with 9 chip ones?

In my Frontier Xtra-RAM Deluxe manual it says you shouldn't mix speeds and SIMMS should always be bought in pairs.

However I have read another discusion about this and know of people using two pairs of differing speeds ok.

-Paul-

--
(Soon changing to civ@mettav.otl.com)
~=~=~=

5426. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-14 21:51:46 UTC
From: tom@basil.icce.rug.nl
Message-ID: <CGI4qB.qL@basil.icce.rug.nl>
Source record: 35976

In article <2bug74$btp@disun41.epfl.ch> monnier@di.epfl.ch (Stefan Monnier) writes:
> In article <CGAu2u.J34@cs.vu.nl>, Ballintijn GC <gerco@cs.vu.nl> wrote:
> > other hand base/pc-relactive programs/processes do not have this
> > problem, so it should be possible for them, unless i'm forgetting
> > something.
>
> Of course, process swapping is not exactly trivial. Relocation can be
> redone when bringing the code back in (or you can use pc-relative
> addressing) but you still have problems with programs storing function
> pointers.

It is even worse. In order to swap in a process at a different base address, you must relocate *every* pointer in existence, which can live anywhere; on the stack (e.g., function return addresses), in registers, anywhere else in memory. Without an MMU that supports virtual memory (which Falcon and TT have, as I understand it, but ST doesn't) it is next to impossible.

But then, if you do have virtual memory support, you may as well have the OS handle swapping/paging transparently...

> [munch]
--
__/__/__/__/ Tom Hageman (tom@basil.icce.rug.nl) [NeXTMail accepted]
__/ __/_/
__/__/__/
__/ _/_/ <space for quote intentionally left blank>

5427. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 01:29:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wKL6IAk2iz6@semprini.waterloo-rdp.on.ca>
Source record: 35985
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
> The 15,000 figure is just for the UK, which I expect is more sales than the
> Newt. At about 500 quid each I know which choice I'll be making!

That seems pretty unlikely. What's the population of the UK? If there
were 15k there alone, there'd probably be at last 100k in the US.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5428. Re: MiNT suggestion (UROOT= mint.cnf option)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 03:49:28 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGILAG.A71@sdf.lonestar.org>
Source record: 35902

```
==============================
Would this be too much work for too little gain? I suppose you'd have
to be careful not to create a circular simlink, but I suspect the kernel
already finds those types of errors. Comments?
==============================

Cicrular symlinks are OK. I did it once (on purpose). I wanted to make
absolutely sure that I did not need foldrxxx.prg, even though someone said
I would need to add an extra 100 folders or so no matter what TOS version
I had.

Well, my Minix drive is D:, my ramfs drive is U:\ram which is aliased to F:
Now I created D:\RAM\ as a symbolic link to U:\RAM and on drive F: I made
a folder called F:\RAM2\ which was a symbolic link to D:\RAM\ !!

It worked just fine, inside F: was RAM, inside RAM was RAM2, inside RAM2
was RAM, inside RAM was RAM2. Well, I just opened that thing up until I
had about 40 or so folders deep and I opened all 7 windows to 20-50 folders
each. My mistake was thinking that Fdelete would delete the symbolic link
so I dragged drive F: to the trash to clear it like I always do.

OOPS! Teradesk does a recursive delete and it finds ALL the files and folders
before the deletion starts. So I put Teradesk into a nice loop. I did a
CNTRL-ALT-C and restarted TeraDesk and it worked just fine. I forgot what
I did to get rid of teh links - I think I just left them there until I rebooted
but I still have D:\Ram.Disk (I renamed the link) to access RAMFS.
```

5429. MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 08:59:46 UTC
From: plord@uel.co.uk
Message-ID: <CGIznM.411@uel.co.uk>
Source record: 35891

I've been using MiNT for some time now - compiling up new releases when they are available. However, I have never been able to run more than one desk accessory.

I looked into this a bit further and have come up with a theory ...

I *think* that since mintnp.prg is in my auto folder, the desk accessories are loaded in a multi-tasking environment. i.e. the first one may be still be initialising whilst the second starts loading.

Now, I remember hearing that when programs are run it is given all available RAM and then gives back what it doesn't need to the pool. So, what I think is happening is that before the first acc free's up what it doesn't need the second acc tries to grab all the RAM ..... the effect is that mint falls over with an nalloc - out of space.

Why do I think this is happening? Well, if I turn on all the debugging to slow the boot process up then two accessories can be loaded at once!

Maybe this race condition only occurs when the hard disk is fast compared with the processor ..... I have an STE with a fast scsi drive.

Any comments? Can you load more that one accessory? If so, what is your setup. Perhaps my theory is rubbish and my mint.cnf is wrong or something ....

Peter Lord

5430. PTC 1426

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 09:31:35 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-151193103534@nod.eng.umu.se>
Source record: 35979

Hi,
Is there anybody out there who knows if it is possible to run an Atari PTC
1426 monitor in 800 x 600?

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

5431. Installing Quantum in TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 09:45:53 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-151193103747@nod.eng.umu.se>
Source record: 35980

Hi,
last week I tried to install a Quantum ProDrive LPS 80MB hard drive as the internal drive in my TT. It worked OK initially but when I tried to hook up my Syquest 88MB drive to the system things started to go weird. It either wouldn't recognise the Syquest at all or it would do strange things to file names. All in all, the Syquest turned out to be completely useless together with the Quantum, so I put back my old Seagate to have a functioning system.

My problem is: How am I to configure the relevant hardware adjustments like; parity (disable I assume); SCSI number (0?); termination (is the Quantum drive already terminated, and if so, do I have to remove this termination?, how?)?

The Quantum drive formerly was installed in a Mac II SI, if this will give any hints to the problem.

I would be very grateful for any kinds of clues that will help me to solve this problem.

Thanks on beforehand.

Johan Nordlander
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S-901 87 Umea
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Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

5432. Re: Falcon connection matrix question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 10:04:25 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Nov15.100425.11526@Informatik.TU-Muenchen.DE>
Source record: 35981

In article <2bt4psE33j@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

|> >So you can define in total 4 datapaths (4 destinations). One input can be
|> >connected to multiple outputs (i.e. AD -> DSP,DA)
|>
|> That sounds a little unclear. Your example is correct, but in my opinion
|> that IS one output (AD) to two inputs (DSP,DA) - seen from the DMA point. ;-)

I think he only forgot a small arrow (i.e. AD -> DSP,DA)
should be (i.e. AD -> DSP -> DA) and this is
possible.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

5433. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 11:31:30 UTC
From: gerco@cs.vu.nl
Message-ID: <CGJ6oJ.AAz@cs.vu.nl>
Source record: 35982

tom@basil.icce.rug.nl (Tom R.Hageman) writes:

>In article <2bug74$btp@disun41.epfl.ch> monnier@di.epfl.ch (Stefan Monnier)
>writes:
>> In article <CGAu2u.J34@cs.vu.nl>, Ballintijn GC <gerco@cs.vu.nl> wrote:
>> > other hand base/pc-relactive programs/processes do not have this
>> > problem, so it should be possible for them, unless i'm forgetting
>> > something.
>>
>> Of course, process swapping is not exactly trivial. Relocation can be
>> redone when bringing the code back in (or you can use pc-relative
>> addressing) but you still have problems with programs storing function
>> pointers.

>It is even worse. In order to swap in a process at a different base address,
>you must relocate *every* pointer in existence, which can live anywhere; on
>the stack (e.g., function return addresses), in registers, anywhere else in
>memory. Without an MMU that supports virtual memory (which Falcon and TT have,
>as I understand it, but ST doesn't) it is next to impossible.

Do correct me, if i'm wrong, but is there with base/pc-relactive programs
relocation? I got the impression that all references where added to a
base-pointer (just as in the 8086 :-) at runtime. Now, if you change the
base-pointer you can change the place where the program lives. No sweet
with relocation which is impossible because the compiler/OS doesn't whether to
relocate things like:

```
union u_impossible {
char *bla; /* needs relocation */
int pipo; /* needs no relocation */
};
```

>But then, if you do have virtual memory support, you may as well have the OS
>handle swapping/paging transparently...
Yeah, but since most of us don't have VM, and will not have it in the near
future this is a nop.

Gerco.

```
--
+-----------------------------+-----------------------------------+
| GC Ballintijn | I'm just an Analog man |
| Email: gerco@cs.vu.nl | in a Digital world... |
+-----------------------------+-----------------------------------+
```

5434. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 12:44:50 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Nov15.124450.17825@ibr.cs.tu-bs.de>
Source record: 35983

gerco@cs.vu.nl (Ballintijn GC) writes:

>Do correct me, if i'm wrong, but is there with base/pc-relactive programs
>relocation? I got the impression that all references where added to a
>base-pointer (just as in the 8086 :-) at runtime. Now, if you change the
>base-pointer you can change the place where the program lives. No sweet
>with relocation which is impossible because the compiler/OS doesn't whether to
>relocate things like:

>union u_impossible {
> char *bla; /* needs relocation */
> int pipo; /* needs no relocation */
>};

pc/base-relative program don't have any absolute addresses in their code
so they don't need to be relocated at startup. But they produce a lot
of absolute addresses in many memory locations while they're running,
since the 680X0 CPU works with absolute addresses on the stack, in address
registers, ...

Consider this example:

```
...
jsr foo(PC)
..

foo:
...
rts
```

The machine code for jsr foo(PC) doesn't contain an absolute address but
the distance between the jsr-statement and the destination address. This
distance, of course, doesn't change when swapping.
But the CPU pushes the (absolute) return address onto the stack, when
executing the jsr-statement, which is needed for the rts-statement.
If the base address changes (because of swapping) between the execution
of jsr and rts the return address on the stack would have to be relocated
first, which is very hard or impossible to determine.

Urs

5435. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 13:09:43 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CGJB88.r4@hermes.hrz.uni-bielefeld.de>
Source record: 35984

In article <CGAu2u.J34@cs.vu.nl>, gerco@cs.vu.nl (Ballintijn GC) writes:

|> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|> [... stuff deleted ...]
|> > Maybe just do a "nice" on the command. I forget the syntax (which
|> >will be obvious to many here), but something of this notion:
|> >
|> > nice -2 cp *.* d:/stuff
|> This will have some effect, but I think it will not be that great. cp
|> spends most of its time in the OS. A state in which (I think) there
|> is no context switch. 'Good' scheduling algoritmes are hard to find.

Well, you can make the effective copy faster by persuading cp to use bigger
buffers than 512 bytes. At least my gnu-cp does all i/o in 512 bytes chunks.
But of course you will thereby decrease the chance to catch the process
outside the kernel to preempt it... :-(

TeSche
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

5436. Re: Linux anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 13:17:48 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.UoetZhP5TjE@lionbbs.escape.de>
Source record: 35741

In <2ahg2a$p7f@elroy.jpl.nasa.gov>, Howard Chu writes:

>Minix had a slight drawback in the way fork'd processes were implemented, but
>that could easily be overcome *without requiring an MMU*.

Just have a look at the way OS-9 does it!
Shared text, private data segments.

One drawback, Os-9 costs really $$$$$$$$$$$$$.

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

5437. Re: HD Utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 13:20:48 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2c7vng$1duj@ina.zfn.uni-bremen.de>
Source record: 35892

Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
: Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:
: > Use AHDI 5.X. It's the fastest, as it doesn't look too much for IDE devices
: > bootup.

: It may be fast at bootup time, but AHDI in general is about 10% slower
: on the ACSI bus than some other HD drivers. This figure is valid when
: it comes to transfers of large sector chunks. I don't have the figures
: here for small transfers.

I meant it's the fastest AHDI version.
(checked with RateHD and several others; BTW, RateHD sometimes fucks upo with
2.06 :)
And it's the standard :) sorry CB...

: Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

5438. Re: ("AJAX") 1772 diskdrive chip question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 13:31:10 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2c80au$1duj@ina.zfn.uni-bremen.de>
Source record: 35894

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
: >Does this involve just replacing the old 1772 chip on the ST's motherb
: >a new "AJAX" 1772

If you have a WD1772-PH02-02 you won't need an AJAX.
WD1772PH00-02 MIGHT work too. But they often go too hot.

: >...or is there something else involved?

Yes. Get an HD module if ya don't have an Mega STE.
Or, quick&dirty: install a switch which switches between 8 and 16 MHz :)
works 2, but ya need a steprate of 6 ms.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

5439. Re: Falcon hard drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 15:31:35 UTC
From: pjc@jet.uk
Message-ID: <1993Nov15.153135.16997@jet.uk>
Source record: 35986

In <1993Nov12.214525.1@aurora.alaska.edu> fnjah@aurora.alaska.edu writes:

>I have a Supra hard drive that connects directly to my ST's DMA port.
>Is there any kind of DMA to SCSI adaptor so I can hook it up to a Falcon?

I also have an ST hard drive, so I would be interested in the answer,
although I believe that it should be phrased the other way round ...
"is there an SCSI -> DMA adaptor"

My drive is a "Power Drive", with an internal DMA->SCSI Link, and a
SCSI hard drive mechanism, (its actually manufactured by ICD, um, I
think), but no external SCSI port. Serves me right for shaving 50
pounds off the price I suppose. In principle I could take the case off
and plug a SCSI1->SCSI2 cable directly into the hard drive SCSI port,
to use it as a "bare" SCSI drive with a Falcon. However, if its
possible to avoid opening it up, I would prefer to skip it.

The most recent ST-Format has useful articles on the Falcon, building
your own hard drive from an idiotproof kit, etc etc, but I would feel
more encouraged to upgrade to a Falcon if there was an official Atari
Corps upgrade path, or at least some guidance on questions such as
"Can SVGA monitors be used with a Falcon, or is some adaptor required?
Is there an adaptor available allowing an SVGA monitor to be used with
an ST. Which resolutions are supported. What about support for other
SCSI devices with the Falcon, such as CD-ROMS, tape streamers etc?"
--
__.-----.---.-----.--.--
__|_. ._| ._|_._._|__| Peter Card, Joint European Torus, Abingdon
| | | |_. | | | Oxfordshire OX14 3EA UK. tel 0235-464867 FAX 464404
| | | _| | | | email pjc@jet.uk or compuserve 100010,366
._| | | |_. | | | "Its all smoke and mirrors" - Jerry Pournelle live
--`--~'-+---+-+-+----+--
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5440. Re: Falcon connection matrix question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 16:35:08 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov15173508@arthur.crpht.lu>
Source record: 35987

```
> |> That sounds a little unclear. Your example is correct, but in my opinion
> |> that IS one output (AD) to two inputs (DSP,DA) - seen from the DMA point. ;-)
>
> I think he only forgot a small arrow (i.e. AD -> DSP,DA)
> should be (i.e. AD -> DSP -> DA) and this is
> possible.
AD -> DSP plus AD -> DA is possible too.
that's what AD -> DSP,DA means.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

5441. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 17:01:50 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2c8clu$lqp@nermal.cs.uoguelph.ca>
Source record: 35989
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
: > The 15,000 figure is just for the UK, which I expect is more sales than the
: > Newt. At about 500 quid each I know which choice I'll be making!

: That seems pretty unlikely. What's the population of the UK? If there
: were 15k there alone, there'd probably be at last 100k in the US.

It's not that unlikely...consider the number of ST's in the UK versus the
number of ST's here population-wise. The UK has a far higher concentration.

THeo

5442. Suggested MiNT enhancements : Comments wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 17:31:41 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms-151193165346@cgpq1.sys.uea.ac.uk>
Source record: 35988

Recently I've been playing about with a few ideas I've had for some features to add to MiNT.

I'm currently writing a MiNT-friendly replacement desktop (See 'Testers Wanted for MiNT-using Desktop' post in c.s.a.s if you're interested...). One of the major headaches is keeping directory windows up to date. It's reasonably easy to keep them up to date with changes made by my program but I'd like to handle changes made by other programs.

I considered the best approach to solving this would be by changing MiNT to provide directory and file watching facilities. I haven't got my notes on this with me so I'm doing this from memory but I will try and explain what I came up with...

Directory Watching

Any directories which are open using Dopendir are flagged (via the directory structure to which directory handles point) when any file operation affects that directory. A function could be provided to check the status for a given directory handle. This would return the flags for the directory and reset them to zero.
The flags needed I think would be :
- Directory has been deleted
- File(s) created in directory
- File(s) renamed in directory (and stayed there)
- File(s) deleted from directory
Of course there could be other flags but there would need to be extra information available to handle this. For example, if a directory has moved - how do we find out where ? It may be possible to implement this too. It would be nice.
I have actually implemented this (the four flags above) and it seems to work reasonably well but I haven't done any rigorous testing yet. As well as flagging when the directory is deleted it unflags the deleted bit if the directory is recreated.

File Watching

To handle tracking a specific file (I want my program to track installed applications and the like), a bit more work is called for.
I thought these functions could be provided:

FileTag Fwatch(char *path);
- Sets a watch on the file pointed to by 'path'
FileTag is a pointer to a structure internally but is just a long

for user programs (like directory handles).

long Fforget(FileTag tag);
- Removes the FileTag id 'tag' so the file is no longer watched.
Can return some error code (Invalid parameter perhaps?) if 'tag'
doesn't exist.

long Fcheck(FileTag tag);
- Checks the status of the file with FileTag 'tag'.
On failure it returns a negative error code.
On success it returns a bitmap of operations indicating what has
happened to the file (file deleted, file moved, file renamed)

long Fpath(FileTag tag,char *path,short pathLen);
- Get the current path of the file.
Various error codes would be appropriate here.
If everything is successful, the current full path is put into
the 'path' buffer.

To support the file moved flag I thought a function could be
provided as such:

long Fmoved(char *from,char *to);
- Tells the OS that we have just moved a file from 'from' to 'to'.
This can handle the necessary flag setting and delete the
original file 'from'. Thus to support this programs would just
have to replace the Fdelete part of their move code to use this
new function. Of course if a program didn't support this it
would just be a Fcreate and a Fdelete which would at least be
passed on to any watching program but it would be impossible to
know if the file was really just deleted or it was moved.
If this was implemented it would be easier to support watching
moved directories too.

I have worked out most of the internal workings of this part but
have yet to even start coding it. I thought I would get some
comments on this before I charge blindly in.

So has anybody got any comments, suggestions, better ideas etc ?
Any intelligent response will be gratefully received.
If this seems vaguely sensible to a few people or if nobody comes
up with any major problems I will go ahead and implement this
soon.

Thanks in advance,

Steve.

==
Steve Sowerby, Ph.D. Student, Computational Geometry Project,
School of Information Systems, University of East Anglia, Norwich.
EMAIL : sms@sys.uea.ac.uk
POST:Steve Sowerby, P/G Student, SYS, UEA, Norwich NR4 7TJ, England

==========

5443. Re: Memory upgrade - I want it bigger!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 17:57:39 UTC
From: pjb1008@hermes.cam.ac.uk
Message-ID: <pjb1008.6.2CE7C2C3@hermes.cam.ac.uk>
Source record: 35990

In article <CFvC1M.72q@cck.coventry.ac.uk> srg008@cck.coventry.ac.uk (Darrian) writes:
>From: srg008@cck.coventry.ac.uk (Darrian)
>Subject: Memory upgrade - I want it bigger!
>Date: Tue, 2 Nov 1993 14:24:57 GMT

>Hiya all!

>I've got an Atari 520STFM that has been upgraded to 1meg memory and
>I was wondering whether I can replace the four RAM chips on the mini
>circuit board that came with the expansion with four different RAM chips
>to increase the memory total to 2 or 4 MBytes.

>I've seen offers for 4meg expansion at a reasonable price of 99 pounds
>in some magazine, but I thought it would be cheaper to replace the 4 chips
>I installed with the last upgrade with 4 better chips.

>If this can be done, can anyone tell me what type of chips I should try to
>get and where I can get some???

>Thanks! Mail responses if you are shy or it is a weekend!

>Paul.

>--
>************************ srg008@cck.coventry.ac.uk ****************************
> "The way of the warrior is to live by the sword, eat and drink all you can
> and try not to get bored!!" - Lord Darrian Of Tyr
>***

99 pounds!!!
I wish my memory cost only that much.
Do check that you are not just being sold a motherboard for SIMMS etc.
(I know someone who has been caught out that way)

Peter Benie

5444. Re: Installing Quantum in TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 19:52:44 UTC
From: richie@imtired.itm.com
Message-ID: <richie.0390FF52@imtired.itm.com>
Source record: 35893

In <johan.nordlander-151193103747@nod.eng.umu.se> johan.nordlander@engelska.
umu.se (Johan Nordlander) writes:
I installed a 105 LPS and a Fuji 330 meg Fast SCSI in my Mega STE and about
the only 'trick' with the Quantum was to disable parity and remove the
terminating resistors. Maybe a TT has a different setup regarding how the
drive is controlled (MSTE has an internal host adapter). One thing that did
help was the purchase of the ICD Pro utilities.

--
I got hit with the .signature virus..... help me!

5445. Re: Suggested MiNT enhancements : Comments wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-15 23:24:30 UTC
From: monnier@di.epfl.ch
Message-ID: <2c933e$m0l@disun41.epfl.ch>
Source record: 35903

In article <sms-151193165346@cgpq1.sys.uea.ac.uk>,
Steve Sowerby <sms@sys.uea.ac.uk> wrote:
> Recently I've been playing about with a few ideas I've had for some
> features to add to MiNT.
>
> I'm currently writing a MiNT-friendly replacement desktop (See
> 'Testers Wanted for MiNT-using Desktop' post in c.s.a.s if you're
> interested...). One of the major headaches is keeping directory
> windows up to date. It's reasonably easy to keep them up to date
> with changes made by my program but I'd like to handle changes
> made by other programs.

I guess a more general approach would be nicer.
For example, a 'motif-like' call-back mechanism:

"any" (well, some) mutable objects would come with a list of
callback functions: every one of those functions (in their respective
address space if you're lucky enough to have an MMU) will be called
whenever that object is modified.

To keep your window up-to-date, you would just ask MiNT to add a
callback on directory X to warn you of an update. (it's like a signal,
or a software exception)

It has the advantage of avoiding polling (=busy waiting).

Of course, I have no idea how easy it would be to specify a nice
interface and to implement it.

Stefan

PS: luckily the process swapping idea has been killed already, so that
all those function pointers wouldn't be a problem :-)
--

-- On the average, people seem to be acting normal --

5446. Re: Suggested MiNT enhancements : Comments wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 04:11:42 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov15221142@great-gray.owlnet.rice.edu>
Source record: 35896

I'm wondering if it is worth the effort to add these features to a desktop or Mint. Are there any other desktops out there that register changes in realtime, updating windows with file lists as soon as changes occur?

I can see where this would be nice but it seems like a lot of effort to go to for a very minimal gain.

--
---> Kendall Gelner (kendall@rice.edu)

5447. Re: Need TOS-Bug-and their-fixes-I

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 10:20:00 UTC
From: Wilfred_Kilwinger@f.maus.de
Message-ID: <A17979@F.maus.de>
Source record: 35912

```
==========================================================================
TOWNS' LITTLE GUIDE TO REVISIONS - VERSION 1.0
------------------------------------------
Written by John Townsend, Atari Corporation
==========================================================================
This is a small document that explains in very terse terms the
differences between the TOS revisions available for ST/MEGA/STE/Mega
STE/TT machines, what patches are needed for what revisions, the formats
they are available in, and any notes I can think of.
I hope this will clear up some of the confusion with the different TOS
versions. If you have any questions on this document, please let me
know here on GEnie. My GEnie Address is: TOWNS.
Special thanks to Leonard Tramiel, Allan Pratt, and Doug Wheeler for
their involement with this little Document. Thanks again!
Comments are welcome..

-- John Townsend
Atari Corp.

ROM TOS (TOS 1.0)
-------
The original ROM TOS, this version shipped in 520ST and 1040ST machines.
It is no longer shipping in any machines.
Formats: 2 chip ROMs, 6 chip ROMs
Machines: 520ST, 1040ST
Utilities: FOLDRXXX.PRG
FOLDRXXX.PRG will add more entries into your OS Pool. In TOS 1.0 and
TOS 1.02, the limit for the number of directories that you can enter is
around 40. With this program you can extend that limit much higher. If
you are using a hard drive, this program is recommended highly. It will
work with all TOS versions and will improve the performance of your
system.

Notes: GET TOS 1.04 TODAY! TOS 1.04 is the latest version of TOS for
520/1040/MEGA owners. It is MUCH faster, has faster, better
disk I/O, many other improvements.
MEGA TOS (TOS 1.02)
--------
This is commonly referred to as MEGA TOS. This version of TOS fixes some
minor problems in TOS 1.0 and has support for the BLiTTER chip and Real-
Time Clock chip.

Formats: 2 chip ROMs, 6 chip ROMs
Machines: 520ST, 1040ST, Mega 2, Mega 4
Utilities: FOLDRXXX.PRG
```

FOLDRXXX.PRG is explained above.

Notes: See notes for TOS 1.0.. GET TOS 1.04 TODAY!

Rainbow TOS (TOS 1.04)

TOS 1.04 or Rainbow TOS, as it is commonly known is the latest version of TOS available for 520/1040/MEGA owners. It has been available as a dealer upgrade for awhile now. It has much more robust Disk I/O, Autorunning of GEM programs at boot up, a fix for the 40 folder limit, and much more. Most of all is it much faster than previous versions of the Operating System.

Formats: 2 chip ROMs, 6 chip ROMs (available as Upgrade!)
Machines: Stacy
Utilities: TOS14FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG
TOS14FIX.PRG solves some small problems in the AES (for additional information, please see the documentation that accompanies the TOS14FIX.PRG program).
POOLFIX3.PRG fixes a bug in GEMDOS. Documentation that accompanies the POOLFIX3.PRG program explains (in detail) the problem that it fixes.

CACHEXXX.PRG is a new program that adds GEMDOS buffers to your system. The caching of data and disk directories by GEMDOS (when this program is used) will result in your system running much faster! This program is highly recommended and requires TOS 1.04 or higher for full benefits!
FOLDRXXX.PRG is explained above.
Notes: Please use the utilities available and if you haven't upgraded to this version of TOS yet.. please consider doing so. It's a very worthwhile upgrade.

There are some disk-based versions of _early_ developer only releases of TOS 1.04 floating around on BBS systems here in the United States and abroad. Please don't use them! They are bad news! They have some very nasty bugs and have been known to corrupt data!

STE TOS, Rev 1 (TOS 1.06)

TOS 1.06 is the TOS version that is shipped with the 1040STE and 520STE machines. It is essentially TOS 1.04 with support for the new hardware that the STE has.
Formats: 2 chip ROMs
Machines: 520STE, 1040STE
Utilities: STE_FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG
STE_FIX fixes the infamous Desktop Medium/Low resolution bug. The problem is that there is a bug in the desktop code in this version of TOS that prevents the user from booting into Medium Resolution. The patch program STE_FIX will solve the problem. Once it is executed in the AUTO folder, the problem no longer exists.
FOLDRXXX.PRG, CACHEXXX.PRG, and POOLFIX3.PRG are explained above.
Notes: This version is only available in 1040STE and 520STE machines.

It isn't available for upgrading. It won't work in older
machines.

STE TOS, Rev 2 (TOS 1.62)

This is a slightly revised revision of TOS 1.6. It fixes the POOLFIX
problem in GEMDOS and the problem in the Desktop that was present in
TOS 1.06.
Formats: 2 chip ROMs
Machines: 520STE, 1040STE
Utilities: CACHEXXX.PRG, FOLDRXXX.PRG
CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in 1040ST and 520STE machines.
It isn't available for upgrading.
Mega STE TOS (TOS 2.05) ---
TOS 2.05 is the version of TOS currently shipping in the Mega STE.
Formats: 2 chip ROMs
Machines: Mega STE
Utilities: CACHEXXX.PRG, FOLDRXXX.PRG
CACHEXXX.PRG and FOLDRXXX.PRG are explained above.
Notes: This version is only available in the Mega STE. It isn't
available for upgrading.
TT TOS (TOS 3.01) ---
TOS 3.01 is the version of TOS that originally shipped in the TT030.
Formats: 4 chip ROMs
Machines: TT030
Utilities: CACHEXXX.PRG, FOLDRXXX.PRG
CACHEXXX.PRG and FOLDRXXX.PRG are explained above.
Notes: This version is only avaible in the TT030. It isn't available
for upgrading.
TT TOS (TOS 3.05)

TOS 3.05 is the latest version of TOS currently shipping in the TT030.
Formats: 4 chip ROMs
Machines: TT030
Utilities: CACHEXXX.PRG, FOLDRXXX.PRG, SERPTCH1.PRG
CACHEXXX.PRG and FOLDRXXX.PRG are explained above.
Notes: This version is only avaible in the TT030. It isn't available
for upgrading.

Mfg,

Wilfred Kilwinger
Support Manager
Atari Benelux,
International Support Center

P.S. John doesn't work for Atari since early 1993. He wrote this document
when he wirked for Atari.

5448. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 11:29:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931116122929.L.J.Sak@sp0134.kub.nl>
Source record: 35897

In Article <19931111125524.L.J.Sak@pc0335.kub.nl> "L.J.Sak@kub.nl (SAK L.J.)" says:
> In Article <2b3k4s$15i6@ina.zfn.uni-bremen.de> "g02o@zfn.uni-bremen.de (Mark-Oliver Wolter)" says:
> > Georgios Vasileiadis (vacs@hpna49-1.cern.ch) wrote:
> > : HI,
> > : Is a 100 nsec non-parity simm module of 1 mbyte compatible for a
> > : 520 STE upgrade ? To use 4 of them to get to 4 Mbytes.
> > : Thank you
> > : george
> >
> > YES! It's PERFECT! With 100ns, you even can speedup your STe to 12 MHz
> > without any timing problems!
> >
> >
> LSD: I'm sorry: a 520 STE does not exist. It is either a 520 st(fm,m,+) or
> 1040 STe
>
LSD: Forget the 2 lines I mentioned before. Thx,

5449. Hard Drives and ICD Link

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 11:35:49 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGL1Jp.CyB@westminster.ac.uk>
Source record: 35898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Atari netters,

Please, please please help me.

I am now in the process of building my hard drive, and have bought ICD The Link.

Recently at a computer market, I bought a 85Mb Quantum ELS Prodrive. This did not work with the Link, as it was not recognised. However, an engineer told me that it was not recognised because parity on the drive had to be disables....which he did using ICD ADSCSI board. He did that, then the drive worked, the only problem being that there was some sticktion (is that the right word) on the drive, where when booted it clicked for a few seconds before whirring. I was told that the drive would just get worse until it just would not work.

I returned the drive to the person/company from whom I bought it, and got my money back. He did not have any more SCSI's in stock, but told me he'd find me on, and gave me my money back.

My question to you enlightened lot is what SCSI drives do I look out for that will work with the Link? (Model and number)

Which Drives definitely work with the Link? (Segate, Maxtor, Quantum, Conner)

Which drives have a parity on/off switch instaed of going through software?

How do I go about switching off parity if I get another one of these Quantums?

Anyone selling a cheap SCSI mechanism that will work with the Link? (at least 85 Mb, preferably 100, 3.5" 1" height or half height). I will go to a maximum of 120 UKpounds for a good sized drive. The last Quantum cost me 80 pounds!

Thanx for your help.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5450. TOS 2.06 and Floppy Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 11:39:56 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGL1qK.D3L@westminster.ac.uk>
Source record: 35899
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Netters

Would someone point me in the right direction as to where I can find a patch program for the noisy internal and external floppy drives caused by TOS 2.06

Thanx in advance

Danny.
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5451. Re: SCSI and such

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 13:37:21 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CGL76A.MrL@brunel.ac.uk>
Source record: 35904

From: Ian J Ray <cs90ijr@brunel.ac.uk>
Date: Mon, 15 Nov 93 23:01:48 GMT
Message-Id: <5066.9311152301@ccws-39.brunel.ac.uk>
To: EMERSON_EMI@bdt.COM (Emerson Emi)
Subject: Re: SCSI and such
Newsgroups: comp.sys.atari.st.tech
Organization: Brunel University, Uxbridge, UK
X-Newsreader: TIN [version 1.2 PL2]

Emerson Emi (EMERSON_EMI@bdt.COM) wrote:
: I just got the Atari Compendium and I don't see any bios or
: gemdos commands to send SCSI read or SCSI write commands. I
: want to talk to a sampler, NOT a device that is not a mounted
: drive, so how do I go about this? Likewise no sectors are
: involved, just reading into a buffer, etc.. I'm not that fluent
: in SCSI theory and ID's however the device does not need a lot of
: different SCSI commands. Just SCSI READ and SCSI WRITE,
: basically. Without a BIOS level routine will it be necessary to
: write a routine for the ST(E) and then the TT SCSI and then
: Falcon SCSI, or even to the point of differnt versions for
: different ASCI to SCSI host adaptors?

SCSI - Small Computer Systems Interface - is not implemented on ST(E)'s,
we get instead ACSI - Atari Computer Systems Interface ;-). I know that
the Falcon has SCSI-2 (SCSI with a wider bus) but that's all I know 8-)
so the rest of this mail is about ST(E)...

Data transfer is taken care of by a DMA chip. However, this does not
handle the SCSI protocol (of which ACSI is a _subset_), it is purely
concerned with the transfer of data on the 8-bit bus.

The BIOS provides a function rwabs() and also lrwabs() for reading and
writing sectors on an ACSI device; lrwabs() is for "big" sectors! Now,
it is obviously not possible to build the hard disk driver software
(or for that matter DMA device driver software) into the BIOS (because
you couldn't possibly cater for all devices, ever), so what you do is
you provide vectors through which the BIOS makes a call when it want
to do things with hard disks:

o read BPB (BIOS Parameter Block)
o test media-changed flag
o read/write data

What happens is that "Hard Disk Driver" programs (for example AHDI.PRG
or ICD etc...) intercept these vectors and do the operations appropriate
for the specific drive (ie. Atari or ICD drive etc.)

If you want to have your sampler behave like a drive then what you have to do is intercept the vector for reading/writing data, then check which device it is, and if it is your sampler do the necessary transfers, otherwise jump to the "old" vector. There is something called XBRA for "stealing" vectors nicely, but I don't know anything about it!

Whatever happens, you will need to program the DMA chip to do transfers for you. In a single-tasking environment this is trivial (in fact there should be an example in "Internals" (Abacus) or the Dev.Docs (Atari)). You must ensure that it is not in use, then load the memory address for transfer, and the number of bytes etc.

SCSI is "daisy-chained", so each device passes the command onto the next - so your circuit would need to be quite complex if other devices are in use. I assume you can buy chips to do all of this for you (I'm a software person!:)

Let me know if you need any more help, all this is from memory, I've bound to have forgotten something!

.Ian.

Rimmer: If you had two people coming for a job, and one of them was dead, which one would you pick?

5452. Re: DSP libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 14:03:16 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGL8DH.9wM@newcastle.ac.uk>
Source record: 35905

```
In article <CGBv8w.ByA@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>In article <16243@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:
>>
>>>Where can I find a library to utilize the DSP for mathematical
>>>calculations on my Falcon?
>>
>>>The DSP seems much faster than the 68882 according to the FRAC!
>>>demo by Brainstorm...
>>
>>
>>The DSP cannot be used in the same way as the FPU (68882).
>>
>>The DSP works on streams of data. For example, a Fractal program
>>that generates a stream of pixels on the screen.
>>
>>Math libraries provide single instructions on single inputs. For example,
>>pow(x,y) takes 1 pair of doubles and returns 1 double.
>>
>
>I don't think this is strictly true, the DSP does not work exclusively
>on streams of data, the data/program memeory can be used for some
>maths routines effectively. The atari OS DSP bindings allow for
>64Kb to be put into the DSP memory and theoretically can do calculations
>on it. I am not completely sure as I have just started reading the manual
>but hope springs eternal.
>
>
>>Warwick
>
>Xavier

Actually, you can use the DSP for fast maths calcs. The appropriate library
(just needs a bit of atari specific tweeking I think) was published in Dr Dobbs
Journals.....

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\------------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
```

5453. 2.5" hard disk on STE (IDE type)???

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 15:20:40 UTC
From: hallvart@ifi.uio.no
Message-ID: <2car48$t65@kolsaas.ifi.uio.no>
Source record: 35906

I've heard that you can now install 2.5" sized "IDE" type hard disks in any ST!
But the guys I talked to said it wouldn't work for the STE...But it should be
available for those too in a while.

Has anyone out there heard of this, and is it now possible to install it in an STE?
Any information would be helpful. Thanks.

Hallvard Tangeraas, Oslo, Norway

(hallvart@ifi.uio.no)

5454. Re: Installing Quantum in TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 15:53:42 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Nov16.155342.5825@nrtpa038.bnr.ca>
Source record: 35907

What are the SCSI addresses of the Quantum and SyQuest?

Sounds like you are having a conflict to me. I had a similar
problem when I added a second CD-Rom to my system without
setting the SCSI-ID from the factory default of zero.
Darned annoying, and I ended up trashing my boot sector.

Use the ICD utility IDCHECK.PRG to query all devices.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

5455. Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 17:07:14 UTC
From: dwm003@acad.drake.edu
Message-ID: <1993Nov16.110714.1@acad.drake.edu>
Source record: 35908

I know that this isn't an ST concern, but it is an Atari concern.
Does anyone know of an Atari Portfolio for sale? I am intersted in getting on.

Thanks.

5456. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 17:32:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.o06UPC7y8Cw@semprini.waterloo-rdp.on.ca>
Source record: 35918
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CG9D10.73z@sdf.lonestar.org>, Evan Langlois writes:
>
> Is there a compiled version of MinTLIB 35 or higher? I only have source and
> most of the stuff compiled, I want everything pre-compiled.

I think pl39 is on atari.archive.umich.edu:/atari/Mint/Lib...

> What's a good (and SMALL) version of MicroEmacs to get? Is there anything
> friendlier that I might want to try?

MicroEMACS 3.11 is on atari.archive.umich.edu:/atari/Editors (might be in an
Me directory). There's also JOVE and Mutt2...

> Can someone tell me about Curses? I mean specifically how to use them with
> TERMCAP strings and such so I can write software that can use any terminal
> type?

I think there should be some curses documentation laying around... I
got mine from the curses library for the OS/2 version of GNU C/C++.

> Is there a termcap based window library?

Yes, curses. :-) Oh, you meant a GEM windowing library... I hope to
start work on a GEM version of curses in the next couple of weeks, but
it might take a while (I don't have much spare time).

> My G++ library didn't have the delete function in it (the compiled form of
> delete.cc). Where can I get one that works? I've patched everything up
> and it seems to be working, but I don't know what else might break, so i'd
> like to get a working copy (patchlevel 20 or greater).

I thought delete was a standard C++ keyword?

> Does anyone have/use Objective C?

Lots of NeXT users do... ;-)

> Does anyone have a list of the functions/objects available in G++ library
> and how to use them? My C++ manual doesn't go into much about iostreams
> and standard functions other than how to do the basics and how to overload
> your own functions and put your objects into the iostream. It gets into the
> programming and philosophy and how-to's and assumes that the compiler has
> a manual (bad assumption).

If you grab the G++ library source code (from any GNU ftp site), there's
a texinfo document describing the library in detail... If I remember, I
might upload a PostScript and an ASCII version to atari.archive (but

don't count on it... mind like a sieve!).

> Where are the GCC/G++ manuals? I want ASCII, how do I get it? Or, if ASCII
> is not available, how much hard disk space do I have to waste in other programs
> just to read some docs?

What do you want/need to know?

> Who is getting tired of all these stupid ass questions??

What about these stupid ass answers?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5457. GDB and debugging C++ programs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 17:51:08 UTC
From: pareis@cs.tu-berlin.de
Message-ID: <2cb3ud$ekf@news.cs.tu-berlin.de>
Source record: 35909

Is there somebody who ever has tried to debug a C++ program
using gdb?

I did the following:

```
gcc -I../include -g -c teditor.cc
gcc -o teditor.prg teditor.o -lgem++ -lgem -lg++
gcc -B/d/gnu/bin/sym- -o teditor.sym teditor.o -lgem++ -lgem -lg++
```

and then

```
gdb teditor.prg teditor.sym
```

and I got this message from gdb (before gdb aborted):

```
Reading symbol data from /d/usr/src/gem++/test/teditor.sym
gdb: Internal error:
Unexpected debugging symbol type 'R' at symnum 8.
```

What's that?
(gdb runs correct without the sym file)

My gcc-ld and sym-ld are PL36, my gdb is V3.6 PL2 and I use MiNT 1.08

--
+---+
Andre Pareis	Techn. University of Berlin
Arndtstr. 25, 12489 Berlin, Germany
Phone: ++ 49 30 6775441
e-mail: pareis@cs.tu-berlin.de
+---+

5458. External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 18:58:47 UTC
From: eric@cimosa.grenoble.hp.com
Message-ID: <CGLM1z.DLt@hpwin052.uksr.hp.com>
Source record: 35910

I'd like to know if it is possible to connect a PC Hard Disk (IDE or ST506 preferred) to an Atari 1040 STE. If yes how ? Directly to the hard disk drive connector of the machine ? Are they external disks sold by Atari or third parties ?

Best regards,
Eric.

5459. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 21:17:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.977159@cix.compulink.co.uk>
Source record: 35911

In article <CGGyFC.9Hz@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:
>Has anyone ever run out of cookie jar space? I haven't, but I've seen
>a program called JARXXX that seems to be like FOLDERXXX (which I have never
>used nor needed, TOS 1.62).
>
>Why not make a standard cookie who's second longword is simply a pointer to
>another cookie jar, or work out a scheme that copies the whole cookie jar
>into another larger area and frees the old cookie jar, and moves the jar
>pointer? Both methods would be from within the applications that are
>adding to the jar, with the first method requiring application support.
>
>I would just hate to put yet ANOTHER application in my AUTO folder as yet
>another patch to make the system run the way it should.
>
>

My understanding is that this is the responsibility of the program that installs the cookie. You check to see if there's a free cookie, if not you malloc some memory, relocate the cookie jar and update the sysvars.

Ofir ogal@cix.compulink.co.uk

5460. Re: MiNT suggestion (UROOT= mint.cnf option)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-16 22:00:18 UTC
From: mk@anuurn.do.open.de
Message-ID: <2cea84961c318b@anuurn.do.open.de>
Source record: 35922

In <H.eg._ciQGas6MaM@semprini.waterloo-rdp.on.ca>,
Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

>I was going to propose this to the MiNT mailing list this week, but I
>forgot to (I get the mailing list at work instead of here)...
>
>While I was trying to get Hermes UUCP to work under MiNT (see my other
>article in comp.sys.atari.st), I thought my problems would be solved if
>there was some way to create files on the root of the universal drive
>(U:). Creating a simlink from a real drive (for example, c:/filename)
>to the universal drive (ln -s c:/filename u:/filename) didn't work;
>Hermes still failed to create its file properly.
>
>Does anyone else think it would be useful to have a new option in the
>mint.cnf, uroot? The uroot option would tell MiNT where to physically
>create files created on the virtual U: root directory. For example, if
>I had:
>
>uroot=c:\some\path
>
>and I created a file "u:/filename", it'd actually show up on my C:
>partition as "c:/some/path/filename". Naturally, it'd be a better idea
>to have your uroot point to a minixfs partition or a ramdiskfs partition
>to allow for non-DOS filenames like the U: drive already allows... For
>example, since I rename my L: drive to be u:/minix, I could put:
>
>uroot=u:\minix\not.the.U.root
>
>and any "u:/filename" would appear in "u:/minix/not.the.U.root/filename".
>
>Would this be too much work for too little gain? I suppose you'd have
>to be careful not to create a circular simlink, but I suspect the kernel
>already finds those types of errors. Comments?

I think it's too much work for the benefit of *a single program*!
Why don't you tell the author of UUCICO about the problem?
It should be fairly trivial to change UUWORK/UUCICO to create/expect
the UUCICO.PAR file somewhere else _first_ (possibly in \hermes or
in $HERMES).

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

5461. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 06:35:33 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931117.05733.LMCCLURE@delphi.com>
Source record: 35913

"LSD: I'm sorry: a 520 STE does not exist. It is either a
520 st(fm,m,+) or 1040 STe"

I beg to differ, as I am typing this on a machine that clearly says
"520STe" on the name badge.

5462. Re: Falcon hard drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 06:46:04 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931117.06364.LMCCLURE@delphi.com>
Source record: 35914

I suspect your drive uses Supra's standard host adapter, which means the mechanism inside the drive chassis is a standard SCSI mech. What this means is that you don't need to add something on (i.e., a DMA to SCSI convertor), but rather, you need to bypass the host adapter (which is a SCSI to DMA convertor).

Of course, you'll need to find the proper cable to make the connection to the Falcon.

5463. Re: External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 06:53:05 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931117.06785.LMCCLURE@delphi.com>
Source record: 35915

I know of no way to connect an IDE hard drive to an ST, although I have heard something about a cartridge based IDE interface. (Only the Falcon has built-in support for IDE drives, and is uses the 44-pin interface for 2.5" IDE drives).

You could use an ST-506 type drive by using an Adaptec or similar controller in conjuction with a SCSI-to-DMA host adapter, but it would not be very cost effective. Unless you happen upon such a setup cheap (such as an old Megafile 30 with the mech removed), I would not advise it.

There are companies that make external, ready-to go setups for the ST. Also, you could buy an ICD Link interface, and use most Mac external drives. (With the competition in the Mac market, at least here in the US, Mac external drives may be a better buy).

5464. Thinking about Cannon BJ-200's....Hmmm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 06:57:36 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov17.015737.24886@bsu-ucs>
Source record: 35917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm thinking on getting a Cannon BubbleJet 200 so I can put my old workhorse Panasonic KX-P1091i (9pin) out to pasture. I've heard good things about them before and just read the great review the BJ-200 received in the big review of printers in some PC (?something?) magazine.

If anyone has any experience with using a BJ-200 on an ST lemme know! :)

I'm wondering how easy it will be to find drivers for WordPerfect (and other PD Wordprocessors) Opus 2.31, PageStream 1.8, and other programs.

Also wondering about general impressions, specific problems, or other features that might be outstandind.

Thanks!
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5465. SLM804 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 07:07:05 UTC
From: ehood@convex.com
Message-ID: <1993Nov17.070705.5378@news.eng.convex.com>
Source record: 35916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I recently obtained a used SLM804 laser printer. However, when I power
it on, it nevers gets out of the wait/warmp-up mode. I believe I
have all the proper things in place:

- SLMC804 is hooked up to the DMA port and is ASCSI ID 7.
- Have the big serial cabll hooked up from the controler to
the laser printer.
- I boot up with the SLM804 Printer Emulator Disk.
- A message saying the diablo emulator is loading and that
it is loading TYP?????.FNT.
- The GEM desktop appears with the SETUP630.ACC loaded.
- The SETUP630.ACC gives "UNSPECIFIED ERROR" as the Status.

I initial had things booting from my hard disk, but the printer
never went into ready mode. Therefore, I tried everything from
floppy with the hard disk disconnected. I even waited way over the
2 minutes the manual said it would take to warm up before turning
on any other components. But nothing.

I'm not a laser printer expert, but shouldn't some of the parts in the
printer get hot, or is this only when it actual prints. Anyway, no
surfaces in the printer are getting warm. There is only a little heat
coming, from what I believe to be, the power supply.

I've checked the drum & paper chargers, and the wire is intact.

Any help is appreciated, and thanks ahead of time,

--ewh

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--
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5466. Virtual Screen, GDOS & MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 12:03:05 UTC
From: porret@elde1.epfl.ch
Message-ID: <1993Nov17.120305.1@elde1.epfl.ch>
Source record: 35923

I'd like to create a virtual screen with any resolution and bitplane number, to draw on it with standard VDI calls, and to save the result in a file or display a part of it in a window.

I recently bought SpeedoGDOS which includes a driver named MEMORY.SYS and I think that this driver could help me to do what I want to. I have no information at all about this driver.

Does anybody know :

- If this driver really allow me to do that.
- If it is a good solution to my problem.

If the answer is yes, how can I communicate with this driver with PureC ? (How can I set the resolution and bitplane number and fix the location in memory ?).

If the answer is no, is there an other way to do it (in a "compatible" way, whithout bad tricks depending on the machine) ?

Thank you for your answers.

Alain-Serge Porret | E-mail : PORRET@ELDE.EPFL.CH
Electricity Department | DecNet : 56451::PORRET
Swiss institute of technology |

5467. Re: Thinking about Cannon BJ-200's....Hmmm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 14:53:10 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2cddsm$o8d@nermal.cs.uoguelph.ca>
Source record: 35919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

01mbmccabe@leo.bsuvc.bsu.edu wrote:
: I'm thinking on getting a Cannon BubbleJet 200 so I can put my old workhorse
: Panasonic KX-P1091i (9pin) out to pasture. I've heard good things about them
: before and just read the great review the BJ-200 received in the big review
: of printers in some PC (?something?) magazine.
I have one, and I _really_ like it. It's quiet, faster than a dot matrix,
and the print quality's very high, especially if you use laser paper.
: I'm wondering how easy it will be to find drivers for WordPerfect (and other PD
: Wordprocessors) Opus 2.31, PageStream 1.8, and other programs.
Well, you probably know that it emulates both the BJ-10 and the Epson LQ
510. You shouldn't have any trouble finding drivers for it. FontGDOS
includes a BJ-10 driver which works great, and you can use an Epson LQ
driver. The BJ driver is best for graphics, but if you're doing text
only, I would use Epson emulation.
: Also wondering about general impressions, specific problems, or other features
: that might be outstandind.
Overall, I like the printer very much. It's small, quiet, fast, etc.,
etc. About the only thing I don't like is that there are normally _63_
lines of text on a page, rather than the standard 66, so programs that do
text and graphics on the same page, or do fancy things with positioning
the printhead get screwed up unless you're careful.

THeo

5468. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 15:39:00 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.mkIVU2zw2sA@lionbbs.escape.de>
Source record: 35860

In <CGJ6oJ.AAz@cs.vu.nl>, Ballintijn GC writes:

>>> > other hand base/pc-relactive programs/processes do not have this
>>> > problem, so it should be possible for them, unless i'm forgetting
>>> > something.

>>> Of course, process swapping is not exactly trivial. Relocation can be
>>> redone when bringing the code back in (or you can use pc-relative
>>> addressing) but you still have problems with programs storing function
>>> pointers.

>>It is even worse. In order to swap in a process at a different base address,
>>you must relocate *every* pointer in existence, which can live anywhere; on
>>the stack (e.g., function return addresses), in registers, anywhere else in
>>memory. Without an MMU that supports virtual memory (which Falcon and TT have,
>>as I understand it, but ST doesn't) it is next to impossible.

>Do correct me, if i'm wrong, but is there with base/pc-relactive programs
>relocation? I got the impression that all references where added to a
>base-pointer (just as in the 8086 :-) at runtime. Now, if you change the
>base-pointer you can change the place where the program lives.

The only OS I know of which uses this technique is OS-9.
And even there is the problem of function calls leaving ABSOLUTE
return addresses on the stack.

It's just that you don't have to care for initial relocation and
may use one program code image for many processes (shared code) if
a similar technique is used for data references.

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

5469. Re: SCSI and such

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 16:27:19 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Nov17.162719.1174@nrtpa038.bnr.ca>
Source record: 35920

Emerson Emi (EMERSON_EMI@bdt.COM) wrote:
: I just got the Atari Compendium and I don't see any bios or
: gemdos commands to send SCSI read or SCSI write commands. I
: want to talk to a sampler, NOT a device that is not a mounted
: drive, so how do I go about this? Likewise no sectors are
: involved, just reading into a buffer, etc.. I'm not that fluent
: in SCSI theory and ID's however the device does not need a lot of
: different SCSI commands. Just SCSI READ and SCSI WRITE,
: basically. Without a BIOS level routine will it be necessary to
: write a routine for the ST(E) and then the TT SCSI and then
: Falcon SCSI, or even to the point of differnt versions for
: different ASCI to SCSI host adaptors?

If you are using ICD's software get a copy of their file DMA.LZH from
GEnie. This contains a Pascal include file, and an object module that
you can use to send SCSI commands via either the ACSI or SCSI ports of
any ST/TT/Falcon computer.

This module is designed to be used with Personal Pascal. If you are using
Pure C, I can supply the C include files, and a module that changes the
stack frame from the Pure C to Personal Pascal stack frame for this module.

This is not available for GNU C/C++ because the GNU linker does not support
the same object module format as Personal Pascal and Pure C.

If you want an example of using this module there should be a copy of
the source of my program cdplayer.prg somewhere in the atari.archives.
If you can not find it email me, and I'll send it to you.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

5470. Re: Installing Quantum in TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 18:46:01 UTC
From: pshea@dg-webo.rtp.dg.com
Message-ID: <1993Nov17.184601.27629@webo.dg.com>
Source record: 35921

In article <richie.0390FF52@imtired.itm.com>, richie@imtired.itm.com (Dick Grable) writes:
|> In <johan.nordlander-151193103747@nod.eng.umu.se>
|> johan.nordlander@engelska.
|> umu.se (Johan Nordlander) writes:
|> I installed a 105 LPS and a Fuji 330 meg Fast SCSI in my Mega STE and about
|> |> the only 'trick' with the Quantum was to disable parity and remove the
|> terminating resistors. Maybe a TT has a different setup regarding how the
^^^^^^^^^^ ^^^^^^^^^

Interesting! Does this mean that the bus is unterminated, or is it that the Quantum is not the end of the chain?

I just added HD's to my 520ST. The enclosure has (3) 40MB Quantum drives. All went together fine except that I get write errors if I install termination packs in the last (or any) drive. So long as I leave it unterminated, all works fine. I know this is not the desired configuration so I am somewhat reluctant to move too much the the HD yet.

Just wondering if you had similar problems.

Thanx, Phil
--

+---+
| Phil Shea | Amateur Radio Callsign N1QAM
|
| Data General Corporation | email shea@daytona.webo.dg.com
|
| 4400 Computer Dr. Westboro MA, 01580|
|

+---+

5471. Re: PTC 1426

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 20:33:59 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCGnL4o.Esq@netcom.com>
Source record: 35926

In article <johan.nordlander-151193103534@nod.eng.umu.se> johan.nordlander@engelska.umu.se (Johan Nordlander) writes:
>Hi,
>Is there anybody out there who knows if it is possible to run an Atari PTC
>1426 monitor in 800 x 600?

Yes, you can.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

5472. Re: MiNT suggestion (UROOT= mint.cnf option)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 21:01:53 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1993Nov17.210153.18881@mnemosyne.cs.du.edu>
Source record: 35924

Perhaps MInixfs pl9 (under construction) will help. I'm adding some of the functionality of mount(), though this stuff really belongs in the kernel. The current version (which only I have got) allows lots of drives (all Minixfs) to all be referenced as subdirectories of each other (well identical to Unix really.
Steve.

5473. PROTAR's address

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 22:27:11 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ce8fv$7k7@yrsa.ifi.uio.no>
Source record: 35925

I don't know if it was in this newsgroup or the other atari one someone asked for their address, so I'm putting it in both.

Protar Elektronik GmbH
1000 Berlin 21
Alt-Moabit 91D
GERMANY

There's also another company that makes great hard disks for the ST, I think they also make other ST related stuff too...

Hard & Soft
A. Herberg
Obere Muensterstrasse 33-55
D 4620 Caustrop-Rauxel
GERMANY

Hallvard Tangeraas, Oslo, Norway

5474. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-17 23:58:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IWQCE_4FRT6@semprini.waterloo-rdp.on.ca>
Source record: 35849
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2c8clu$lqp@nermal.cs.uoguelph.ca>, Theodore L Hopman writes:
> Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> : In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
> : > The 15,000 figure is just for the UK, which I expect is more sales than the
> : > Newt. At about 500 quid each I know which choice I'll be making!
>
> : That seems pretty unlikely. What's the population of the UK? If there
> : were 15k there alone, there'd probably be at last 100k in the US.
>
> It's not that unlikely...consider the number of ST's in the UK versus the
> number of ST's here population-wise. The UK has a far higher concentration.

But, the US has a MUCH higher population (for example, about as many
people live in New York City as live in _Canada_)...

This is all speculation though... We'd have to ask Atari for real
figures and there's no way they'd ever tell us truthfully.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5475. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 01:29:25 UTC
From: llunch@cray.cba.csuohio.edu
Message-ID: <1993Nov18.012925.3195@news.csuohio.edu>
Source record: 35927

In article <CGJB88.r4@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <CGAu2u.J34@cs.vu.nl>, gerco@cs.vu.nl (Ballintijn GC) writes:
>
>|> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>|> [... stuff deleted ...]
>|> > Maybe just do a "nice" on the command. I forget the syntax (which
>|> >will be obvious to many here), but something of this notion:
>|> >
>|> > nice -2 cp *.* d:/stuff
>|> This will have some effect, but I think it will not be that great. cp
>|> spends most of its time in the OS. A state in which (I think) there
>|> is no context switch. 'Good' scheduling algoritmes are hard to find.
>
>Well, you can make the effective copy faster by persuading cp to use bigger
>buffers than 512 bytes. At least my gnu-cp does all i/o in 512 bytes chunks.
>But of course you will thereby decrease the chance to catch the process
>outside the kernel to preempt it... :-(
>
The dma hardware doesn't need a process to do busy waiting until the
operation returns. It would be nice if there were a mint only hard
disk driver that put procs to sleep during transfer.

5476. Re: Suggested MiNT enhancements : Comments wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 01:40:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16417@uqcspe.cs.uq.oz.au>
Source record: 35928

kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

>I can see where this would be nice but it seems like a lot of effort
>to go to for a very minimal gain.

I agree. Also, how "real-time" could the update be? What if I have
the files displayed with their sizes? Do those sizes also change as
the file has bytes appended to it???

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| _________________________

5477. FAQ list

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 04:12:28 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CGo6Ct.MB9@freenet.carleton.ca>
Source record: 35929

Is there a FAQ list for this newgroup??

If so please tell me where to get it or post it here if you can.
--

5478. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 05:44:01 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Nov18.054401.25731@t.hfb.se>
Source record: 35930

In article Sak@pc0335.kub.nl, L.J.Sak@kub.nl (SAK L.J.) writes:
>In Article <2b3k4s$15i6@ina.zfn.uni-bremen.de> "g02o@zfn.uni-bremen.de (Mark-Oliver Wolter)" says:
>> Georgios Vasileiadis (vacs@hpna49-1.cern.ch) wrote:
>> : HI,
>> : Is a 100 nsec non-parity simm module of 1 mbyte compatible for a
>> : 520 STE upgrade ? To use 4 of them to get to 4 Mbytes.
>> : Thank you
>> : george
>>
>> YES! It's PERFECT! With 100ns, you even can speedup your STe to 12 MHz
>> without any timing problems!
>>
>>
>LSD: I'm sorry: a 520 STE does not exist. It is either a 520 st(fm,m,+) or
> 1040 STe

520STE do exists!

The label says "ATARI 520STe" and it was populated with 2 * 256kb SIMMS.

Some info from Comp.sys.atari.st.hard.FAQ

520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

5479. Re: ***TEST - DO NOT READ

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 05:52:44 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Nov18.055244.25797@t.hfb.se>
Source record: 35931

In article h8f@tuegate.tue.nl, error@stack.urc.tue.nl (Erlend Nagel) writes:
>L.J.Sak@kub.nl (SAK L.J.) writes:
>
>>In Article <1545@usdtsg.DaytonOH.NCR.COM> "anisko@usdtsg.DaytonOH.NCR.COM (anisko)"
says:
>>> In article <CG8KIu.1tpL@hawnews.watson.ibm.com> debutant@ulla.com (Absolute beginner)
writes:
>>> >This is a test
>>> Apparently I failed (i.e. I read it ;-)
>
>I thought, two people reacting to a test mail with subject do not read.
>Interesting. So you got me too. ;-)
>
>E.
>--
Hmm, why do I read this??? And why do I reply to it????? :^D

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

5480. Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 06:35:18 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov18.013518.24939@bsu-ucs>
Source record: 35932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to get started learning C using HSC 1.44. This is the code for the first sample program:

```
/* Filename: c2first.c
Requests a name then prints it 5 times and rings a bell. */

#include <stdio.h>
#define BELL '\a'

main ()
{
int ctr=0;
char fname[20];
printf("What is your first name?");
scanf(" %s",fname);
while (cnt <5)
{
printf("%s\n", fname);
ctr++;
}
printf("%c",BELL);
return;
}
```

When I try to run the source through HCC.TTP I get this error:

```
"warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
```

Can someone familiar with Heat-n-Serve (or who just plain knows :) give me some insight here?

BTW, sorry if the post is too long, but I don't really know who to direct E-mail to at this point. :)

Thanks for any and all help!

--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5481. Programming new Falcon commands.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 09:55:49 UTC
From: avsec@westminster.ac.uk
Message-ID: <CGoMAv.5yL@westminster.ac.uk>
Source record: 35933

I need some help programming the new commands for the Falcon.

Before I venture into programming the DSP, I want to get the basics right.
At the mo I'm trying to connect up the microphone input and speaker using
the matrix and devconnect() (er... you know the command I mean!).

But, alas, no sound comes out.

I've tried setting the input gain, the monitor track and other things.

How do you do it ?

Please help. I'm a sad and desperate man !

Cheers,
Phil.

5482. Re: Falcon hard drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 09:56:33 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGoMAA.5LG@barclays.co.uk>
Source record: 35934

In article <1993Nov12.214525.1@aurora.alaska.edu>, fnjah@aurora.alaska.edu writes:
|> I have a Supra hard drive that connects directly to my ST's DMA port.
|> Is there any kind of DMA to SCSI adaptor so I can hook it up to a Falcon?
Unless the drive itself is SCSI then forget it. If it is SCSI then just remove
the host adaptor and attach it directly to the Falcon.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

5483. Re: GDB and debugging C++ programs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 11:08:10 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov18120814@issan.informatik.uni-dortmund.de>
Source record: 35936

>>>>> In article <2cb3ud$ekf@news.cs.tu-berlin.de>, pareis@cs.tu-berlin.de (Andre Pareis) writes:

|> Is there somebody who ever has tried to debug a C++ program
|> using gdb?

[...]

|> Reading symbol data from /d/usr/src/gem++/test/teditor.sym
|> gdb: Internal error:
|> Unexpected debugging symbol type 'R' at symnum 8.

|> What's that?
|> (gdb runs correct without the sym file)

|> My gcc-ld and sym-ld are PL36, my gdb is V3.6 PL2 and I use MiNT 1.08

You should upgrade to gdb 3.6 PL4, available from ftp.germany.eu.net.
This should fix your problems. If not, please drop me a line.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5484. Re: Need TOS-Bug-and their-fixes-I

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 11:26:22 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov18122622@issan.informatik.uni-dortmund.de>
Source record: 35937

```
>>>>> In article <A17979@F.maus.de>, Wilfred_Kilwinger@f.maus.de (Wilfred Kilwinger)
writes:

|> ========================================================================
|> TOWNS' LITTLE GUIDE TO REVISIONS - VERSION 1.0
|> ----------------------------------------
|> Written by John Townsend, Atari Corporation
|> ========================================================================
|> This is a small document that explains in very terse terms the
|> differences between the TOS revisions available for ST/MEGA/STE/Mega
|> STE/TT machines, what patches are needed for what revisions, the formats
|> they are available in, and any notes I can think of.
|> I hope this will clear up some of the confusion with the different TOS
|> versions. If you have any questions on this document, please let me
|> know here on GEnie. My GEnie Address is: TOWNS.
|> Special thanks to Leonard Tramiel, Allan Pratt, and Doug Wheeler for
|> their involement with this little Document. Thanks again!
|> Comments are welcome..

|> -- John Townsend
|> Atari Corp.
[...]
|> TT TOS (TOS 3.05)
|> ------
|> TOS 3.05 is the latest version of TOS currently shipping in the TT030.

The latest version shipped in the TT is 3.06. I think it includes some
bug fixes in the RS232 handling.

Note that FOLDRXXX is not needed any more for TOS >= 2.x (i think,
definitely not for TOS >= 3.x)

--
------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

5485. Re: External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 11:47:11 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2cfnbv$1ksb@obelix.uni-muenster.de>
Source record: 35938

In article LMCCLURE@delphi.com, Lonnie McClure <LMCCLURE@delphi.com> () writes:
> I know of no way to connect an IDE hard drive to an ST, although I have
> heard something about a cartridge based IDE interface. (Only the Falcon
> has built-in support for IDE drives, and is uses the 44-pin interface for
> 2.5" IDE drives).

Wrong. (1) The ST Book, too, has internal IDE. (2) The IDE adapters that
are sold connect directly to the CPU.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

5486. Re-compiling GCC / MiNTLIB 39

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 11:56:56 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <CGorux.J63@dcs.ed.ac.uk>
Source record: 35939

Hi there,
a while back I posted an article asking how hard it would be to
compile gcc-2.5.x on my TT. I had quite a lot of helpful mail on the subject,
and my thanks goes to all those people who offered advice.
As most of them told me, compiling Gcc is really quite easy. The biggest
problem is however diskspace. For a start the compressed source for GCC is 6MB
long. This decompresses to a 24MB .tar file and then this needs to be un-tar-ed
, which requires another 24MB (as both the tar and its contents coexist on the
disk during the extraction process). Therefore if you want to compile GCC,you
will need at least 50MB of free space on your drive! You probably also need
quite a bit of RAM - I have 10MB but I guess 4MB would do. The third thing you
need is a fair bit of time.
Now that I have managed to compile GCC, my biggest problem will be keeping
up with the patchlevels - I got gcc-2.5.2 and 2.5.4 is out already! Now that's
what I call a real update policy!

I am also having problems compiling Mintlib.39 - I get a `function xxx
redefined in file included form ... " error a short way into the compilation,
and then make exits. Has anyone else had a similar problem trying to make 'top020'
- I am using GCC-2.5.2 , mintlib 36 and Mint 1.08? (If anyone is interested I will
try to get the exact error message for them.)

Hope you can help me again,
Cheers,
Joe.

5487. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 11:59:05 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2cfo29$1jg@cismsun.univ-lyon1.fr>
Source record: 35935

In article <1993Nov18.012925.3195@news.csuohio.edu> llunch@cray.cba.csuohio.edu (Jason Baker) writes:
>In article <CGJB88.r4@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>>In article <CGAu2u.J34@cs.vu.nl>, gerco@cs.vu.nl (Ballintijn GC) writes:
>>
>>Well, you can make the effective copy faster by persuading cp to use bigger
>>buffers than 512 bytes. At least my gnu-cp does all i/o in 512 bytes chunks.
>>But of course you will thereby decrease the chance to catch the process
>>outside the kernel to preempt it... :-(
>>
>The dma hardware doesn't need a process to do busy waiting until the
>operation returns. It would be nice if there were a mint only hard
>disk driver that put procs to sleep during transfer.

This is exactly what ANY real ;-) multitasking OS does... Look at Unix, and even real time OS like VRTX or iRMX... That's the first thing that we learn here at school :-)... The problem is that for this, we MUST re-write the BIOS/XBIOS/GEMDOS to behave like this, and to become reen-trant... Then, any disk access will take 1% cpu time on a Hard Disk and... 0.01 % on a diskette (Waiting that the floppy spins, etc... I'm I wrong somewhere ?).

Patrice

5488. Re: Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 12:25:34 UTC
From: pjb1008@hermes.cam.ac.uk
Message-ID: <pjb1008.9.2CEB696C@hermes.cam.ac.uk>
Source record: 35842

In article <1993Nov11.122445.24118@ibr.cs.tu-bs.de> thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:
>From: thuerman@ibr.cs.tu-bs.de (Urs Thuermann)
>Subject: Re: Monitor Problem
>Date: Thu, 11 Nov 1993 12:24:45 GMT

>ak354@cleveland.Freenet.Edu (Dennis Mc Guire) writes:

>> My SM124 monochrome monitor has a problem. When it is cold it
>>inverts the colors. Once it is warm it also does this if I access
>>the floppy drive. There are are 40 faint vertical lines in the
>>picture also. Can anyone suggest what components might cause thie
>>problem. I'm handy with a sodlering iron, but I have not had to
>>diagnose monitor problems before!

>To me that doesn't sound like a monitor problem but a problem with
>your shifter. Otherwise access to your floppy would unlikely have
>an effect on your monitor.

>Urs

The only connection between the shifter and the disk drive should be the power supply. Checking the voltages across the various supplies (with an oscilloscope) would be a good place to start.

Peter

5489. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 12:31:08 UTC
From: gerco@cs.vu.nl
Message-ID: <CGotFx.3uJ@cs.vu.nl>
Source record: 35940
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

01mbmccabe@leo.bsuvc.bsu.edu writes:

>I am trying to get started learning C using HSC 1.44. This is the code for the
I don't know this version, probably 1.40.

>first sample program:

[... Stuff deleted ...]

> main ()
This make main implicitly int returning.

> {

[... Stuff deleted ...]

> return;
Huh? No return value?
> }

So I think it is just a C error, not specific to HsC. You could better
do "return 0;" return 0 exit code to parent process or "exit(0);" .

Gerco
--
+-----------------------------+-----------------------------------+
| GC Ballintijn | I'm just an Analog man |
| Email: gerco@cs.vu.nl | in a Digital world... |
+-----------------------------+-----------------------------------+

5490. GNU on Atari Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 12:44:42 UTC
From: winters@access.digex.net
Message-ID: <2cfqnq$971@access.digex.net>
Source record: 35841

This might be a dumb question, but here goes - I have GNU Chess loaded and running happily on my 1040 ST - I notice the C source and Docs look like they are lacking your standard Tabs & Line Feeds at the appropriate places, so it looks "easy" to read..... I could write a text formatter program, but I was wondering what others have done in this case?
A long time ago, I remember seeing something about GNU files having to use Tex or some other utility to reformat source? If I have to use Tex, which version in the archives should I pick? Thanks for any advice on this. ----- Mike

5491. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 12:47:01 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov18.124702.3899@vax.sbu.ac.uk>
Source record: 35843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1993Nov18.013518.24939@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> I am trying to get started learning C using HSC 1.44.
> #include <stdio.h>
> #define BELL '\a'
>
> main ()
> {
> .... return
> }
> ------------------------------------------------------
> When I try to run the source through HCC.TTP I get this error:
>
> "warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
> ------------------------------------------------------
>
> Can someone familiar with Heat-n-Serve (or who just plain knows :) give me some
> insight here?

If you don't specifiy what main() should return, it will be assumed it sends
back an int (to TOS in this case). Thus the 'return' statement should have
a number following it - 0 being the value TOS expects if the program
completes OK. To be correct your program should contain:

int main()
{

blah blah...

return 0;
}

Hope this helps.

Del
```

5492. STE 120ns SIMMs for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 13:27:52 UTC
From: schrell@numerik.fernuni-hagen.de
Message-ID: <2cft8o$i9@fuhainf.fernuni-hagen.de>
Source record: 35864

Hi,

I have 2 120ns SIMMs for sale. They are ok. I upgraded the STE by
four 70ns of the same type.

The price is 120 DM for the two 1MB-SIMMs.

Address: Andreas Schrell
Windhoevel 2
42279 Wuppertal
West-Germany
Tel. 0202/666889

5493. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 15:06:01 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Nov18.100601.12713@gw.wmich.edu>
Source record: 35844
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1993Nov18.013518.24939@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> I am trying to get started learning C using HSC 1.44. This is the code for the
> first sample program:
>
> /* Filename: c2first.c
> Requests a name then prints it 5 times and rings a bell. */
>
> #include <stdio.h>
> #define BELL '\a'
>
> main ()
> {
> int ctr=0;
> char fname[20];
> printf("What is your first name?");
> scanf(" %s",fname);
> while (cnt <5)
^^^-------------Shouldn't this be "ctr" ?

> {
> printf("%s\n", fname);
> ctr++;
> }
> printf("%c",BELL);
> return;
> }
> ------------------------------------------------------
> When I try to run the source through HCC.TTP I get this error:
>
> "warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
> ------------------------------------------------------
>
> Can someone familiar with Heat-n-Serve (or who just plain knows :) give me some
> insight here?
>
> BTW, sorry if the post is too long, but I don't really know who to direct
> E-mail to at this point. :)
>
> Thanks for any and all help!
> --
>
>
>
```

> -=[Matt McCabe]=-
> -=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

This seems like the only problem to me...

Later,
Bernard

5494. Another Monitor Whistle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 16:29:15 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGp4Gs.J4M@westminster.ac.uk>
Source record: 35845

In article <42@inyanga.cs.wits.ac.za> anthony@inyanga.cs.wits.ac.za (Anthony Spirou) writes:
>My SM124 whistles sometimes!!!!???? (independant of the volume control...)
>I once read of someone with the same problem, in ST-USER, but then I didn't
>have the monitor... Any suggestions on how to fix this problem. (now I just
>bang it and it keeps quite)
>
>Thanks world...
>
>

My SM125 also causes a slight whistle...more like a ringing noise in your ears.
The display also moves from right to left over time.

Anyone know why, and what I can do 'bout it?

>--
> -----==================================-----
> Anthony Spirou
> anthony@concave.cs.wits.ac.za
> -----==================================-----

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5495. Re: GNU on Atari Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 18:00:08 UTC
From: stephan@nats.informatik.uni-hamburg.de
Message-ID: <stephan.753645608@nats7>
Source record: 35848

Hi Michael,

winters@access.digex.net (Michael Winters) writes:
>[...] - I notice the C source and Docs look like they
>are lacking your standard Tabs & Line Feeds at the appropriate
>places, so it looks "easy" to read.....

If you want to use the ATARI line-end encoding (Carriage Return/
Line Feed) there is a utility called `crlf.ttp'. It is included in
the MiNT library and does this kind of conversion stuff. I could
post you the source, it's pretty simple. By the way, it might be
copyrighted by entropy, so I have to take a look first.

The tabs are a real problem: do you want to have tabs at four or
at eight characters? I don't have such a tool.

>A long time ago, I remember seeing something about GNU files
>having to use Tex or some other utility to reformat source?

Most GNU software uses Texinfo documentation. Texinfo is a file
format that can be processed by TeX (actual version is 3.14) in
order to get high-quality printed documentation. Or it can be
converted into an info file, that is used for on-line information.
For the conversion into info file format you'll have to use the
texinfo software by GNU.
To view the info files you can use the texinfo package or the
GNU emacs.

> ----- Mike

Greetings,
Stephan Gross

/--\
|gross@rzdspc20.informatik.uni-hamburg.de|
\--/

5496. Re: Another Monitor Whistle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 18:11:31 UTC
From: pagan@meiko.co.uk
Message-ID: <2cgdsj$rto@bart.meiko.com>
Source record: 35846

Yup, me too. The monitor whistles and the screen moves to the left.
(This is on my SM124 by the way). The only cure I have found is to
clout the monitor on the side but I fear this will eventually
do more harm than good. It also only cures the whistle problem...
Must be a generic design flaw, and plain old age of course.

Also beware of using a TV (SCART-in) as a monitor and having the
ST Mono next to it as mine flips out completely after a few seconds.
The TV is running off by Fuel-Can, by the way.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God

5497. F0x0 & DSP Forum

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 18:21:40 UTC
From: pagan@meiko.co.uk
Message-ID: <2cgefk$rto@bart.meiko.com>
Source record: 35847

DSP:
===
Is there anyone else out there who is trying to get to
grips with the DSP assembler language. I have just spent
the 50quid on getting myself the Atari DocSupport VI for
the Fuel-Can and so now have the assembler and debugger.
The DocSupport also has a lot of useful info (XBIOS calls
etc.) in it and I think was worth a mere 50 big ones.

SHARE INFO:
==========
What I might suggest is that people could post articles
in the st.tech section on any tips they have for programming
the F0x0. It is a brilliant machine afterall and it's about
time that the rest of the world knew this. Are there any other
Fuel-Can boffins out there working on stuff? Any tips to
share?

BETTER THAN PHONG SHADING:
=========================
I have, myself, a method of polygon shading which I think is
better than Phong. It's more accurate than Phong (P.S.cheats in
it's SLERP) and can be reduced to i = sRcos(a-b) where only
(a-b) varies...I am trying to figure out a way to do it
on the DSP at the moment (hence the Subject title).

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God

5498. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 20:26:21 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2cglpe$95a@sol.ctr.columbia.edu>
Source record: 35850
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.lWQCE_4FRT6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
} In <2c8clu$lqp@nermal.cs.uoguelph.ca>, Theodore L Hopman writes:
} > Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
} > : In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
} > : > The 15,000 figure is just for the UK, which I expect is more sales than the
} > : > Newt. At about 500 quid each I know which choice I'll be making!
} >
} > : That seems pretty unlikely. What's the population of the UK? If there
} > : were 15k there alone, there'd probably be at last 100k in the US.
} >
} > It's not that unlikely...consider the number of ST's in the UK versus the
} > number of ST's here population-wise. The UK has a far higher concentration.
}
} But, the US has a MUCH higher population (for example, about as many
} people live in New York City as live in _Canada_)...

Hmm - there are around 56 Million people in the UK and around 300
million people in the US.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

5499. fast format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 22:28:25 UTC
From: y91osken@odalix.ida.liu.se
Message-ID: <1993Nov18.222825.7297@ida.liu.se>
Source record: 35856

Hi all!
I'm writing a format utility for a computer that has the same floppy controller chip as the atari st (WD1772 that is). I would like to make it fast, at least more than one track each four disc revoulutions, which is what I've achieved now.

How do I do that?

I use the command "write track", but it seems impossible to make it write more often than every second disc revoulution. Is there any format utility for the atari st that is faster than that? I would really like to know if there is, because then I know that it is possible to do it.

Thanx! /Oskar (y91osken@und.ida.liu.se)

5500. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-18 23:03:42 UTC
From: gjudd@siward.demon.co.uk
Message-ID: <753663822snz@siward.demon.co.uk>
Source record: 35851

In article <1993Nov18.013518.24939@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:

>I am trying to get started learning C using HSC 1.44. This is the code for the
>first sample program:
>

'main()' implies 'int main()' and you should use 'return 0;' instead of
'return;'

or

you could use 'void main()' in which case you use 'return;'

the 'void' before 'main' informs the compiler that this function does not
return a value and, IMO, should be used if the function is not returning
a value.

Best of luck with HSC, I use it occasionally and haven't come across any
problems with it (although I do not use it that much).

>
> -=[Matt McCabe]=-
> -=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-
>

--
Graham
At home, no professional connection with demon.co.uk

5501. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 00:20:33 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1993Nov19.002033.21697@mnemosyne.cs.du.edu>
Source record: 35852

In article <2cfo29$1jg@cismsun.univ-lyon1.fr>,
Patrice.Lacouture <Patrice.Lacouture@aedi.insa-lyon.fr> wrote:
>In article <1993Nov18.012925.3195@news.csuohio.edu> llunch@cray.cba.csuohio.edu (Jason Baker) writes:
>>In article <CGJB88.r4@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
>This is exactly what ANY real ;-) multitasking OS does... Look at Unix,
>and even real time OS like VRTX or iRMX... That's the first thing that
>we learn here at school :-)... The problem is that for this, we MUST
>re-write the BIOS/XBIOS/GEMDOS to behave like this, and to become reen-
>trant... Then, any disk access will take 1% cpu time on a Hard Disk and...
>0.01 % on a diskette (Waiting that the floppy spins, etc... I'm I wrong
>somewhere ?).
>
>Patrice

Well no not really. That's one *hard* way to do things. A better way is to
make the interrupt drive I/O accessible outside the nasty no reentrant stuff
and emulate the BIOS calls so pure non-TOS sections of code can run while
TOS is left hanging on the I/O completion. That way TOS could be kept happily
single thread while other things (Minixfs 1.0 perhaps :-) could take advantage.
However if my experiences of how awful some of the hard disk software
is with MInixfs is anything to go by, I wouldn't hold your breath (I'd do it
myself if persuaded and I had access to the hardware).
Steve.

5502. Re: Virtual Screen, GDOS & MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 01:28:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16439@uqcspe.cs.uq.oz.au>
Source record: 35853

porret@elde1.epfl.ch writes:

>I'd like to create a virtual screen with any resolution and bitplane number, to
>draw on it with standard VDI calls, and to save the result in a file or display
>a part of it in a window.

>I recently bought SpeedoGDOS which includes a driver named MEMORY.SYS

I believe MEMORY.SYS only supports single-bitplane graphics. Other than
that, it's exactly what you want.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5503. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 01:51:12 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Nov19.015112.105930@zeus.aix.calpoly.edu>
Source record: 35865

```
In article <CGJB88.r4@hermes.hrz.uni-bielefeld.de>,
Torsten Scherer <itschere@techfak.uni-bielefeld.de> wrote:
>In article <CGAu2u.J34@cs.vu.nl>, gerco@cs.vu.nl (Ballintijn GC) writes:
>
>|> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>|> [... stuff deleted ...]
>|> > Maybe just do a "nice" on the command. I forget the syntax (which
>|> >will be obvious to many here), but something of this notion:
>|> >
>|> > nice -2 cp *.* d:/stuff
>|> This will have some effect, but I think it will not be that great. cp
>|> spends most of its time in the OS. A state in which (I think) there
>|> is no context switch. 'Good' scheduling algoritmes are hard to find.
>
>Well, you can make the effective copy faster by persuading cp to use bigger
>buffers than 512 bytes. At least my gnu-cp does all i/o in 512 bytes chunks.
>But of course you will thereby decrease the chance to catch the process
>outside the kernel to preempt it... :-(

Hear hear! This would be a great idea! In fact, maybe make the
buffer dynamically allocated so that you could do a cp -bnum source.file
dest.file where num is the maximum size of the buffer you would like to use
(constrained by the amount of memory available). This would have been really
nice the other day when I was messing with my partitions and throwing around
30MB of info around (I had started a 7MB cp before I relized what it was doing
to my nice new 210MB drive...:( ). Doing someting like the -bnum would be
good because then you could just alias your favorite buffer size:
alias cp "cp -b2024" /* num is bytes - this is for normal stuff. */
alias bcp "cp -b2024000" /* this is for those partition copies */

Anyone up to making what should be a relatively minor change to cp?

>TeSche
>--
>PS: If the above written looks weird, than that's because it probably IS.
>WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
>Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
>EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

-MikeB
```

5504. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 02:41:37 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2chbp1$au9@charm.magnus.acs.ohio-state.edu>
Source record: 35854

I have seen other strange Atari products such as:
a color monitor with a floppy drive built in.
I don't remember the model number. Saw it in November of 1987.

Raymond Collins
Ohio State University, Columbus, Ohio USA.
Atari TT030, 4/4Meg RAM, 245Meg HD

rcollins@magnus.acs.ohio-state.edu

5505. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 03:46:24 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2chfig$b0s@charm.magnus.acs.ohio-state.edu>
Source record: 35855

> I have seen other strange Atari products such as:
> a color monitor with a floppy drive built in.
> I don't remember the model number. Saw it in November of 1987.
>
> Raymond Collins
> Ohio State University, Columbus, Ohio USA.
> Atari TT030, 4/4Meg RAM, 245Meg HD

The monitor in question is the PS3000 monitor. It was a 13" color monitor with two disk drive bays. It had a card connector, rather than a pin connector, on the SS/DD drive so it was difficult to add a DS/DD drive. However, with a soldering iron, a cable, and a connector from Radio Shack I did it in an hour or so.

Keep coming to the meetings, and you may get to see one in person .... mine.
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5506. SCSI 2.88 meg drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 05:00:11 UTC
From: fdomingu@zeus
Message-ID: <CGq38C.EL8@watserv1.uwaterloo.ca>
Source record: 35857

Does anyone know if I can install a 2.88 meg SCSI disk drive on an ICD host adapter and read high density PC formatted disks (1.44)? In the case that I can, what software would be recommended to format disks/read them in the case that I can't simply read the PC formatted disks?

fdomingu@zeus.uwaterloo.ca

5507. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 09:51:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CGqGpJ.A7K@cs.bham.ac.uk>
Source record: 35858

In article <CGGyFC.9Hz@sdf.lonestar.org> Evan Langlois writes:
>Has anyone ever run out of cookie jar space? I haven't, but I've seen
>a program called JARXXX that seems to be like FOLDERXXX (which I have never
>used nor needed, TOS 1.62).

That, or a program like it with the same name :-(is part of Neodesk
3.03, and it may or may not be freely distributable (JARXXX that is,
not Neodesk)

JARXXX adds a new xbios call (function number = "CJ") to enquire or
add cookies.

There /ought/ to be an OS call to do this sort of thing, IMHO. This
would neatly solve all the problems.

5508. BLITTER questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 11:40:33 UTC
From: laplai_c@anion.epita.fr
Message-ID: <2cibbh$598@boson.epita.fr>
Source record: 35861

Hi, I am just trying to use the BLITTER in one of my program,
but i seem to have a problem. I made a 68030 program witch allows
to scroll the true color screen in 320*200 mode.
I tried to do it with the BLITTER (thinking it will be faster)
but the problem is that it seems to be as slow as the 68030 version.

So my question is : is it normal ?

A friend of mine told me that it could be the VIDEL interruptions
coming so often, so the BLITTER can't work properly.
I'd like o notice that, when I use the BLITTER, the 68030 is NOT running
(bit 6 = 1 in $FFFF8A3D if i remember well).
Thank you in advance for reading and answering.

5509. Re: Suggested MiNT enhancements : Comments wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 11:44:59 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CGqLz0.K01@cs.bham.ac.uk>
Source record: 35859

In article <KENDALL.93Nov15221142@great-gray.owlnet.rice.edu>
kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>I'm wondering if it is worth the effort to add these features to a
>desktop or Mint. Are there any other desktops out there that register
>changes in realtime, updating windows with file lists as soon as
>changes occur?
>

Another use would be when cutting/copying stuff to the AES clipboard.
It would be *very* useful to be able to disable (for example) the
Paste command if nothing is available from the clipboard directory.
Whether this should be an AES message or a MiNT signal could be
further discussed, but I feel it would be useful.

--Chris

5510. Re: BLITTER questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 12:16:47 UTC
From: boisso_s@neon.epita.fr
Message-ID: <2cidff$5ph@boson.epita.fr>
Source record: 35862

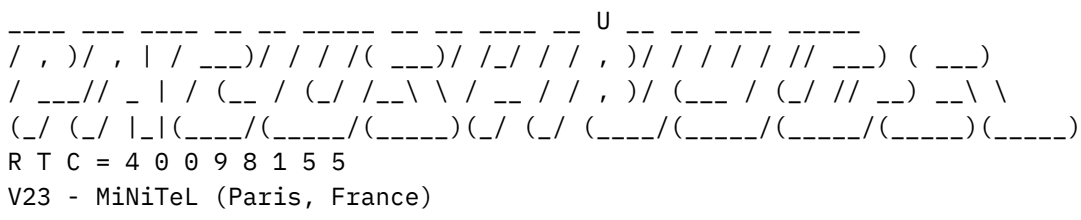
In article <2cibbh$598@boson.epita.fr>, laplai_c@anion.epita.fr (christian laplaiche) writes:
|> Hi, I am just trying to use the BLITTER in one of my program,
|> but i seem to have a problem. I made a 68030 program witch allows
|> to scroll the true color screen in 320*200 mode.
|> I tried to do it with the BLITTER (thinking it will be faster)
|> but the problem is that it seems to be as slow as the 68030 version.
|>
|> So my question is : is it normal ?

yes.
alas..you cannot run the blitter and the CPU at the same time..

The atari blitter is just fine to clear/fill some bitplanes, but in the others uses, the CPU is working as fast (and even faster in several cases). Of cource it may be easier to to it with the blitter.
Now, the Falcon030 blitter seems to me it has been optimized in some special cases (for example: OR will be much faster than XOR with the Falcon Blitter althought all modes were running at the same speed in previous Blitters).

But now if you want to scroll the whole screen try the hardware scrolling..

----
sTePhAnE bOiSsOn . .
~ nUcLeUs fRoM hMd ~ |\ /|
EmAiL: boisso_s@epita.fr O o

----------o00o-_/-o00o----------


R T C = 4 0 0 9 8 1 5 5
V23 - MiNiTeL (Paris, France)

5511. PI Contest (Part II)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 14:43:34 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0h50@outb.wimsey.bc.ca>
Source record: 35863

THE STUART A. LYSTER PI CALCULATION FOUNDATION

Prize of $20 Canadian.

To the programmer of the TOS 1.4 compatible (Atari ST OS) which
calculates the decimal expansion of PI, no more than 10% slower
than Stephan Olbrich's PI4.TOS, but which calculates to the RAM
capacity (or preferably beyond) of the computer (ie. rather than to a
limit upon arrays).

Times must be within 10% (or better) of Stephan Olbrich's standard:

100 decimal digits - .24 seconds
1000 decimal digits - 16.29 seconds
10000 decimal digits - 25 min 54.3 seconds

Doubling the requested number of decimal digits seems to quadruple the
required time, so, the times for larger #'s are accordingly;

25,000 - 2 hr 35 min 23.83 (est.)
100,000 - 10 hr 20 min (est.)
1,000,000 - 8 days 4 hours (est.)

(BTW - this is using the Machin arctan series. Using the Borwein &
Borwein quartically converging algorithm *will* yield far superior
results.)

Output must be made available to either screen or to disk.

Programs must be in my hands (by e-mail or by post) no later than
January 31, 1994.

Stuart A. Lyster
INTERNET - slyster@outb.wimsey.bc.ca
INTERNET - s.lyster@genie.geis.com 13800 Blackburn Avenue
GEnie - S.LYSTER White Rock, BC V4B 2Y8
November 19th, 1993 CANADA (604)536-5389

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

5512. TT SCSI expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 17:56:04 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <2cj1bk$6d6@eagle.lerc.nasa.gov>
Source record: 35866

Greetings, Gentlemen.

I have a TT with a harddisk filled nearly to the top and I want to
add a larger ~500MB harddisk and a tape drive for backup purpose.
I'd like to attach these to the TT's SCSI port. Can I just go out
and buy one of these units that MACs use and plug it in the SCSI
port in the TT's back? Will Atari's boot software be sufficient
to work with the HD and the tape?

Clarence
--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 Cleveland, OH 44135
email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
-------------------------------------Aeronautics Directorate----------------

5513. Re: GNU on Atari Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-19 19:26:03 UTC
From: michal@gortel
Message-ID: <1993Nov19.192603.15274@kakwa.ucs.ualberta.ca>
Source record: 35867

Stephan Gross (stephan@nats.informatik.uni-hamburg.de) wrote:
: winters@access.digex.net (Michael Winters) writes:
: >[...] - I notice the C source and Docs look like they
: >are lacking your standard Tabs & Line Feeds at the appropriate
: >places, so it looks "easy" to read.....
:
: For the conversion into info file format you'll have to use the
: texinfo software by GNU.
: To view the info files you can use the texinfo package or the
: GNU emacs.

Texinfo for Atari (converter, viewer, texindex) is available on
a.a.u.e - and possibly other places. It does not care if line
terminators have CR's in them or not ("Line Feeds" are obviously there).

--mj

5514. Re: Suggested MiNT enhancements : Comments wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 00:07:24 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGrKCD.CuF@sdf.lonestar.org>
Source record: 35871

```
========================
I'm wondering if it is worth the effort to add these features to a
desktop or Mint. Are there any other desktops out there that register
changes in realtime, updating windows with file lists as soon as
changes occur?

I can see where this would be nice but it seems like a lot of effort
to go to for a very minimal gain.

--
---> Kendall Gelner (kendall@rice.edu)
========================

Agreed, it just isn't worth it! It seems like there would a CPU slowdown
from all the changes when it would be easier to just hit ESC if you think
the directory has changed. And any time you change directories it will be
re-read anyway, so its no big deal.

BTW, how do you like rice? I'm thinking of trying to get in there,
```

5515. GCC -mshort questions?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 01:42:06 UTC
From: latornel@unixg.ubc.ca
Message-ID: <latornel.753759726@unixg.ubc.ca>
Source record: 35868

Apologies if this is a "stupid-question-everyone-knows-the-answer-to"(tm)
but can someone elighten me (more than the docs do) on what the
appropriate use of the GCC -mshort flag.

I realise that it causes ints to be 16 bits and causes use of the
*16.olb libraries, but when do I want this? Does it depend on the
architecture I'm using (STe vs. TT vs. Falcon)? What, if any,
relationship is there between using -mshort and MiNT?
--
Doug Latornell
latornel@unixg.ubc.ca

5516. Re: Installing Quantum in TT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 02:22:03 UTC
From: richie@imtired.itm.com
Message-ID: <richie.05363A56@imtired.itm.com>
Source record: 35869

In <1993Nov17.184601.27629@webo.dg.com> pshea@dg-webo.rtp.dg.com (Philip Shea) writes:
I have had similar experiences with Quantum drives although it was a single drive install. If I installed the terminating resistors the drive acted strange. Remove them and all is well. If they work with them removed then don't worry.

--
I got hit with the .signature virus..... help me!

5517. URGENT HELP NEEDED!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 07:30:23 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ckh2f$9i0@darkstar.UCSC.EDU>
Source record: 35870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need help!
Upon rebooting, the directory for my D partition became corrupted. I ran Diamond Edge, but it did not fix the problem, but left me with a 56 megabyte LOSTCLUS.DAT file!!!!!!!!! All my data IS in there, but I need help extracting it!

~Chris

5518. Re: External HD for Atari 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 19:22:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A57016@M4.maus.de>
Source record: 35795

>I know of no way to connect an IDE hard drive to an ST, although I have
>heard something about a cartridge based IDE interface. (Only the Falcon
>has built-in support for IDE drives, and is uses the 44-pin interface for
>2.5" IDE drives).

Hard&Soft, Germany, developped (and sells) a TOS 2.06 TEC board with IDE interface compatible to the one in ST-Book. Works fine - we got one installed in an ancient 520 ST (dated July 1985) with a Conner 2024 internal drive.

That's for STs. For STEs, TOS 2.06 fits right in, and no IDE interface yet.

Note that TOS 2.06 or 4.0x and at least AHDI 5.00 are needed for IDE support.

bye, Peter

5519. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 19:30:24 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <753887792.0@mettav.royle>
Source record: 35879

On 11 Nov 93 at 16:34:48 (D.L.Hastings) wrote the
following:

> Perhaps you'd like to explain what is sitting in my cupboard at
home
> then, I'm sure the badge said 520 STE on it :)
> (I'm using a Falcon - that's why it's in the cupboard!)

I thought you said your mum (or someone) was getting the STE. ;-)

-Paul-

--
~=~=~=

5520. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 19:31:28 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGt28I.Dp8@sdf.lonestar.org>
Source record: 35745
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>I think pl39 is on atari.archive.umich.edu:/atari/Mint/Lib...

I've recently heard of someone talking about PL41, but I'll get 39, thanks.

>
>> What's a good (and SMALL) version of MicroEmacs to get? Is there anything
>> friendlier that I might want to try?
>
>MicroEMACS 3.11 is on atari.archive.umich.edu:/atari/Editors (might be in an
>Me directory). There's also JOVE and Mutt2...

I've been using ST MicroEMACS 1.8 that came with MWC. It crashes
randomly, and once crashed. never works again (except from TOSWIN) when
installed as TeraDesk's Editor. I'm hoping a new one will make it stable
from both TOSWIN and TeraDesk (as the EDIT function).
I'll look for 3.11, thanks.

>
>> Can someone tell me about Curses? I mean specifically how to use them with
>> TERMCAP strings and such so I can write software that can use any terminal
>> type?
>
>I think there should be some curses documentation laying around... I
>got mine from the curses library for the OS/2 version of GNU C/C++.
>
>> Is there a termcap based window library?
>
>Yes, curses. :-) Oh, you meant a GEM windowing library... I hope to
>start work on a GEM version of curses in the next couple of weeks, but
>it might take a while (I don't have much spare time).

I mean something that would help in porting a GEM application to a TermCap
TOS-based application. Actually, a GEM version of curses also sounds good.
But it would be nice to able to create a Termcap version of a GEM program
without TOO much trouble, that way you could port a GEM application to
DOS or Un*x without too much trouble. You could character graphics and
line drawing symbols for the widows, the menu bar would just be text like
a DOS app, etc. Is it possible?

>
>> My G++ library didn't have the delete function in it (the compiled form of
>> delete.cc). Where can I get one that works? I've patched everything up
>> and it seems to be working, but I don't know what else might break, so i'd
>> like to get a working copy (patchlevel 20 or greater).
>

>I thought delete was a standard C++ keyword?

That's what puzzled me. It said that the built-in delete function was not
found. Come to find out, delete is really a small function that calls mfree()!
Not exactly the most efficient way (function calling a function), especially
since I don't think a library function can be inline, can it?
t

>
>> Does anyone have/use Objective C?
>
>Lots of NeXT users do... ;-)
>
>> Does anyone have a list of the functions/objects available in G++ library
>> and how to use them? My C++ manual doesn't go into much about iostreams
>> and standard functions other than how to do the basics and how to overload
>> your own functions and put your objects into the iostream. It gets into the
>> programming and philosophy and how-to's and assumes that the compiler has
>> a manual (bad assumption).
>
>If you grab the G++ library source code (from any GNU ftp site), there's
>a texinfo document describing the library in detail... If I remember, I
>might upload a PostScript and an ASCII version to atari.archive (but
>don't count on it... mind like a sieve!).

I never thought of doing that. It makes sense though to get it from an
OS/2 or Un*x section or whatever, since it should all be the same.

ASCII docs on umich would be great (Postscript would make my FX-85 crunch
for a few hours, and I'd have to find Ghostscript).

>
>> Where are the GCC/G++ manuals? I want ASCII, how do I get it? Or, if ASCII
>> is not available, how much hard disk space do I have to waste in other programs
>> just to read some docs?
>
>What do you want/need to know?

Everything. Well, the idea is that I don't know if I'm missing something or
not!

>
>> Who is getting tired of all these stupid ass questions??
>
>What about these stupid ass answers?
>

No, the answers helped.
Thanks,
Evan LAnglois

5521. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 21:54:43 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931120.60883.LMCCLURE@delphi.com>
Source record: 35872

"I have seen other strange Atari products such as:
a color monitor with a floppy drive built in."

I believe the model# on that rare bird was "PS3000". (Don't ask me where
they came up with such a number).

5522. Re: External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 21:57:15 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931120.61035.LMCCLURE@delphi.com>
Source record: 35873

"Wrong. (1) The ST Book, too, has internal IDE."

Oops...I was exhibiting US-centric thinking, as the ST Book was never marketed here.

5523. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 22:15:12 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGt9tD.GIL@sdf.lonestar.org>
Source record: 35746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

```
In article <1993Nov18.013518.24939@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I am trying to get started learning C using HSC 1.44. This is the code for the
>first sample program:
>
> /* Filename: c2first.c
> Requests a name then prints it 5 times and rings a bell. */
>
> #include
> #define BELL '\a'
>
> main ()
> {
> int ctr=0;
> char fname[20];
> printf("What is your first name?");
> scanf(" %s",fname);
> while (cnt <5)
^^^^
Here is your first error. Should be ctr, not cnt, you should also
think of using a for() loop, or while (ctr++ < 5) .

> {
> printf("%s\n", fname);
> ctr++;
> }
> printf("%c",BELL);
> return;
> }
>-----------------------------------------------------
>When I try to run the source through HCC.TTP I get this error:
>
>"warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
>-----------------------------------------------------

You need to return a value, just like it says. When you declare "main()",
what you are really saying is "int main (void)" <>. Anyway, you
must either make main explicitly not return a value (which may be more
efficient when you don't need a return value, as above) by using
void main() {
or you can specify a return value for main to return and keep main the way
it is. You would do this, like so :
return 0;
}
```

Take your pick. Either returning a value, like you declared for main (anytime you have a function and don't specify a return type, the return type is int). Or, you make main() return void. Returning void may not work for all compilers so I would suggest you leave main the way it is and replace :
return;
with the following code;
return exit(0);
This makes sure the compiler sees a return statement, and also calls the standard exit() routine to do cleanup, and it works with compilers that don't like you returning 'void' from main.

>Can someone familiar with Heat-n-Serve (or who just plain knows :) give me some
>insight here?

Look through the .S files that came with HSC. You should notice that one of the files contains a comment that says something like "the following is self modifying code, do not mess with it". Self-modifying code has been a nasty thing for quite some time. I suggest that switch compilers before releasing large projects. Self-modifying code may break on just about any CPU with a cache, but I'm not exactly sure (MegaSTE, TT, Falcon, AdSpeed).

Good luck.

5524. MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-20 22:44:42 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGtB6K.H6q@sdf.lonestar.org>
Source record: 35747

```
====================================
I recently bought SpeedoGDOS which includes a driver named MEMORY.SYS and I
think that this driver could help me to do what I want to. I have no
information at all about this driver.

Does anybody know :

- If this driver really allow me to do that.
- If it is a good solution to my problem.

If the answer is yes, how can I communicate with this driver with PureC ?
(How can I set the resolution and bitplane number and fix the location in
memory ?).

If the answer is no, is there an other way to do it (in a "compatible" way,
whithout bad tricks depending on the machine) ?

Thank you for your answers.
====================================

MEMORY.SYS is really your only solution if you wish to use VDI calls.
If you want to do the graphics yourself, without VDI, then you can just
malloc() some space and then use vro_cpyfm() to bit-blit from your
buffer to the screen.

To use MEMORY.SYS, install it in your assign.sys file. I think the
standard is to use workstation 61 for it. Also assign fonts there.
MEMORY.SYS is a set resolution, the same as a 9-pin printer. Its
also monochrome like a 9-pin printer. However, what you can do is
is to kludge it legally and still work with graphics cards.

I wanted to create a graphical terminal emulation (like IGS, only in
a window and about 4 times faster with more features), and I had the
problem of redraws. If a user scrolled the window I would have to redraw
a 10-100 VDI commands on a small portion of the window for every
line advanced. This was not acceptable, so I needed to use VDI to
a memory buffer and then bit-blit it, with vro-cpyfm to the window for
all redraws. However, like you I need color, so!

Allocate a buffer equal to horz.res x vert.res x bit.planes / 8. Put
this on a 16 byte boundary for faster access (you may want to put it
on a 256 byte boundary if you want to page-flip to it ever on a stock
ST, I don't recommend that). Now, you can't write to this screen,
but you have a pointer to it, and you can define a MFDB from that to
use with vro_cpyfm(). Now, open a physical workstation to memory.sys.
You just use v_opnwk(), not v_opnvwk() !!, and then try and load any
fonts. You can get the resolution of this screen from the work_out
```

array. You only need part of the screen, ignore the rest, unless the physical screen is larger (then you are out of luck). You may be able to open this in NDC mode.

Now, you write to the memory.sys screen with the VDI, since you have a handle for it. And then you use vrt_cpyfm(), a mono version of vro_cpyfm() that will blit from your mono screen to the one you malloc'd and will add color as it does so. Be sure you use OR mode to do this. Using the example of the graphical terminal, I would get graphics comands from the modem and perform the VDI calls, every so often (long timer event) and when the color is changed to a new one, I would have to blit the mono screen to the color one, with vrt_cpyfm, clear the mono screen, and then use vro_cpyfm() to blit the full color screen to the window (while walking rectangles).

Its either this way, or risk incompatibilty with 1/4 to 1/2 the ATARI line or you can get docs from ATARI (and sign a NDA) and write your own VDI driver to handle off-screen VDI calls. I would kill for a driver that just makes a new screen in memory, the same as the current screen. I think you have to use printer fonts for the memory.sys driver, but try screen fonts anyway, and see if they work.

I have NEVER implemented this or even tried. I'm saving for later just in case someone writes that multicolor VDI driver, then again, we don't even have a damn postscript driver!!

5525. Re: URGENT HELP NEEDED!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-21 03:21:27 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov21.032127.8770@nuchat.sccsi.com>
Source record: 35874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ckh2f$9i0@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>I need help!
>Upon rebooting, the directory for my D partition became corrupted. I ran
>Diamond Edge, but it did not fix the problem, but left me with a 56 megabyte
>LOSTCLUS.DAT file!!!!!!!!! All my data IS in there, but I need help extracting
>it!
>
> ~Chris

You should be using a new version of Diamond Edge. Version 1.10 will create
individual lostclus files for each retrievable FAT string (GREAT job Bob!).
Also, 1.10 looks fabulous on the Falcon!

--

□ |||| This is an \|||| □
Andrew O. Smith |||| unregistered \|||| AtariBot's Master
asmith@cypher.com |||| evaluation /|||| GEnie: L.SMITH70
□ ||||\ .signature /|||| □

5526. How can I tell if a floppy is in the drive? (from C)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-21 09:24:29 UTC
From: wilsont@rahul.net
Message-ID: <CGu4st.Bow@rahul.net>
Source record: 35875

Hello Netters

I'd like to make my own "No floppy in drive" error handling, cuz right now
a floppy "not responding" alert box comes up, and there's no mouse
cursor. (its a rez-changing program, AES is kinda screwed up by it)

I'm guessing I'm gonna have to program on the bare metal and screw
with the hardware registers. but before I waste time i'm asking
for a solution from the net.

Is this in the Atari dev docs? if so where?
any sources floating around to do this?

Thanks for Your help!
--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~Falcon030, Unix and MS-DOS.

5527. Degas Elite && Spectrum 512 file formats.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-21 09:45:37 UTC
From: gpcec@westminster.ac.uk
Message-ID: <CGu5t7.DGI@westminster.ac.uk>
Source record: 35876

Folks,
I'm an ex. ST owner (STM + TOS on disc etc) and would welcome any
help with this small problem. I need the file formats for the following
packages:

Degas Elite : PI1 and PC1 (urgently)
Spectrum 512: All of them.

I need to access these pics on my Arc, I'm happy to write my own
apps to do this - I just need the details. I'm sure this is FAQ or myth&lore
stuff, but I can't find it anywhere.
Hope you don't mind a non-believer asking in this sig.
Any pointers should be sent to:

gpcec@sun.pcl.ac.uk

Thanx in advance. Just trying to be, Tom.
--
/---/-\/-\---\
| Internet(3): gpcec@sun.pcl.ac.uk tom@jsasoc.com \ .. / |
| silence@arcade.demon.co.uk =\ /= |
\----------------| "Acorn Computers, a RISC worth taking." |-------\/-----/

5528. Re: Another Monitor Whistle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-21 14:57:58 UTC
From: pjb1008@hermes.cam.ac.uk
Message-ID: <pjb1008.21.2CEF81A0@hermes.cam.ac.uk>
Source record: 35877

In article <2cgdsj$rto@bart.meiko.com> pagan@meiko.co.uk (Stephen Payne) writes:
>From: pagan@meiko.co.uk (Stephen Payne)
>Subject: Re: Another Monitor Whistle
>Date: 18 Nov 1993 18:11:31 GMT

>Yup, me too. The monitor whistles and the screen moves to the left.
>(This is on my SM124 by the way). The only cure I have found is to
>clout the monitor on the side but I fear this will eventually
>do more harm than good. It also only cures the whistle problem...
>Must be a generic design flaw, and plain old age of course.

>Also beware of using a TV (SCART-in) as a monitor and having the
>ST Mono next to it as mine flips out completely after a few seconds.
>The TV is running off by Fuel-Can, by the way.

>---
>* ^ ^ * Stephen Payne
>* + + * pagan@meiko.co.uk
>* '` * "When in darkness or in doubt,
>* |____| * run in circles, scream and shout."
>* * Disclaimer: I do not speak for Meiko...Only for God

Atari mono monitors have had a history of problems.

Most of the monitors at my secondary school developed the same fault:

The monitor works normally most of the time.
Several hours into the session, the monitor suddenly changes the size of the screen. (same picture, but smaller)
It may go back to the normal size over a few seconds, or it may suddenly go back after several minutes.
This will repeat, say, 1/2 hour later.

My mono monitor has this fault:

The screen works normally except when the total amount of 'white space' on the screen goes below a certain threshold.
Then the screen gets dimmer and dimmer, until it goes black, as if somebody had turned down the brightness.

The threshold is very low : you get to it by changing the screen colours to white-on-black and having less than 10 characters or so on the screen.

Has anybody else found this?

Peter Benie
Cambridge

5529. Re: Another Monitor Whistle

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-21 15:18:21 UTC
From: ajb@s-crim1.dl.ac.uk
Message-ID: <AJB.93Nov21151821@s-crim1.dl.ac.uk>
Source record: 35878

Its been a long time since I read this group... and a long time since I used my atari. The dimming problem, as I remember, can be solved by adding a suitable voltage zener diode to the tube cathode. Perhaps some kind soul would forward the details.

5530. MiNT mailing list

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-21 16:08:34 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2co3q2$912@terminator.rs.itd.umich.edu>
Source record: 35880
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In response to the recent talk of the mint-mailing list. There
is such a list which has been established for those involved
with improvements and additions to the MiNT kernal and related
software. It is *not* a MiNT help line for beginning users to
ask questions. That is best left here, in comp.sys.atari.st.

If you feel that you would like to be added to this mailing list, please
send me mail. I typically don't read any news that doesn't have the
words atari.archive in the subject, so posts will most likely be
ignored.

In addition, there is a list for people directly involved with
ip additions for MiNT. I do not maintain this list, but will forward
requests to its maintainter.

Cheers,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse

5531. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-21 18:44:30 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CGuuq7.7HF@cen.ex.ac.uk>
Source record: 35881

In article <753887792.0@mettav.royle> Paul.Civati@mettav.royle.org (Paul Civati) writes:

> > then, I'm sure the badge said 520 STE on it :)
> > (I'm using a Falcon - that's why it's in the cupboard!)

> I thought you said your mum (or someone) was getting the STE. ;-)

My sister actually, but she isn't coming home till christmas...

> [Soon changing to paul.civati@mettav.otl.com]

When is that exactly?
{{{ Dan }}}

5532. STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-21 21:56:26 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <753922993.AA01881@byte.bbs.no>
Source record: 35882

> "I have seen other strange Atari products such as:
> a color monitor with a floppy drive built in."

Together with a 520 w/o disk drive that would be a MAC look-alike :-)
And if you had a 520 STF or a 1040 STF you would get to disk-drives..
Quite handy if you ask me ?

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

5533. Re: TT SCSI expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 08:41:46 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1993Nov22.094146.131637@mswe.dnet.ms.philips.nl>
Source record: 35797

In article <2cj1bk$6d6@eagle.lerc.nasa.gov>, fsctc@avelon.lerc.nasa.gov (Clarence Chang) writes:
> Greetings, Gentlemen.
>
> I have a TT with a harddisk filled nearly to the top and I want to
> add a larger ~500MB harddisk and a tape drive for backup purpose.
> I'd like to attach these to the TT's SCSI port. Can I just go out
> and buy one of these units that MACs use and plug it in the SCSI
> port in the TT's back? Will Atari's boot software be sufficient
> to work with the HD and the tape?
>
> Clarence
> --
> --
> Clarence T. Chang, Ph.D. NASA Lewis Research Center
> phone: 216-433-8561 Cleveland, OH 44135
> email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
> ------------------------------------Aeronautics Directorate----------------

In principle, yes. IF you set ID's etc correct and IF termination is
correct and IF you have the correct HD driver, your TT chould recognize the
external devices (mine does).

The HD (when formatted an partionized) should work straight on from TOS.
to use the tape streamer you need extra SW. Like GEMAR. It is available at
severeal ftp sites.

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

5534. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 09:56:57 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2cq2da$l8c@cismsun.univ-lyon1.fr>
Source record: 35883

In article <1993Nov19.002033.21697@mnemosyne.cs.du.edu> shenson@nyx10.cs.du.edu (Stephen Henson) writes:
>In article <2cfo29$1jg@cismsun.univ-lyon1.fr>,
>Patrice.Lacouture <Patrice.Lacouture@aedi.insa-lyon.fr> wrote:
>>This is exactly what ANY real ;-) multitasking OS does... Look at Unix,
>>and even real time OS like VRTX or iRMX... That's the first thing that
>>we learn here at school :-)... The problem is that for this, we MUST
>>re-write the BIOS/XBIOS/GEMDOS to behave like this, and to become reen-
>>trant... Then, any disk access will take 1% cpu time on a Hard Disk and...
>>0.01 % on a diskette (Waiting that the floppy spins, etc... I'm I wrong
>>somewhere ?).
>>
>>Patrice
>
>Well no not really. That's one *hard* way to do things. A better way is to
>make the interrupt drive I/O accessible outside the nasty no reentrant stuff
>and emulate the BIOS calls so pure non-TOS sections of code can run while
>TOS is left hanging on the I/O completion. That way TOS could be kept happily
>single thread while other things (Minixfs 1.0 perhaps :-) could take advantage.

... And if I get it correct, the VDI and AES can work correctly... (windows don't "hang" any more when there are long floppy disk acceses)... That would be a good compromise... and not too much memory-consuming.

Good idea but what a job !!!

5535. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 11:12:25 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw4Gp.GHJ@barclays.co.uk>
Source record: 35886
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.wKL6IAk2iz6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
|> > The 15,000 figure is just for the UK, which I expect is more sales than the
|> > Newt. At about 500 quid each I know which choice I'll be making!
|>
|> That seems pretty unlikely. What's the population of the UK? If there
|> were 15k there alone, there'd probably be at last 100k in the US.
??? I thought the US was an Atari dead end. The UK ST sales were in excess
of 1m (can't remember exact amount) and I'm sure there were nowhere near
that amount sold in the US.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

5536. Re: Linux anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 11:41:09 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw5sL.Gu2@barclays.co.uk>
Source record: 35887

In article <H.ei.UoetZhP5TjE@lionbbs.escape.de>, UweKloss@lionbbs.escape.de (Uwe Kloss) writes:
|> In <2ahg2a$p7f@elroy.jpl.nasa.gov>, Howard Chu writes:
|>
|> >Minix had a slight drawback in the way fork'd processes were implemented, but
|> >that could easily be overcome *without requiring an MMU*.
|>
|> Just have a look at the way OS-9 does it!
|> Shared text, private data segments.
|>
|> One drawback, Os-9 costs really $$$$$$$$$$$$$.
Last time I looked, it was 99GBP, down from 600GBP.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

5537. Re: Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 11:42:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw5vF.Guw@barclays.co.uk>
Source record: 35888

You could buy one from the UK??? about 99GBP last time I looked.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

5538. Re: Programming new Falcon commands.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 11:45:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw5zJ.Gvw@barclays.co.uk>
Source record: 35889

```
In article <CGoMAv.5yL@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
|> I need some help programming the new commands for the Falcon.
|>
Hisoft do a book called 'Modern Atari ST systems programming or somesuch and of
course there is the Atari Compendeum.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

5539. Re: TT SCSI expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 11:48:03 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CGw644.2q3@hermes.hrz.uni-bielefeld.de>
Source record: 35884

fsctc@avelon.lerc.nasa.gov (Clarence Chang) writes:

|> I have a TT with a harddisk filled nearly to the top and I want to
|> add a larger ~500MB harddisk and a tape drive for backup purpose.
|> I'd like to attach these to the TT's SCSI port. Can I just go out
|> and buy one of these units that MACs use and plug it in the SCSI
|> port in the TT's back? Will Atari's boot software be sufficient
|> to work with the HD and the tape?

The port is acording to my information exactly the same as the MAC one
and the HD should work ok, but I think you'll have to expect software
problems with the tape. Correct me if I'm wrong.

TeSche
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

5540. RE: Blitter Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 12:05:22 UTC
From: BACH@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CGw6x0.7GB@bernina.ethz.ch>
Source record: 35885

: Hi, I am just trying to use the BLITTER in one of my program,
: but i seem to have a problem. I made a 68030 program witch allows
: to scroll the true color screen in 320*200 mode.
: I tried to do it with the BLITTER (thinking it will be faster)
: but the problem is that it seems to be as slow as the 68030 version.

: So my question is : is it normal ?

YES, The Blitter is actually NOT very fast for True Color Modes.
Since you can access every single pixel directly (i.e. one word=one pixel),
it won't speed up too much. The Blitter gains its speed when you are
transfering from an x-value where x MOD 16 =/=0 to a x2 that has
a different modulo (x mod 16=/=x2 mod 16).
While copying, you'll have to rotate the pixels. And here, the M68030
is NOT very fast.

: A friend of mine told me that it could be the VIDEL interruptions
: coming so often, so the BLITTER can't work properly.
: I'd like o notice that, when I use the BLITTER, the 68030 is NOT running
: (bit 6 = 1 in $FFFF8A3D if i remember well).
: Thank you in advance for reading and answering.

Since ATARI forgot to add **REAL** Blitter-DMA into its computers,
is there no way for you to speed things up.
So you'll better copy with M68k and tons of MOVEM.L's :)

- Beat Christen
bach@ezinfo.vmsmail.ethz.ch

5541. Re: Virtual Screen, GDOS & MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 13:21:48 UTC
From: gwg@nlp.physik.th-darmstadt.de
Message-ID: <2cqedcINNslm@rs18.hrz.th-darmstadt.de>
Source record: 35890

Hallo,
ich glaube das Programm "Protos" wuerde das problem loesen.
Mfg
GWG

5542. Re: SLM804 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 14:41:00 UTC
From: Wilfred_Kilwinger@f.maus.de
Message-ID: <A20712@F.maus.de>
Source record: 35796

```
EH>I recently obtained a used SLM804 laser printer. However, when I
EH>power it on, it nevers gets out of the wait/warmp-up mode. I believe
EH>I have all the proper things in place:

That normally means a defective heater-lamp.

Mfg,

Wilfred Kilwinger
Support Manager
Atari Benelux,
International Support Center
```

5543. Re: F0x0 & DSP Forum

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 15:38:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGwGrn.ItL@barclays.co.uk>
Source record: 35791

How good is the Falcon Doc Support package? I had the first few ie the hardware &
OS/TT/STe ones and was a bit underwhelmed.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

5544. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 16:38:51 UTC
From: schelaus@vati.fmi.uni-passau.de
Message-ID: <2cqpurlNNnth@tom.rz.uni-passau.de>
Source record: 35792
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>MicroEMACS 3.11 is on atari.archive.umich.edu:/atari/Editors (might be in an
>Me directory). There's also JOVE and Mutt2...

v3.12 is available since some month...
At least at ftp.cs.tu-berlin.de, pub/atari/Edit/:
-rw-rw-r-- 1 hesche atarimod 350635 Jul 26 14:13 ue312st.zoo

Ciao
Herwig
--
Herwig Schelauske, Schwanthaler Str. 3, 94034 Passau, Germany | MAUS: @ B
Phone: +49 851.44 768 | InterNet: schelaus@vati.fmi.uni-passau.de
Please send flames to /dev/null

5545. Hard Drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 18:04:05 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <2cquul$pp1@galaxy.ucr.edu>
Source record: 35793

My hard drive keeps giving me a sense code of 11. I have a ICD advantage + adaptor with a 50mb hard drive. The hard drive boots but refuses to continue loading my TSRs. It gives a sese code of 11 (invalid address (?)). My question is, is this hard drive toast? Should I buy a new one or should I just reformat it? Please respond via email. Thanks!

--Paul
phruby@ucrengr.ucr.edu
Newsgroups: comp.sys.atari.st
Subject: Hard Drive problem
Summary:
Expires:
Sender:
Followup-To:
Distribution:
Organization: University of California, Riverside (College of Engineering/Computer Science)
Keywords:
Cc:

5546. Re: Hard Drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-22 21:08:53 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Nov22.210853.10774@nrtpa038.bnr.ca>
Source record: 35794

In article <2cquul$pp1@galaxy.ucr.edu>, phruby@ucrengr.ucr.edu (paul hruby) writes:
|>
|> My hard drive keeps giving me a sense code of 11. I have a ICD advantage +
|> adaptor with a 50mb hard drive. The hard drive boots but refuses to continue
|> loading my TSRs. It gives a sese code of 11 (invalid address (?)). My question
|> is, is this hard drive toast? Should I buy a new one or should I just
|> reformat it? Please respond via email. Thanks!
|>
|> --Paul

I really hate to be the bearer of bad news...

Sense Code 11 means quite a few things
Unrecoveraable error is what it basically turns into.
Also read retries exceeded

I would get a copy of ICD's cleanup, on floppy obviously, and run it
against your HD, and see if it can recover your drive.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

5547. Re: External HD for Atari 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 05:30:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A8792@MS.maus.de>
Source record: 35832

Peter_Missel@m4.maus.de wrote:
>>I know of no way to connect an IDE hard drive to an ST, although I have
>>heard something about a cartridge based IDE interface. (Only the Falcon
>>has built-in support for IDE drives, and is uses the 44-pin interface
for
>>2.5" IDE drives).
>
>Hard&Soft, Germany, developped (and sells) a TOS 2.06 TEC board with IDE
>interface compatible to the one in ST-Book. Works fine - we got one
installed
>in an ancient 520 ST (dated July 1985) with a Conner 2024 internal drive.
>
>That's for STs. For STEs, TOS 2.06 fits right in, and no IDE interface
yet.
>
>Note that TOS 2.06 or 4.0x and at least AHDI 5.00 are needed for IDE
support.

Hmmm, no. (1) Hard&Soft ships their own driver with the cards and (2)
if you don't have TOS 2.06, you just loose the ability to auto boot.
You can still load the driver from an ACSI hard disk or from floppy.

5548. Re: F0x0 & DSP Forum

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 07:18:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.13581@cix.compulink.co.uk>
Source record: 35798

In article <CGwGrn.ItL@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>How good is the Falcon Doc Support package? I had the first few ie the hardware &
>OS/TT/STe ones and was a bit underwhelmed.
>--

It's much better. But if you need docs just get the HiSoft book or the
Compendium.

Ofir ogal@cix.compulink.co.uk

5549. Ram Expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 10:16:50 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1993Nov23.101650.18230@cs.joensuu.fi>
Source record: 35799

Hi !
I hope you can help me in this painful :) mem exp.

My system is old 520 STM with german 1/2 meg ram expansion card installed.
Card has four mem socketed chips. I don't know what kind of chips they are
(size?). So question is: can I increase my system main memory by only
replacing the old chips with ones (more capacity). E.g. I think that these
chips are one megs so is this possible to replace them with four megs.
I think there might be some brobs with resistors and stuff, but will you
enlighten me (I'm not really with this hardware hacking).

Please reply via email, I will post the results.

Thanks in advance!

Ville
email: villeh@cs.joensuuu.fi

5550. Goedkope atari st's gezocht

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 10:28:04 UTC
From: msleeden@cs.ruu.nl
Message-ID: <CGxx2t.IIH@cs.ruu.nl>
Source record: 35800

Wie kan mij aan een ultra goedkope atari st helpen?

Mazzel !!

5551. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 11:07:48 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov23120749@lamothe.informatik.uni-dortmund.de>
Source record: 35802

>>>>> In article <1993Nov19.015112.105930@zeus.aix.calpoly.edu>,
mbaffoni@flute.aix.calpoly.edu (Juxtaposer) writes:

|> Hear hear! This would be a great idea! In fact, maybe make the
|> buffer dynamically allocated so that you could do a cp -bnum source.file
|> dest.file where num is the maximum size of the buffer you would like to use
|> (constrained by the amount of memory available). This would have been really
|> nice the other day when I was messing with my partitions and throwing around
|> 30MB of info around (I had started a 7MB cp before I relized what it was doing
|> to my nice new 210MB drive...:( ). Doing someting like the -bnum would be
|> good because then you could just alias your favorite buffer size:
|> alias cp "cp -b2024" /* num is bytes - this is for normal stuff. */
|> alias bcp "cp -b2024000" /* this is for those partition copies */

Remember that while reading from or writing to the disc, that is while
the hd driver is waiting for the drive, no process switch can occur,
thus all processes will be blocked. So i don't think that such a big
buffer, especially if cp runs in background, will be a Good Thing.
You'll have to wait for interrupt driven I/O before this will be
usable :-(.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5552. Re: How can I tell if a floppy is in the drive? (from C)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 11:12:31 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov23121231@lamothe.informatik.uni-dortmund.de>
Source record: 35803

```
>>>>> In article <CGu4st.Bow@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:

|> Hello Netters

|> I'd like to make my own "No floppy in drive" error handling, cuz right now
|> a floppy "not responding" alert box comes up, and there's no mouse
|> cursor. (its a rez-changing program, AES is kinda screwed up by it)

|> I'm guessing I'm gonna have to program on the bare metal and screw
|> with the hardware registers. but before I waste time i'm asking
|> for a solution from the net.

You can hook into etv_critic to intercept any errors from the bios
about floppy and hard disc.

--
------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

5553. Re: F0x0 & DSP Forum

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 11:22:23 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov23.112223.5622@unix.brighton.ac.uk>
Source record: 35801

Yes, get the Compendium...its invaluable.

Anyone know when TOS 5.0 will be around :)

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

5554. Re: F0x0 & DSP Forum

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 11:57:31 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1993Nov23.115731.23631@cs.joensuu.fi>
Source record: 35805

mm68@unix.brighton.ac.uk (Allanon) writes:

>Yes, get the Compendium...its invaluable.

>Anyone know when TOS 5.0 will be around :)

Not in my lifetime :)

Ville

>Pads

5555. E_GEM wokring with Lattice C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 12:09:51 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov23.120951@cs.bham.ac.uk>
Source record: 35804
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Has anyone out there managed to get EGEM (Enhanced GEM - windowed dialogs, popup menus, cycling widgets) working with Lattice C v5.x ? I've tried compiling it but can't get anywhere with it at all. Also it doesn't help having all the documentation in German!

So can anyone either tell me what to do, or mail me .O file and whatever else I need ?

Many thanks

Ian

5556. 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 12:46:02 UTC
From: e9043@titan.hts.hsa.nl
Message-ID: <2ct0ma$c63@titan.hts.hsa.nl>
Source record: 35807

Hi,

I've got a Atari 1040ST that speaks french.
This is a rather big problem, because I do not.
I've to look up everything he says.

Is it not posible to change the bios so that he can speak
Englisch ? and will the azerty keyboard change into a qwerty
if the bios is changed ?

Please help !

And please reply directly to me on my E-mail adres.

Thanks,

Michael J. Klous

--

Michael J. Klous	
ASV Omnivas	... but we've had an Earthquake !
E-mail: e9043@titan.hts.hsa.nl	

The story, all names, characters and incidents portrayed in this mail
are fictious. No identifications with or similarity to actual persons,
living or dead, or to actual events is intended or should be inferred.

5557. A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 13:45:46 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov23.134546@cs.bham.ac.uk>
Source record: 35806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've had my Falcon for a few months now but I'm still suffereing from a really annoying little bug in NewDesk...
This is the problem: I set all my keyboard shortcuts up how I like em, save the NEWDESK.INF file. No prob... I now run another program (any program) and when I come back all the keyboard shortcuts are screwed up. From saving the desktop again I've sussed that another copy of the NEWDESK.INF line dealing with keys gets appended to the existing one... this really is annoying since quite often I'll have been running a program and then I'll say add another installed application, if I then saved the desktop I'd get garbled keys in the NEWDESK.INF file and would then have to attack it with an editor...

So does anyone else suffer from this ? Is there a cure, should I get in contact with Atari about it ?

Cheers

Ian

(my system is Falcon 4/120 with TOS4.04, nVDI and screenblaster)

5558. Re: F0x0 & DSP Forum

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 16:06:02 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CGyCq3.Fx@cs.bham.ac.uk>
Source record: 35808

In article <CGwGrn.ItL@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>How good is the Falcon Doc Support package? I had the first few ie the hardware &
>OS/TT/STe ones and was a bit underwhelmed.

Jon Ellis reviewed it in ST Applications several issues ago - it was
well rated, and I think he mentioned the presentation (at least) was
better than the other DocSupports.

--Chris

5559. Re: Thinking about Cannon BJ-200's....Hmmm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 17:39:01 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2cthrl$55u@unicorn.ccc.nottingham.ac.uk>
Source record: 35809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov17.015737.24886@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
> If anyone has any experience with using a BJ-200 on an ST lemme know! :)
>
> I'm wondering how easy it will be to find drivers for WordPerfect (and other PD
> Wordprocessors) Opus 2.31, PageStream 1.8, and other programs.
>

I got rid of my BJ10e due to compatability problems - Epson LQ emulation
will cover you for just about everything, but only BJ10e mode makes
the most of the printer. Hence I found myself twiddling with dip
switches far too often and went for a Deskjet instead.

Sam

5560. Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 19:47:08 UTC
From: pyslg@mail.bris.ac.uk
Message-ID: <CGyMyK.9xG@info.bris.ac.uk>
Source record: 35810

can I connect an atari st to a multisync monitor (on my work PC) ? the monito
r
will handle the 70Hz vertical sync required for the atari's mono mode and has horizontal
syncs of 31.5 and 35-38kHz. Anyone done this ? Can anyone give me the
pin connections please?

5561. Re: Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 20:20:05 UTC
From: pyslg@mail.bris.ac.uk
Message-ID: <CGyoHH.A7z@info.bris.ac.uk>
Source record: 35811

S L Gilbey (pyslg@mail.bris.ac.uk) wrote:
: can I connect an atari st to a multisync monitor (on my work PC) ? the
: pin
connections please? :

Oops! I see that my message got garbled by the awful Vi editor which seems to be the default on my system, but now I've found out how to get PICO working on the news reader, I'll repeat it:

I want to use my Atari 520 STFM with a Viglen multisync monitor which offers vertical sync at 70Hz as required for the Atari's monochrome mode; the horizontal syncs available are 31.5 kHz and 35-38kHz. Does anyone know if it's going to work ? Can anyone give any guidance about pin connections ?

---
	email: Steve.Gilbey@bristol.ac.uk
Steve Gilbey	----------
Bristol University, UK	/ / ~
	"...mas viejo que ayer, mas joven que manana."

5562. GDOS drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 21:05:20 UTC
From: sdenman@lynx.cs.washington.edu
Message-ID: <1993Nov23.210520.18802@beaver.cs.washington.edu>
Source record: 35812

I REALLY need a GDOS driver for my HP 550C that will print in color. If there isn't one available (which I don't think there is), I'll be quite willing to program one myself.

So, does anyone know (besides Atari) how to make GDOS .SYS driver files? What's the format, how are they called, etc.

If not: ATARI, get your butt in gear and make us one.

(No weenie comments -> "Oh, they'll never do that!" NO SHIT!)

Thanks.

5563. Re: Suggested MiNT enhancement

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-23 22:54:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A57474@M4.maus.de>
Source record: 35751

>I'm wondering if it is worth the effort to add these features to a
>desktop or Mint. Are there any other desktops out there that register
>changes in realtime, updating windows with file lists as soon as
>changes occur?

For AES 4.0 and up (MultiTOS, that is), Atari defined an AES message to be
broadcast to all applications, indicating that a certain directory's
contents have changed. Programs with heavy file creation/deletion
activity, e.g. archiver programs, should use this message.

bye, Peter

5564. Re: Hard Drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 02:23:41 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.18282@cix.compulink.co.uk>
Source record: 35813

>I really hate to be the bearer of bad news...
>
>Sense Code 11 means quite a few things
> Unrecoveraable error is what it basically turns into.
> Also read retries exceeded
>
>I would get a copy of ICD's cleanup, on floppy obviously, and run it
>against your HD, and see if it can recover your drive.

Yes, it usually means the drive is on the way out. If you value your data, get a new drive.

Adam.

5565. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 03:23:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.boYx4PZXzwg@semprini.waterloo-rdp.on.ca>
Source record: 35823
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In <1993Nov18.013518.24939@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> I am trying to get started learning C using HSC 1.44. This is the code for the
> first sample program:
>
> /* Filename: c2first.c
> Requests a name then prints it 5 times and rings a bell. */
>
> #include <stdio.h>
> #define BELL '\a'
>
> main ()
> {
> int ctr=0;
> char fname[20];
> printf("What is your first name?");
> scanf(" %s",fname);
> while (cnt <5)
> {
> printf("%s\n", fname);
> ctr++;
> }
> printf("%c",BELL);
> return;
> }
> ------------------------------------------------------
> When I try to run the source through HCC.TTP I get this error:
>
> "warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
> ------------------------------------------------------

Change "return;" to "return 0;", or just delete it. Unless you
(incorrectly) define main() as:

void main( void )

return needs a value.

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

5566. HARD DRIVE TROUBLES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 05:25:35 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CGzDqp.F5E@mach1.wlu.ca>
Source record: 35814

Well I'm having some big hard drive problems and i"m hoping somone can help.

I just got a SEAGATE ST4144R used hard drive that works fine.

Currently I have a ICD HA (with clock) and a ADAPTEC rll controller.
My drives are Mistsubishi MR535-UOO and a PTI 357R.

I took out the PTI drive and put in the SEAGATE. The system still booted
off of the Mitsubishi but the ICD pro (6.08) utilieties gave a $03 error
when i tried to format the drive.

NOW my Mitsubishi wont boot or be recognized on the other then being in the
location 0,0 (ie, no partions) I took out the SEAGATE and put the PTI drive
back in. ICDBOOT will recognize the PTI drive but not the Mitsubishi.

It is very important i get back into my mitsubishi drive (as well as getting
the seagate operating). Anyone who can help in any way would be greatly
appreciated. *I would be forever in your debt*

Keith

--
|_|_|_

5567. Setting buffer size for cp (Was: enhancements to MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 05:45:28 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.eg.t&8gQb7SsWg@kynes.bison.mb.ca>
Source record: 35816

In <1993Nov19.015112.105930@zeus.aix.calpoly.edu>, Juxtaposer writes:
> Hear hear! This would be a great idea! In fact, maybe make the
>buffer dynamically allocated so that you could do a cp -bnum source.file
>dest.file where num is the maximum size of the buffer you would like to use
>(constrained by the amount of memory available). This would have been really
>nice the other day when I was messing with my partitions and throwing around
>30MB of info around (I had started a 7MB cp before I relized what it was doing
>to my nice new 210MB drive...:( ). Doing someting like the -bnum would be
>good because then you could just alias your favorite buffer size:
>alias cp "cp -b2024" /* num is bytes - this is for normal stuff. */
>alias bcp "cp -b2024000" /* this is for those partition copies */

I recall browsing though some of the source for cp which dynamically
selected the buffer. It would start by attempting to malloc() a buffer
the size of the entire file. If this failed, it would ask for half as much,
if that failed, it would ask for half of the previous request...etc.

For example, to copy a 100,000 byte file, it would ask for a 100,000 byte
buffer. If that failed, it would ask for a 50,000 byte buffer. If that
failed, it would try for a 25,000 byte buffer.

So, if you have the memory, it'll get used. If you don't, it won't.

Unfortunately, I can't remember where I saw this code.
--

____
| Russell Ochocki | Our flight was late arriving because the pilot
| rdo@kynes.bison.mb.ca | in the plane ahead of us was wearing a hat.
"""

5568. Re: GDOS drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 10:45:23 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2cve03$1bk2@info2.rus.uni-stuttgart.de>
Source record: 35815

Hello,

In <1993Nov23.210520.18802@beaver.cs.washington.edu> sdenman@lynx.cs.washington.edu writes:

> I REALLY need a GDOS driver for my HP 550C that will print in color. If there
> isn't one available (which I don't think there is), I'll be quite willing to
> program one myself.
You'll have to do.

>
> So, does anyone know (besides Atari) how to make GDOS .SYS driver files?
> What's the format, how are they called, etc.
Contact Atari. You get an almost complete driver as object code.

> Thanks.
You're welcome,
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

5569. Re: TT SCSI expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 11:05:50 UTC
From: gross@rzdspc14.informatik.uni-hamburg.de
Message-ID: <gross.754139150@rzdspc14>
Source record: 35818

Hi Clarence

>In article <2cj1bk$6d6@eagle.lerc.nasa.gov>, fsctc@avelon.lerc.nasa.gov (Clarence Chang) writes:
>> I'd like to attach these to the TT's SCSI port. Can I just go out
>> and buy one of these units that MACs use and plug it in the SCSI
>> port in the TT's back? Will Atari's boot software be sufficient

I am looking forward to buy a second HD, too. I have gotten one thing straight so far and this is that you won't have to use a MAC HD or a MAC cable but you can use an AMIGA HD and an AMIGA link instead (the MAC compatible version, of course).
The only difference is the price. An apple shop offered a cable for DM 60,- and an amiga shop for DM 30,- :).

Good luck with your drive.

/--\
|gross@rzdspc14.informatik.uni-hamburg.de|
\--/

5570. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 11:11:06 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CGztqI.43C@hermes.hrz.uni-bielefeld.de>
Source record: 35817

In article <...>, schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

|> |> Hear hear! This would be a great idea! In fact, maybe make the
|> |> buffer dynamically allocated so that you could do a cp -bnum source.file
|> |> dest.file where num is the maximum size of the buffer you would like to use
|> |> (constrained by the amount of memory available). This would have been really
|> |> nice the other day when I was messing with my partitions and throwing around
|> |> 30MB of info around (I had started a 7MB cp before I relized what it was doing
|> |> to my nice new 210MB drive...:( ). Doing someting like the -bnum would be
|> |> good because then you could just alias your favorite buffer size:
|> |> alias cp "cp -b2024" /* num is bytes - this is for normal stuff. */
|> |> alias bcp "cp -b2024000" /* this is for those partition copies */
|>
|> Remember that while reading from or writing to the disc, that is while
|> the hd driver is waiting for the drive, no process switch can occur,
|> thus all processes will be blocked. So i don't think that such a big
|> buffer, especially if cp runs in background, will be a Good Thing.
|> You'll have to wait for interrupt driven I/O before this will be
|> usable :-(.

That's theoretically right, but if you consider that you can speed up the
cp by more than 10 times, you might very well like this as a temporary
patch :-)

TeSche
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

5571. Re: Hard Drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 12:24:38 UTC
From: cmh@eng.cam.ac.uk
Message-ID: <1993Nov24.122438.6752@eng.cam.ac.uk>
Source record: 35819

apelled@cix.compulink.co.uk (Adam Pelled) writes:

>>I really hate to be the bearer of bad news...
>>
>>Sense Code 11 means quite a few things
>> Unrecoveraable error is what it basically turns into.
>> Also read retries exceeded
>>
>>I would get a copy of ICD's cleanup, on floppy obviously, and run it
>>against your HD, and see if it can recover your drive.

> Yes, it usually means the drive is on the way out. If you value your data, get a new drive.

Not so hasty... I had a pile of "Sense 11" errors when my HD power supply was a bit dicky. I replaced the PSU (for 15 quid), backed up what I could (which was all but two files) and reformatted. No problems ever since.
BTW this is a Seagate 48Meg SCSI drive using ICD utils and drivers of unknown version number (ie I can't remember).

Christopher
--
==
Christopher Hicks | Supports castles in the air? (6,8)
cmh@eng.cam.ac.uk |
==

5572. Re: Degas Elite && Spectrum 512 file formats.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 12:46:22 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Nov24.124622.4012@t.hfb.se>
Source record: 35820

> I'm an ex. ST owner (STM + TOS on disc etc) and would welcome any
> help with this small problem. I need the file formats for the following
> packages:
>
> Degas Elite : PI1 and PC1 (urgently)

Degas PI1, PI2, PI3:

1 W Resolution (0-2)
16 W Palette (ST colors only)
32000 W Bitmap

In some pictures there are also color cycling data at the end of the file.

/
/ Daniel

5573. Re: F0x0 & DSP Forum

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 12:54:17 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Nov24.125417.4280@t.hfb.se>
Source record: 35821

```
>> Anyone know when TOS 5.0 will be around :)
>
> Not in my lifetime :)

A beta has been out for a while...

/
/ Daniel
```

5574. Re: GDOS drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 13:14:06 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2cvmmuINN2upl@rs1.rrz.Uni-Koeln.DE>
Source record: 35822

In <1993Nov23.210520.18802@beaver.cs.washington.edu> sdenman@lynx.cs.washington.edu (Stuart Denman) writes:

>So, does anyone know (besides Atari) how to make GDOS .SYS driver files?
>What's the format, how are they called, etc.

I don't know it myself, but I know the structure of GDOS drivers is described in the Profibuch. The Profibuch authors refer to the developers docs, I think. They even write that templates for GDOS drivers are available to developers from a mailbox operated by Atari, the developers only need to provide the code for the driver functions.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

5575. Re: TT SCSI expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 15:00:05 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1297.2CF376F5@dhhalden.no>
Source record: 35824

In article <1993Nov22.094146.131637@mswe.dnet.ms.philips.nl> mboom@mswe.dnet.ms.philips.nl writes:

Clarence:
>> I have a TT with a harddisk filled nearly to the top and I want to
>> add a larger ~500MB harddisk and a tape drive for backup purpose.
>> I'd like to attach these to the TT's SCSI port. Can I just go out
>> and buy one of these units that MACs use and plug it in the SCSI
>> port in the TT's back? Will Atari's boot software be sufficient
>> to work with the HD and the tape?

> In principle, yes. IF you set ID's etc correct and IF termination is
>correct and IF you have the correct HD driver, your TT chould recognize the
>external devices (mine does).

Should work without problems. All my peripherals (an internal 425MB Quantum, an 88MB SyQuest + a CD-ROM reader) come from Mac dealers or are products specified "for use with Apple Macintosh".

> The HD (when formatted an partionized) should work straight on from TOS.
>to use the tape streamer you need extra SW. Like GEMAR. It is available at
>severeal ftp sites.

Hopefully we'll receive our DAT streamer this week so that I can test it with my TT and GEMAR 2.01 (or whatever it was). This latest version also comes with an XFS which makes the streamer a Read Only drive. Sounds promising. The reason why I'm mentioning this, is that a lot of companies are emptying their warehouses of old 1.3 and 2.0GB DAT streamers which are "dead" on the market. Check out comp.peripherals.scsi - they have been mentioning prices as low as $350! Something to grow with...

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |

5576. Re: Suggested MiNT enhancements : Comments wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 15:03:23 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1298.2CF377BB@dhhalden.no>
Source record: 35825

In article <CGrKCD.CuF@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>========================
>I'm wondering if it is worth the effort to add these features to a
>desktop or Mint. Are there any other desktops out there that register
>changes in realtime, updating windows with file lists as soon as
>changes occur?

That is one of the things I love with the Macintosh Finder and something I
sorely miss on my TT.

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |

5577. Re: SCSI 2.88 meg drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 17:53:54 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16C90A768.SPERNA1@ua1vm.ua.edu>
Source record: 35826

In article <CGq38C.EL8@watserv1.uwaterloo.ca>
fdomingu@zeus (Francisco Dominguez) writes:

>Does anyone know if I can install a 2.88 meg SCSI disk drive on an ICD host
>adapter and read high density PC formatted disks (1.44)? In the case that I
>can, what software would be recommended to format disks/read them in the case
>that I can't simply read the PC formatted disks?
>
>
>fdomingu@zeus.uwaterloo.ca
>
I would like information on SCSI floppy drives also! Any and all info
will be greatly appreciated, especially how to build your own SCSI floppy!
Thanks,

Sam Perna, III
sperna1@ua1vm.ua.edu

5578. high density disk format

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 20:18:41 UTC
From: jab2@stl.stc.co.uk
Message-ID: <JAB2.93Nov24201841@bhars243.stl.stc.co.uk>
Source record: 35827

Can someone please tell me the parameters required for the floppy format BDOS or BIOS call that will allow me to format high density disks on my Falcon or TT?

I do not need to be told how to do it from desktop as this is an update for a shell program.

please reply by email to:
J.A.Bray@bnr.co.uk as I am posting for a friend and I don't get to read this group very often

Jennifer

5579. Re: MiNT suggestion (UROOT= mint.cnf option)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 20:25:24 UTC
From: benni@phil15.uni-sb.de
Message-ID: <2d0fvkINN61u@coli-gate.coli.uni-sb.de>
Source record: 35829

shenson@nyx10.cs.du.edu (Stephen Henson) writes:

>Perhaps Minixfs pl9 (under construction) will help. I'm adding some of the
>functionality of mount() [...]

Great!

My problem right now is exactly the contrary :-)
I use the INIT-package and I am seaching for a way to hide all
Non-Minix partitions (so that no user beside root can access them).

Any ideas how to realize it?

Many thanks in advance,
Benni
--
Benjamin Lorenz, Brunnenweg 33, 66133 Saarbruecken
E-mail: belo@stud.uni-sb.de, Phone: +49 681 815702

5580. Re: Setting buffer size for cp (Was: enhancements to MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 20:28:57 UTC
From: mjr@geob8.geo.uni-bonn.de
Message-ID: <2d0g69$ktv@news.rhrz.uni-bonn.de>
Source record: 35828

>For example, to copy a 100,000 byte file, it would ask for a 100,000 byte
>buffer. If that failed, it would ask for a 50,000 byte buffer. If that
>failed, it would try for a 25,000 byte buffer.

Even the smallest of these values would speed up the performance heavily on the
st (compared to gnu cp).

Would it help to recompile gnu cp with

#undef BUFSIZ /* supplied in stdio.h in hp/ux */
#define BUFSIZ 32768 /* or some other value */

??

Why doesn't someone write a simple cp from scratch? The functionality of gulam's
cp would be enough for 99.9% of the users --- and for the few situations where a
simple cp (which must be able to copy directory trees between two
partitions) is not sufficient, no one is prevented to use gnu cp.
I think most of the elements needed can be taken from K&R.

Another problem is mv. My version bombs when it has to copy multiple file,
especially when the target directory is given by a symbolic link.

M. Ritzert

5581. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-24 23:43:26 UTC
From: llunch@hopper.cba.csuohio.edu
Message-ID: <1993Nov24.234326.4125@news.csuohio.edu>
Source record: 35830

In article <2cfo29$1jg@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>In article <1993Nov18.012925.3195@news.csuohio.edu> llunch@cray.cba.csuohio.edu (Jason Baker) writes:
>>The dma hardware doesn't need a process to do busy waiting until the
>>operation returns. It would be nice if there were a mint only hard
>>disk driver that put procs to sleep during transfer.
>
>This is exactly what ANY real ;-) multitasking OS does... Look at Unix,
>and even real time OS like VRTX or iRMX... That's the first thing that
>we learn here at school :-)... The problem is that for this, we MUST
>re-write the BIOS/XBIOS/GEMDOS to behave like this, and to become reen-
>trant... Then, any disk access will take 1% cpu time on a Hard Disk and...
>0.01 % on a diskette (Waiting that the floppy spins, etc... I'm I wrong
>somewhere ?).
>
But isn't mint already somewhat reentrant? Other processes can run
while you wait for pipe or terminal reads to return, why can't the
same be true for disks? The dma device driver might need to create a
que of procs waiting for io, but this doesn't seem to imply a complete
rewrite of mint.

5582. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 00:34:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16500@uqcspe.cs.uq.oz.au>
Source record: 35831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

imr@cs.bham.ac.uk (Ian M Rae) writes:

>come back all the keyboard shortcuts are screwed up. From saving the desktop
>again I've sussed that another copy of the NEWDESK.INF line dealing with keys
>gets appended to the existing one...

I had a similar problem on my TT. I never fully diagnosed it though - I just
went back to a bare NEWDESK.INF and hacked at it again. The problem seems
to arrise when you start fiddling with your own additions (I was adding
a handler for "*"-type files).

One thing to be careful of: make sure you have CR-LF's at the end of
lines, not just LF's.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5583. Wanted 1040STE or TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 03:20:00 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CH12LD.415@freenet.carleton.ca>
Source record: 35833

guess the title sais it all..

please email me with your price..

Thanks!
--
Andrew Cochran
Ottawa Ontario
Canada
Email- ai187@freenet.carleton.ca

5584. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 05:47:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8mAnEh4z9&2@semprini.waterloo-rdp.on.ca>
Source record: 35742

In <CGIznM.411@uel.co.uk>, Peter Lord writes:
> I've been using MiNT for some time now - compiling up new releases when they
> are available. However, I have never been able to run more than one desk
> accessory.
>
> I looked into this a bit further and have come up with a theory ...

[theory deleted]

> Any comments? Can you load more that one accessory? If so, what is your
> setup. Perhaps my theory is rubbish and my mint.cnf is wrong or something ....

I too have problems loading ACCs with MiNT (but not MultiTOS) present.
One thing that _always_ causes MiNT to crash (and thus, a reboot), is
Xcontrol, even if nothing else is loaded... none of my CPXs are
resident, either.

Right now I can get the BeforeDawn ACC and TOSWIN to load. That's about
it. :-(

My disk (a Quantum-Q250) isn't particularly fast (~25 or 28ms access),
and neither is my ST.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5585. Re: MiNT suggestion (UROOT= mint.cnf option)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 05:50:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.amLesVkiyXg@semprini.waterloo-rdp.on.ca>
Source record: 35743

In <2cea84961c318b@anuurn.do.open.de>, Martin Koehling writes:
> I think it's too much work for the benefit of *a single program*!
> Why don't you tell the author of UUCICO about the problem?
> It should be fairly trivial to change UUWORK/UUCICO to create/expect
> the UUCICO.PAR file somewhere else _first_ (possibly in \hermes or
> in $HERMES).

That's why I asked instead of implemeted... I'm going to try to get
Hermes to work with the uucico from Taylor UUCP so I can drop the
hellish GFA-BASIC uucico that Hermes uses...

I wanted to see if anyone had any other (ie, legitimate) uses for being
able to create plain files (not symlinks) on the U: root.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5586. Re: Suggested MiNT enhancements : Comments wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 05:55:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.zL4NuuKRw3w@semprini.waterloo-rdp.on.ca>
Source record: 35744

In <KENDALL.93Nov15221142@great-gray.owlnet.rice.edu>, Kendall Helmstetter Gelner writes:
> I'm wondering if it is worth the effort to add these features to a
> desktop or Mint. Are there any other desktops out there that register
> changes in realtime, updating windows with file lists as soon as
> changes occur?
>
> I can see where this would be nice but it seems like a lot of effort
> to go to for a very minimal gain.

OS/2 does this, so yes, there are desktops out there that do it...

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5587. Printer compatability

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 07:41:10 UTC
From: jblack@hpsqf.sqf.hp.com
Message-ID: <CH1Eon.2s7@hpqmoea.sqf.hp.com>
Source record: 35834

Please excuse me if this is not the correct group
or if this is a dumb question.

An employee in our company wants to buy a
Hewlett Packard Deskjet 500C colour
inkjet printer. This is to be connected to her
daughter's Atari ST. She has asked me
if the printer will be compatiable. Since
all I know about are PC's, can anyone tell
me:

*Is the printer port on the Atari the same as
a parallel port on a PC?

*Do I need any special drivers for the printer or will
the "generic" printer driver in the Atari work? The
500C only comes with DOS and Windows drivers.

Thanks in anticipation of someones help!!!

Jim Black

5588. Re: MiNT suggestion (UROOT= mint.cnf option)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 09:09:32 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CH1Irx.B24@hermes.hrz.uni-bielefeld.de>
Source record: 35835

In article <...>, benni@phil15.uni-sb.de (Benjamin Lorenz) writes:

|> My problem right now is exactly the contrary :-)
|> I use the INIT-package and I am seaching for a way to hide all
|> Non-Minix partitions (so that no user beside root can access them).

You can easily realize this by patching the getxattr() call in tosfs.c
so that it masks out the "other user" bits. On my TOS partitions files
look like "rwxrwx---"... :-)

TeSche
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

5589. Re: GDOS drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 09:54:20 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CH1KuK.ALv@newcastle.ac.uk>
Source record: 35837

In article <1993Nov23.210520.18802@beaver.cs.washington.edu>,
sdenman@lynx.cs.washington.edu (Stuart Denman) writes:
>I REALLY need a GDOS driver for my HP 550C that will print in color. If there
>isn't one available (which I don't think there is), I'll be quite willing to
>program one myself.
>
>So, does anyone know (besides Atari) how to make GDOS .SYS driver files?
>What's the format, how are they called, etc.
>
>If not: ATARI, get your butt in gear and make us one.
>
>(No weenie comments -> "Oh, they'll never do that!" NO SHIT!)
>
>Thanks.
>
>
>
Isn't there one with SpeedoGDOS ? I know there's a paintjet one, but I cann't
quite remember about the 550C.......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5590. Re: GDOS drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 09:58:46 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CH1L1z.ArF@newcastle.ac.uk>
Source record: 35838

In article <2cvmmuINN2upl@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>In <1993Nov23.210520.18802@beaver.cs.washington.edu> sdenman@lynx.cs.washington.edu (Stuart Denman) writes:
>
>>So, does anyone know (besides Atari) how to make GDOS .SYS driver files?
>>What's the format, how are they called, etc.
>
>I don't know it myself, but I know the structure of GDOS drivers
>is described in the Profibuch. The Profibuch authors refer to the
>developers docs, I think. They even write that templates for GDOS
>drivers are available to developers from a mailbox operated by
>Atari, the developers only need to provide the code for the
>driver functions.
>
>Greetinx, Jan

Now....why isn't this information publicly available ? We'd have GDOS drivers for eveything under the sun by now if someone would upload this sort of thing to the net so everyone could use it.....come on - who's game ?

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
animations.txt

5591. Re: Setting buffer size for cp (Was: enhancements to MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 10:05:21 UTC
From: davef@inmos.co.uk
Message-ID: <1993Nov25.100521.23794@inmos.co.uk>
Source record: 35836

Michael Ritzert writes :-
>Why doesn't someone write a simple cp from scratch? The functionality of gulam's
>cp would be enough for 99.9% of the users --- and for the few situations where a
>simple cp (which must be able to copy directory trees between two
>partitions) is not sufficient, no one is prevented to use gnu cp.
>I think most of the elements needed can be taken from K&R.

>Another problem is mv. My version bombs when it has to copy multiple file,
>especially when the target directory is given by a symbolic link.

>M. Ritzert

On a similar topic, has anyone noticed that if you miss off the
destination in gulam's cp, then it bombs??
If you do this in Mupfel (Gemini) then you get a usage screen
which appears more user friendly.

D Foy

--
+--------------------------(Dave Foy)------------------------------+
|Disclaimer: The opinions above are my own personal views etc. |
|Inmos Ltd, 1000 Aztec West, Bristol, UK Email : davef@inmos.com |
| Internet : davef%inmos.co.uk@inmos.com |
+----------------------(+44 454 616616 X520)-------------------------+

5592. Re: Printer compatability

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 12:27:12 UTC
From: spht124@liverpool.ac.uk
Message-ID: <CH1rxC.Aq1@liverpool.ac.uk>
Source record: 35840

: Please excuse me if this is not the correct group
: or if this is a dumb question.

: An employee in our company wants to buy a
: Hewlett Packard Deskjet 500C colour
: inkjet printer. This is to be connected to her
: daughter's Atari ST. She has asked me
: if the printer will be compatiable. Since
: all I know about are PC's, can anyone tell
: me:

The printer can be used without any problems on the Atari ST

: *Is the printer port on the Atari the same as
: a parallel port on a PC?

The printer port on the Atari ST is a standard parallel port so a
standard parallel printer cable is all that is needed.

: *Do I need any special drivers for the printer or will
: the "generic" printer driver in the Atari work? The
: 500C only comes with DOS and Windows drivers.

There are very few packages that support the 500C on the ST. It can be used
with printer drivers for the deskjet 500 or HP laserjet II without any
problems but these do not support colour. Almost all packages have
a printer driver fo laserjet or deskjet.

: Thanks in anticipation of someones help!!!

: Jim Black

Hope this is of some help

Graham Wright spht124@liverpool.ac.uk

5593. ICD the Link and SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 12:54:12 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-251193135643@nod.eng.umu.se>
Source record: 35839

Is it possible to use an ATARI laser printer and the ICD host adapter "the Link", together?

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

5594. TOS2.06 in MegaST4, havin

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 13:28:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <6794.724.uupcb@almac.co.uk>
Source record: 35669

> .@SUBJECT:TOS2.06 in MegaST4, having big problems. N
> .@FROM :rdt154k@monu6.cc.monash.edu.au N
> .@MSGID :<1993Nov5.014310.22823@monu6.cc.monash.edu.au> N
> Newsgroups: comp.sys.atari.st.tech
> From: rdt154k@monu6.cc.monash.edu.au (Mr N Benci)
> Subject: TOS2.06 in MegaST4, having big problems.
> Message-ID: <1993Nov5.014310.22823@monu6.cc.monash.edu.au>
> Keywords: TOS2.06 PROBLEMS
> Date: Fri, 5 Nov 1993 01:43:10 GMT
>
> The subject line says it all. I have use the TOS 2.06 installation
> details
> provided by Ted Rossin (sp?) a while ago to install TOS 2.06 into a
> Mega ST4. I have fitted the cct onto a pcb which plugs into the MEGA BUS.
> The MEGA BUS details I obtained from ATARI and the rom's from a supplier
> here in OZ. My problem is that the /DTACK response works ok but no data
> is read (rom's are 100ns speed) and the /ROM2 signal specified for
> booting
> has no effect. Any help at this point would be most appreciated.
> My Mega ST4 has a REV4.0 board if thats of any help.
>
Just a stupid question, when you have your TOS 2.06 installed, have you
taken out all the other TOS-ROMs??

bye, Guy

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

5595. Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 13:35:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <6795.724.uupcb@almac.co.uk>
Source record: 35668

```
> .@SUBJECT:Monitor Problem N
> .@FROM :ak354@cleveland.Freenet.Edu N
> .@MSGID :<2bt8ur$a17@usenet.INS.CWRU.Edu> N
> From: ak354@cleveland.Freenet.Edu (Dennis Mc Guire)
> Newsgroups: comp.sys.atari.st.tech
> Subject: Monitor Problem
> Date: 11 Nov 1993 11:50:51 GMT
> Message-ID: <2bt8ur$a17@usenet.INS.CWRU.Edu>
>
>
> My SM124 monochrome monitor has a problem. When it is cold it
> inverts the colors. Once it is warm it also does this if I access
> the floppy drive. There are are 40 faint vertical lines in the
> picture also. Can anyone suggest what components might cause thie
> problem. I'm handy with a sodlering iron, but I have not had to
> diagnose monitor problems before!
> ---

Are you really sure that your monitor does make these phenomenes?? Try
your monitor on another ST. If it changes color when the ST is accessing
to the disk drive, it might have something to do with the shifter or some
elements around him.

bye, Guy

---
. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .
```

5596. Printerdriver

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 16:15:25 UTC
From: almanak@Student.AenF.WAU.NL
Message-ID: <almanak.2.754244125@Student.AenF.WAU.NL>
Source record: 35721

almanak@student.AenF.wau.nl

Hai,

I'm searching for a neat PRINTERDRIVER for my ATARI 1040 STf to print on a START LC-10 from the program FIRST WORD. I have made my own driver but that isn't printing the super- and subscripts very well (eventually very bad).

My question is of anyone can give me an advice about a certain driver or even sent one over the mail (if possible). If anyone can help I would be very pleased.

Greetings from Roel.

5597. Re: SCSI 2.88 meg drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 17:18:33 UTC
From: vctec@westminster.ac.uk
Message-ID: <CH25Ex.4w9@westminster.ac.uk>
Source record: 35748

In article <16C90A768.SPERNA1@ua1vm.ua.edu> SPERNA1@ua1vm.ua.edu writes:
>In article <CGq38C.EL8@watserv1.uwaterloo.ca>
>fdomingu@zeus (Francisco Dominguez) writes:
>
>>Does anyone know if I can install a 2.88 meg SCSI disk drive on an ICD host
>>adapter and read high density PC formatted disks (1.44)? In the case that I
>>can, what software would be recommended to format disks/read them in the case
>>that I can't simply read the PC formatted disks?
>>
>>
>>fdomingu@zeus.uwaterloo.ca
>>
>I would like information on SCSI floppy drives also! Any and all info
>will be greatly appreciated, especially how to build your own SCSI floppy!
>Thanks,
>
>Sam Perna, III
>sperna1@ua1vm.ua.edu
>
>
Me too. ;-)

Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5598. Reentrant AES calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 17:49:03 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov25.174903.4004@vax.sbu.ac.uk>
Source record: 35749

How is it possible to do the impossible and make a reentrant call to the AES? It can be done - just have a look at any replacement file selector. They all use GEM objects from within the fsel call.

I disassembled the LGS and found some odd looking routines that appeared to emulate a trap #2. Perhaps the real question here is, why cant I make a reentrant AES call? I thought it was something to do with the stacks but what I never found out.

Del

5599. Re: Linux anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 19:33:44 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.fcGr0A0H3VA@lionbbs.escape.de>
Source record: 35783

In <CGw5sL.Gu2@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <H.ei.UoetZhP5TjE@lionbbs.escape.de>, UweKloss@lionbbs.escape.de (Uwe Kloss) writes:
>|> In <2ahg2a$p7f@elroy.jpl.nasa.gov>, Howard Chu writes:
>|>
>|> >Minix had a slight drawback in the way fork'd processes were implemented, but
>|> >that could easily be overcome *without requiring an MMU*.
>|>
>|> Just have a look at the way OS-9 does it!
>|> Shared text, private data segments.
>|>
>|> One drawback, Os-9 costs really $$$$$$$$$$$$$.
>Last time I looked, it was 99GBP, down from 600GBP.

Which one?
Dos this beast run on a TT030?

If it's from Cumana, forget it!
They have dropped the Atari Line! (As far as I know!)

Uwe
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

5600. Re: HARD DRIVE TROUBLES!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 22:32:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2cf537a4@daggskim.ct.se>
Source record: 35754

Some thoughts on possible causes of your misfortunes...

I've seen something similar happen in two different ways:

1. Adding a used MF30 as unit 1 behind a MF60. Reads were ok, but any writes trashed files and FATs, usually rendering a partition unreadable, sometimes making either or both drives unbootable. I experimented and tried this several times after restoring partiton tables and wiping offending partitions (needless to say none of the data was irreplaceable). My only conclusion was that the offending MF30 somehow overloaded the DMA-bus (possibly the MF60 DMA chip is below spec).

2. Incorrect termination on SCSI-bus with more than one unit. Again, reads were fine, but writes really messed up the data.

Another possible might be having had more than one drive with the same ID#.

Anyway, at a guess your Mitsubishi partition table and sector 0 info has been corrupted, whatever the exact cause. If so, and your're real lucky (know or can guess the right sector numbers), you might with a diskeditor or SCSI-editor be able to restore at least the partition values and thus access the partitions again. The first partition is easiest, it always starts at the beginning :-) . Some utilities (ICD cleanup) can make educated guesses about where partitions begin, but you may have to totally zero the partition table (entire sector 0) first if there is garbage there.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

[-v-<snip>-v-]

> originally from: bili6745@mach1.wlu.ca (bilinsky keith)
>
> I just got a SEAGATE ST4144R used hard drive that works fine.
>
> Currently I have a ICD HA (with clock) and a ADAPTEC rll controller.
> My drives are Mistsubishi MR535-UOO and a PTI 357R.
>
> I took out the PTI drive and put in the SEAGATE. The system still
> booted off of the Mitsubishi but the ICD pro (6.08) utilieties gave a
> $03 error when i tried to format the drive.
>
> NOW my Mitsubishi wont boot or be recognized on the other then being in
> the location 0,0 (ie, no partions) I took out the SEAGATE and put the
> PTI drive back in. ICDBOOT will recognize the PTI drive but not the
> Mitsubishi.
> It is very important i get back into my mitsubishi drive (as well as

> getting the seagate operating). Anyone who can help in any way would be
> greatly appreciated. *I would be forever in your debt*

5601. Re: GDOS drivers

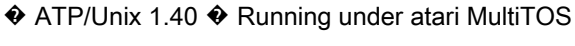
Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-25 23:26:19 UTC
From: erlingh@idt.unit.no
Message-ID: <2d3eur$8p5@ugle.unit.no>
Source record: 35750

```
Craig.Graham@newcastle.Ac,
In a message on 25 November, wrote :

CG> In article <2cvmmuINN2upl@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (
CG> im) writes:
CG> >In <1993Nov23.210520.18802@beaver.cs.washington.edu> sdenman@lynx.cs.was
CG> edu (Stuart Denman) writes:
CG> >
CG> >>So, does anyone know (besides Atari) how to make GDOS .SYS driver files
CG> >>What's the format, how are they called, etc.
CG> >
CG> >I don't know it myself, but I know the structure of GDOS drivers
CG> >is described in the Profibuch. The Profibuch authors refer to the
CG> >developers docs, I think. They even write that templates for GDOS
CG> >drivers are available to developers from a mailbox operated by
CG> >Atari, the developers only need to provide the code for the
CG> >driver functions.
CG> >
CG> >Greetinx, Jan
CG>
CG>
CG> Now....why isn't this information publicly available ? We'd have GDOS dri
CG> for eveything under the sun by now if someone would upload this sort of t
CG> to the net so everyone could use it.........come on - who's game ?
CG>
CG> Craig.

It is sort of publicly available - for developers.
The copy of speedo-gdos sent out to developers did come with application
skeletons for gdos-drivers. Both colo(u)r and monochrome.

Erling
---
```


```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

5602. Re: Setting buffer size for cp (Was: enhancements to MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 00:27:42 UTC
From: miff@apanix.apana.org.au
Message-ID: <2d3ihv$c8s@olivaw.apanix.apana.org.au>
Source record: 35752

mjr@geob8.geo.uni-bonn.de (Michael Ritzert) writes:

>Another problem is mv. My version bombs when it has to copy multiple file,
>especially when the target directory is given by a symbolic link.

The one I have is fine, until you cross filesystems, which I guess means
symlinks ...

>M. Ritzert

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

5603. Re: Setting buffer size for cp (Was: enhancements to MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 01:33:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16518@uqcspe.cs.uq.oz.au>
Source record: 35753

mjr@geob8.geo.uni-bonn.de (Michael Ritzert) writes:

>Why doesn't someone write a simple cp from scratch?

Huh? GNU CP isn't slow because of its functionality. It's slow because
the MiNT library suggests a very low buffering size for the sake of
keeping task switching high. Simply changing that buffer size is all
that is required.

Rewriting these utilities would be a total waste of time. Not to mention
that it would be annoying, since some people DO use advanced the features
of cp.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5604. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 02:38:52 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Nov26023852@hal.cerfacs.fr>
Source record: 35759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How does one add new desktop icons so that they are recognized by TOS.
When I upgraded to TOS 2.06 on my Mega 4 ST there was an icon file
that came with it (from Oregon Research Assoc.), but I never could
find any docs which stated how to install these icons.

Maybe I'm dense, but I would appreciate any suggestions.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

5605. Re: Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 08:05:42 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CH3AHJ.D9L@sdf.lonestar.org>
Source record: 35788

==========
will handle the 70Hz vertical sync required for the atari's mono mode and has ho

rizontal syncs of 31.5 and 35-38kHz. Anyone done this ? Can anyone give me the
pin connections please?

i==========

Well, that's 72Hz, not 70Hz. (Multiply 480x60 and divide by 400 and you get
the new refresh rate for the same bandwidth, 400 and 480 and the number
of scan lines for the ATARI and the 60Hz VGA).

31.5 is correct. It's exactly twice the 15.75 or whatever scan rate of Color.
I'm using an NEC 3D. Y ou will have to find out the pin-outs for your
monitor (VGA is 9 pin, SVGA is 15 pin). Just connect the V-Syncs together
(the ATARI pin-outs are in your manual), and the Hsyncs together. Connect
ST mono out to the RGB inputs of the monitor (they get tied together). Also
tie the ground lines together and tie the the STs mono detect to ground.

If you see smearing, like a green smear or something, Just turn down the
contrast on your monitor (never run the contrast full blast like the PC
users do, the ST seems to have a higher signal strength).

It works for me.

5606. Re: MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 09:36:32 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CH3Eox.v8@cs.bham.ac.uk>
Source record: 35755

In article <CGtB6K.H6q@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>====================================
>I recently bought SpeedoGDOS which includes a driver named MEMORY.SYS and I
>think that this driver could help me to do what I want to. I have no
>information at all about this driver.
>
>Does anybody know :
>
> - If this driver really allow me to do that.
> - If it is a good solution to my problem.
>
>If the answer is yes, how can I communicate with this driver with PureC ?
>(How can I set the resolution and bitplane number and fix the location in
>memory ?).
>
>If the answer is no, is there an other way to do it (in a "compatible" way,
>whithout bad tricks depending on the machine) ?
>
>Thank you for your answers.
>====================================

It only allows monochrome bitmaps. I don't know how to set the
resolution (etc) though, but it might be documented in the Compendium.

As an alternative, if you have NVDI 2.5 or greater, use the NVDI
off-screen bitmap functions that work in all VDI modes (even TC) and
are very flexible (malloc your own memory, or let the VDI malloc it
for you). They'll use Speedo fonts too. I know this isn't a brilliant
solution, but it'll do the trick until you get docs for memory.sys.

5607. Re: GDOS drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 09:40:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CH3Evt.zz@cs.bham.ac.uk>
Source record: 35756

In article <2d3eur$8p5@ugle.unit.no> Erling Henanger writes:
> Craig.Graham@newcastle.Ac,
> In a message on 25 November, wrote :
>
>CG> Now....why isn't this information publicly available ? We'd have GDOS dri
>CG> for eveything under the sun by now if someone would upload this sort of t
>CG> to the net so everyone could use it.........come on - who's game ?
>CG>
>CG> Craig.
>
>It is sort of publicly available - for developers.
>The copy of speedo-gdos sent out to developers did come with application
>skeletons for gdos-drivers. Both colo(u)r and monochrome.
>

ST World once reported that Atari never publicly released the GDOS
driver details to stop the flood of "poorly written drivers". So now
we have the situation of having 'well-written' drivers, but only 6 of
them.

5608. Re: enhancements to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 09:47:15 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2d4jb3$1agt@obelix.uni-muenster.de>
Source record: 35758

In article 4125@news.csuohio.edu, llunch@hopper.cba.csuohio.edu (Jason Baker) writes:
>In article <2cfo29$1jg@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>>In article <1993Nov18.012925.3195@news.csuohio.edu> llunch@cray.cba.csuohio.edu (Jason Baker) writes:
>>>The dma hardware doesn't need a process to do busy waiting until the
>>>operation returns. It would be nice if there were a mint only hard
>>>disk driver that put procs to sleep during transfer.
>>
>>This is exactly what ANY real ;-) multitasking OS does... Look at Unix,
>>and even real time OS like VRTX or iRMX... That's the first thing that
>>we learn here at school :-)... The problem is that for this, we MUST
>>re-write the BIOS/XBIOS/GEMDOS to behave like this, and to become reen-
>>trant... Then, any disk access will take 1% cpu time on a Hard Disk and...
>>0.01 % on a diskette (Waiting that the floppy spins, etc... I'm I wrong
>>somewhere ?).
>>
>But isn't mint already somewhat reentrant? Other processes can run
>while you wait for pipe or terminal reads to return, why can't the
>same be true for disks? The dma device driver might need to create a
>que of procs waiting for io, but this doesn't seem to imply a complete
>rewrite of mint.
>
>
That is completely true. But there are some problems with that as the normal
hard disk interface does NOT use a scsi device driver. Instead it just uses
the non-mint-aware hd driver which comes in before mint. And even the GEMDOS
is not reentrant, so there have to be preparations for that case, as nobody
has done a TOSfs as an xfs.
But luckily some people are working on such a scsi device driver which can be
made interrupt driven easily as soon as mint make sure that the GEMDOS is not
calles twice at the same time.

Regards,
Ulrich

5609. Re: Suggested MiNT enhancement

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 09:58:11 UTC
From: avg@cwi.nl
Message-ID: <CH3Foz.KHH@cwi.nl>
Source record: 35757

Peter_Missel@m4.maus.de (Peter Missel) writes:

>>I'm wondering if it is worth the effort to add these features to a
>>desktop or Mint. Are there any other desktops out there that register
>>changes in realtime, updating windows with file lists as soon as
>>changes occur?

>For AES 4.0 and up (MultiTOS, that is), Atari defined an AES message to be
>broadcast to all applications, indicating that a certain directory's
>contents have changed. Programs with heavy file creation/deletion
>activity, e.g. archiver programs, should use this message.

Are these docs available to the public yet? This is extremely interesting
for the GEM clipboard in particular. (For now if you want to continuously
display the contents of SCRAP.TXT the only option is periodic checking).

--
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5610. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 10:15:16 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov26111517@issan.informatik.uni-dortmund.de>
Source record: 35760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CGt9tD.GIL@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois)
writes:
|> Look through the .S files that came with HSC. You should notice that one
|> of the files contains a comment that says something like "the following is
|> self modifying code, do not mess with it".

This comment is just a joke. If you look closer you will notice that
this assembles into some nice text to identify the library. There is
nothing that modifies this at runtime, and it is never executed.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5611. Re: MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 10:35:51 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CH3HFs.68F@newcastle.ac.uk>
Source record: 35762

In article <CGtB6K.H6q@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois)
writes:
>Allocate a buffer equal to horz.res x vert.res x bit.planes / 8. Put
>this on a 16 byte boundary for faster access (you may want to put it
>on a 256 byte boundary if you want to page-flip to it ever on a stock
>ST, I don't recommend that). Now, you can't write to this screen,
>but you have a pointer to it, and you can define a MFDB from that to
>use with vro_cpyfm(). Now, open a physical workstation to memory.sys.
>You just use v_opnwk(), not v_opnvwk() !!, and then try and load any
>fonts. You can get the resolution of this screen from the work_out
>array. You only need part of the screen, ignore the rest, unless
>the physical screen is larger (then you are out of luck). You may be
>able to open this in NDC mode.

You still didn't mention how you tell MEMORY.SYS where your buffer is in memory?
How do you pas this parameter?

Craig.
Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\---
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5612. Re: Reentrant AES calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 10:57:47 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2d4nfb$2lj6@obelix.uni-muenster.de>
Source record: 35761

In article 4004@vax.sbu.ac.uk, fountad@vax.sbu.ac.uk () writes:
>How is it possible to do the impossible and make a reentrant call to the
>AES? It can be done - just have a look at any replacement file selector.
>They all use GEM objects from within the fsel call.
>
>I disassembled the LGS and found some odd looking routines that appeared
>to emulate a trap #2. Perhaps the real question here is, why cant I make
>a reentrant AES call? I thought it was something to do with the stacks
>but what I never found out.
>
That is clear, if you understand how all this works together: the fsel box
is in the trap handler chain in front of the original AES trap handler and
waits there for calls for the file selector. All other calls just go through
the fsel's trap handler (even it takes some more time). If the fsel does now
internally a call to some AES function (note: not the fsel functions, that is
important!) it might go again through the trap and its own trap handler, but
this time the call goes through to the original AES handler, so the AES is now
called really. But it is known that the AES is NOT reentrant, so it is a bad
idea to call the AES from inside itself, but that can under a single tasking OS
only happen if you do that within the drawing function of a userdef object, and
there it is explicitly forbidden.

Under a multitasking AES the implementor should have taken that into account
and should have programmed some code that is either reentrant (all the objc_
functions that do not access the screen as example) or prevent the functions
from being called twice.

Regards,
Ulrich

5613. PRINTERDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 11:55:31 UTC
From: almanak@Student.AenF.WAU.NL
Message-ID: <almanak.4.754314931@Student.AenF.WAU.NL>
Source record: 35722

From: almanak@Student.AenF.WAU.NL
Subject: Printerdriver
Summary: Searching for...
Keywords: STAR LC-10
Date: Thu, 25 Nov 1993 16:15:25 GMT

almanak@student.AenF.wau.nl

Hai,

I'm searching for a neat PRINTERDRIVER for my ATARI 1040 STf to print on a START LC-10 from the program FIRST WORD. I have made my own driver but that isn't printing the super- and subscripts very well (eventually very bad).

My question is of anyone can give me an advice about a certain driver or even sent one over the mail (if possible). If anyone can help I would be very pleased.

Greetings from Roel.

5614. TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 12:04:12 UTC
From: kunzmann@iacrs1.unibe.ch
Message-ID: <kunzmann.3.2CF5F0BC@iacrs1.unibe.ch>
Source record: 35763

Hi

I would like to install the IDE-Controller-Board described in c't 9/19993 p. 170. For booting from the harddisk I need a TOS 2.06. Where could I get this TOS-version?

Thank you

Andy

5615. MicroEmacs 3.12 (was Re: QUESTIONS!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 12:38:27 UTC
From: evgaster@hvsag01.ATT.COM
Message-ID: <EVGASTER.93Nov26073827@hvsag01.ATT.COM>
Source record: 35764
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CGt28I.Dp8@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:

>> What's a good (and SMALL) version of MicroEmacs to get? Is there anything
>> friendlier that I might want to try?
>
>MicroEMACS 3.11 is on atari.archive.umich.edu:/atari/Editors (might be in an
>Me directory). There's also JOVE and Mutt2...

I've been using ST MicroEMACS 1.8 that came with MWC. It crashes
randomly, and once crashed. never works again (except from TOSWIN) when
installed as TeraDesk's Editor. I'm hoping a new one will make it stable
from both TOSWIN and TeraDesk (as the EDIT function).
I'll look for 3.11, thanks.

Version 3.12 of MicroEmacs has been available since April this year.
You can pick it up from midas.mgmt.purdue.edu in dist/uemacs312.

However that version, just as its predecessors, doesn't work properly
with MultiTOS/MiNT. Of a whole series of problems I fixed the most
nasty ones to make it usable again. I have been working with it for
about 3 monts now and I am reasonably happy with it. If you want my
fixes then drop me an email.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

5616. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 13:05:13 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov26.130513.13540@bradford.ac.uk>
Source record: 35765
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ralph Sobek (ralph@cerfacs.fr) wrote:
: How does one add new desktop icons so that they are recognized by TOS.
: When I upgraded to TOS 2.06 on my Mega 4 ST there was an icon file
: that came with it (from Oregon Research Assoc.), but I never could
: find any docs which stated how to install these icons.

You could either use a Resource File Editor (e.g. ORCS (PD)) or the easier method is to get two programs from ftp sites, called ICONJUGL and MAKEICON. ICONJUGL is by Codehead Software, and allows you to change the order of icons in an RSC file, as well as deleting them and adding new ones. MAKEICON actually allows you to edit specific icons at pixel level.

Steve Taylor.

5617. Accessing a pipe in C++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 13:30:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DfAv&Nv0h7Y@semprini.waterloo-rdp.on.ca>
Source record: 35771

Yesterday, I wanted to create a small program in C++ (I need the practice!) that would access the TOSRUN pipe that TOSWIN creates under MiNT... Unfortunately, I can't seem to open the pipe for writing!

This is really more of a C++ newbie question, but I didn't want to bother posting it in comp.lang.c++ (it would've been lost in all the "Visual C++ vs Borland C++?" and other DOS/Windoze-specific stuff) because it relates to MiNT too...

Here's what I tried:

```
// Open the TOSWIN pipe for writing.
ofstream tospipe( "U:\\PIPE\\TOSRUN",
ios::out | ios::app | ios::nocreate );
if( !tospipe )
{
// Complain with a dialog.
GEMalert nopipe( resource, NO_TOSWIN );
nopipe.Alert();

// Exit with a "File not found" error
return ENOENT;
}
```

Now, that should've worked (as far as my knowledge goes), since TOSWIN was running. ios::out | ios::app | ios::nocreate should've opened it for writing, appending, and it wouldn't create the pipe if it didn't alreay exist.

The "can't open the pipe" dialog always comes up. :-(So, since I can't compile GEM++ programs under MiNT (with tcsh running; bash 1.12 seems to want to prevent me from working on u:/, but that's another story, and hopefully 1.13 will behave better once the port is finished) I created a small program to try various open flags:

```
ofstream tospipe( "u:\\pipe\\TOSRUN", ios::nocreate );
if( !tospipe )
{
// Whine to the user.
cerr << "Couldn't open the pipe.\n";

// Exit with a "File not found" error
return ENOENT;
}
```

I always see "Couldn't open the pipe." on stderr.

So, what am I doing wrong? I've tried "u:/pipe/tosrun",
"U:\\PIPE\\TOSRUN", etc, various open flags, etc. I suspect there's
some strange detail I'm overlooking.

Thanks for any help!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5618. Re:MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 13:40:56 UTC
From: mjw@crosfield.co.uk
Message-ID: <1993Nov26.134056.3503@crosfield.co.uk>
Source record: 35766
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a simple question on using MiNT

Is there any way of running Neodesk 3 under MiNT.
TOS version is 1.4

The problem is if you run up MiNT and then run Neoload (either from the desktop
or by making it autoload in desktop.inf) it says that Neodesk
must be run from the auto folder or the installed desktop and gives up. This is
reasonable as MiNT is running the desktop.

If you try and run Neoload in the auto folder, after MiNT nothing happens,
again reasonable because MiNT takes over when it is run and presumably will
miss out any other auto folder programs.

If you put Neoload in before MiNT it comes up but you get lots of errors
saying 'can't find resource file' and then MiNT crashes.

I suppose that one way is to fire up TOS 2.06 which has most of the nice bits
of Neodesk in.

Any solutions or idesa please !!

Many Thanks in Advance
Mike Wilsher

--
o o o o o o o . . _____ _____=======_T_______
o _____ |Mike Wilsher | |Email: |
.][__n_n_|DD[====___ |Crosfield Electronics | |mjw@crosfield.co.uk|
>(________|__|_[_______]_|0442-230000___ext 4060|_|____________________|

5619. Re: Printer compatability

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 14:26:44 UTC
From: error@stack.urc.tue.nl
Message-ID: <2d53n4$eec@tuegate.tue.nl>
Source record: 35767

spht124@liverpool.ac.uk (Mr. G.A. Wright) writes:

>: *Do I need any special drivers for the printer or will
>: the "generic" printer driver in the Atari work? The
>: 500C only comes with DOS and Windows drivers.

>There are very few packages that support the 500C on the ST. It can be used
>with printer drivers for the deskjet 500 or HP laserjet II without any
>problems but these do not support colour. Almost all packages have
>a printer driver fo laserjet or deskjet.

This is true. I have the Deskjet 510 myself and it works great with the
ST and SpeedoGDOS.
If you want to use colour on the deskjet 500C I suggest you look at
Imagecopy 2 which supposedly gives excellent colour output on a deskjet
510. By the way, I think Calamus has drivers that will give colour on de
deskjet 500C. If you are not using the colour, it is best to temporarily
replace the colour cartridge with a black one in the printer. It is very
easy to do so.

Erlend.

--

5620. Printer for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 14:59:38 UTC
From: vctec@westminster.ac.uk
Message-ID: <CH3tnE.MvE@westminster.ac.uk>
Source record: 35768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Netters,

Anyone want to buy a 24 Pin printer?

It is a Star LC-24/10 Mono.

Reason for selling is that I have moved on to a HP Laserjet 4L, and have no use for the dot matrix. Also, I want to buy a Towercase for my STe, and need some money....fast, before the Northern venue of the Atari Show. I have also been on the lookout for HardDrive mechanisms and am strapped for cash to buy the tower.

The printer is in good working order, with all manuals, and box(also in good condition). There are also 3 reinked ribbons (only reinked once)....so you can see that the printer has only been through 4 ribbons (3 orig + 1 reinked).

Can be seen working.

So, please amil me with 'sensible' offers.

Yours in anticipation,
Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5621. Re: MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 15:44:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CH3vqJ.9ov@cs.bham.ac.uk>
Source record: 35769

In article <CH3HFs.68F@newcastle.ac.uk> Craig Graham writes:
>
>In article <CGtB6K.H6q@sdf.lonestar.org> Evan Langlois writes:
>>use with vro_cpyfm(). Now, open a physical workstation to memory.sys.
>>You just use v_opnwk(), not v_opnvwk() !!, and then try and load any
>>fonts. You can get the resolution of this screen from the work_out
>

>You still didn't mention how you tell MEMORY.SYS where your buffer is
>in memory? How do you pass this parameter?

As a wild guess, you DON'T in fact call v_opnwk() but call v_opnxwk().
But I don't know the parameters for this call, nor the correct
spelling (!) of the function at present. It does exist in the Lattice
libraries.

5622. Re: Reentrant AES calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 15:56:51 UTC
From: avg@cwi.nl
Message-ID: <CH3wAr.2sq@cwi.nl>
Source record: 35770

kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:

>That is clear, if you understand how all this works together: the fsel box
>is in the trap handler chain in front of the original AES trap handler and
>waits there for calls for the file selector. All other calls just go through
>the fsel's trap handler (even it takes some more time). If the fsel does now
>internally a call to some AES function (note: not the fsel functions, that is
>important!) it might go again through the trap and its own trap handler, but
>this time the call goes through to the original AES handler, so the AES is now
>called really. But it is known that the AES is NOT reentrant, so it is a bad
>idea to call the AES from inside itself, but that can under a single tasking OS
>only happen if you do that within the drawing function of a userdef object, and
>there it is explicitly forbidden.

Even though it is forbidden, one must take care of error recovery.
The current versions of multiTOS still hang if something goes wrong
in the AES. (And that happens very frequently).

--
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5623. Re: Setting buffer size for cp (Was: enhancements to MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 17:50:18 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Nov26135018@acae127.cadence.com>
Source record: 35773

as warwick suggests, gnu cp is not intrinsically slow or anything:

options you have to speed up things:
- compile it with larget buffers
- use a HD decent driver
- and/or use a decent HD cache (most modern drivers have some
sort of configurable caching built in).
- and/or use foldrXXX to increase TOS directory and/or data buffers
- make sure you have a decent HD to begin with. (ratehd should
be able to tell you how your hd is doing.).

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

5624. Re: GDOS drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 18:47:59 UTC
From: ABARBIERO@delphi.com
Message-ID: <931126.49679.ABARBIERO@delphi.com>
Source record: 35772

The woman at Atari who wrote the printer drivers for AtariWorks and SpeedoGDOS was hired on contract to just do that. She is on very friendly terms with Atari, and after the holidays, I will try to push for her to write some new ones. The Epson Stylus 800 is supported indeirectly with the 24pin drivers for other printers, and the results are more than acceptable.

I would like to see a driver written for this too. If anyone knows how to write these damn things let me know and I will forward the info/files to Atari so they can take a look at them.

Andreas@AEO
ABARBIERO@Delphi.com

5625. Re: Suggested MiNT enhancement

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 18:51:31 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms-261193195131@cgpq1.sys.uea.ac.uk>
Source record: 35774

In article <A57474@M4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel)
wrote:

> >I'm wondering if it is worth the effort to add these features to a
> >desktop or Mint. Are there any other desktops out there that register
> >changes in realtime, updating windows with file lists as soon as
> >changes occur?
>
> For AES 4.0 and up (MultiTOS, that is), Atari defined an AES message to be
> broadcast to all applications, indicating that a certain directory's
> contents have changed. Programs with heavy file creation/deletion
> activity, e.g. archiver programs, should use this message.
>
> bye, Peter

I thought it just gave the drive number?
I need a bit more information than that. At least the full path.
At the moment I send messaged via a pipe which indicate which
window to be concerned with and what has happend (e.g.
added files foo1.bar and foo2.bar) It works quite nicely but I
would like to expand it to be system wide somehow.

==
Steve Sowerby, Ph.D. Student, Computational Geometry Project,
School of Information Systems, University of East Anglia, Norwich.
EMAIL : sms@sys.uea.ac.uk
POST:Steve Sowerby, P/G Student, SYS, UEA, Norwich NR4 7TJ, England
==

5626. Need Help with CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 20:27:39 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CH48u7.KKo@cbnewse.cb.att.com>
Source record: 35775

Has anyone successfully gotten a Texel DM-5024 CD-ROM (scsi 2) drive
working on their Falcon? If so what driver software did you use?

The following is what I have tried:
My setup:
Falcon 4/80 running Multitos and ICD Pro v6.1.4
ICDCDG0.XFS file under the multitos folder
drive set for scsi id =0,
(tested with and without termination, with and without auto,
and with and without parity in all combinations)
with and without cdrom in drive before boot

What I always get: at start of boot up sequence, I see the busy light
on the cdrom driver show access (scsi init I assume). It takes longer
before returning to green if a cdrom was in drive. I don't notice
any delay in how quickly the internal hard disk starts whether the
cdrom drive has a cdrom in or not. (with cd in, there is overlap
between cdrom busy light and the access of the internal hd.)

During the loading up of the cdrom driver, I get the message:
ICD CD Rom driver for Multitos
line about ICD and Atari and Multitos and Eric Smith
Device 0 is not responding
Rename ICDCDG0.XFe ...
(really hard to catch exactly because display keeps scrolling)

I take it that the device does not respond when queried by scsi id #

On trying install devices under the options menu, no device is put up
for G. If I manually install a device for G and try to open in, I get
"device not present" message.

After boot complete, I can run idcheck and it comes up with
SCSI 0 Texel CE ROM DM xx24 K

Ratehd won't show anything for the CDROM.

I have also tried this set up with a SCSI Syquest (terminated) following
the cdrom drive in the scsi chain. (scsi id 2)

The Syquest shows up fine but still no cdrom. the Syquest "device
installs" fine, with G-J devices for the 4 syquest partitions. (Even
after changing the ICDCDK0.XFS - still no cdrom.

I tried calling ICD this morning but they are off till Monday. I have
a show I am attending Sunday and would like to have the CD ROM working
for it - hence the plea for help.

I thought it strange that idcheck finds the device ok and even knows what it is but it won't be found during boot (also tried relogging drives - both with and without a cd installed in drive - but that again left it undetected.)

Anyone out there with any hints/ideas or am I just up a creek for Sunday?
Thanks for reading this far, Wayne

5627. Offgibit() & Ongibit() problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 21:47:19 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <ggxbZbe00WB20dElc9@andrew.cmu.edu>
Source record: 35776

Hi guys!

I have been trying to use the Ongibit and Offgibit functions to modify the Port A registers but I encountered several strange problems.

According to all the book I have, it is suppose to take an int as the bitno to set/clear. However, it seems that this works for Offgibit but not Ongibit. For example, I can use Offgibit(5) to reset the Centronics STB line but Ongibit(5) does not clear the bit. I tried (32) and it worked so I thought that it might be 2^5, but I also noticed that my Drive A kept spinning.

A little later, I tried Offgibit (32) but that will not turn off the STB nor the drive spinning. The strangest thing is that Offgibit(0), or even 4 resets line 5 too!

Could someone help me clarify this?

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

5628. Who runs PGP on an Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 22:12:41 UTC
From: cj195@cleveland.Freenet.Edu
Message-ID: <2d5v0p$qdj@usenet.INS.CWRU.Edu>
Source record: 35777

I need help from someone who runs PGP on an Atari. Is anyone out there?

5629. Re: Offgibit() & Ongibit() problems

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-26 23:59:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.35119@cix.compulink.co.uk>
Source record: 35778

In article <ggxbZbe00WB20dElc9@andrew.cmu.edu>, Jinlung Fung <jf4y+@andrew.cmu.edu>
writes:
>Hi guys!
>
>I have been trying to use the Ongibit and Offgibit functions to modify
>the Port A registers but I encountered several strange problems.
>
>According to all the book I have, it is suppose to take an int as the
>bitno to set/clear. However, it seems that this works for Offgibit but
>not Ongibit. For example, I can use Offgibit(5) to reset the Centronics
>STB line but Ongibit(5) does not clear the bit. I tried (32) and it
>worked so I thought that it might be 2^5, but I also noticed that my
>Drive A kept spinning.
>
>A little later, I tried Offgibit (32) but that will not turn off the STB
>nor the drive spinning. The strangest thing is that Offgibit(0), or even
>4 resets line 5 too!
>

The way it works has not been documented properly until recently.

Ongibit - the value is a mask where each bit to change is set. Unset bits
remain unchanged.
Offgibit - the value is a mask where each bit to set is clear. Set bits
remain unchanged.

So offgibit 0xbf turns the speaker on on MSTE/TT and Falcon and Ongibit
0x40 turns it off.

Ofir ogal@cix.compulink.co.uk

5630. gcc2.5.3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-27 02:30:24 UTC
From: smppolan@reading.ac.uk
Message-ID: <smppolan.754367424@reading>
Source record: 35779
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yo world,
Recently got gcc2.5.3 off atari.archive.umich.edu. Gcc seems to work fine,
bit using g++ on a file that compiled fine under gcc2.3.3 I get an internal
compiler error when including one of the standard files. Do I need a newer
g++ library, or is, as I suspect, g++2.5.3 shagged.

Andrew.

--

| Andrew Pollard, InCA, Ascot, Berks., UK. (0344) 890575 | andrew@zycad.com |

5631. Re: AT-speed & modem possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-27 05:39:23 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <2d6p6b$t9c@uniwa.uwa.edu.au>
Source record: 35780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gijs@mbase97.hacktic.nl (Gijs Bok) writes:

>Hi,
>I'd like to know whether PCspeed or ATspeed can access the serial port
>via the PC-means, i.e. ordinary COM-ports. I'd very much like to
>hear from people using this configuration. Any info on usable
>comms-packages would also be appreciated.

>The reason I ask is that our company is setting up an X400 mail/news
>service, for which you need to run a PC-package. Since I don't have a
>PC, I am thinking of buying a PC-emulator.

>Thanks for your time.
>Bye,

I have the ATSpeed C16 emulator card and it can access the Serial port
over the COM port of a PC program. My modem came with a PC program which
normally works ok. You can get a few problems occasionally, but so do ST
com-programs.
Oh, yes, it seems that the version of ATSpeed I have is limited to 2400
baud. So the fax option of the PC program will not work, and I have to
use an ST program for that (9600 baud)

Apparently they company was/is (i don't know) working on an improvement,
but I haven't heard anything yet.

Anyway, I hope this is any help.

Michael

5632. Connecting a TV to a Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-27 09:13:09 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <2d75n5INNgqv@sheoak.ucnv.edu.au>
Source record: 35781

A friend has just purchased a Mega ST4, and a monochrome monitor. He'd also like to play a game every now and again, but doesn't have the money to spend on another monitor. I was wondering if anyone still sells RF modulators for these, as I seem to recall seeing such a product advertised long ago. If not, how hard would it be to connect an RF modulator from something else (such as an Amiga)?

Hope someone can help,

Jared

--
****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

5633. HD utils

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-27 10:53:07 UTC
From: sck@unstable.demon.co.uk
Message-ID: <754397587snz@unstable.demon.co.uk>
Source record: 35782

--Does anyone know where I can get ICD utilities later than 5.3,
which I'm using at present.Currently not all drives will initialise
on 1stBoot,2nd boot fixes this.Weird ehh.. Having lived with it for
a couple of years it's time to fix it.Should I just buy the ICD Pro
version?
Email replies to sck@unstable.demon.co.uk
Thanks.

--
Simon Kunath @ Unstable Sounds --Sussex.Uk.
"Determined Indeterminacy !"

5634. Re: Reentrant AES calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-27 15:29:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A27831@HH.maus.de>
Source record: 35704

UK>But it is known that the AES is NOT reentrant, so it is a bad idea to
UK>call the AES from inside itself, but that can under a single tasking
UK>OS only happen if you do that within the drawing function of a userdef
UK>object, and there it is explicitly forbidden.

The major problem on reentrant AES calls, is that within an AES call, the AES performs a task switch. This is even hard to handle under normal circumstances with single AES and no reentrant calls, expecially if you want to do anything behind the trap.

Who could ever say what happens if you do a reentrant call, or under MultiTOS, or under MagiX!, or with any combination of these. There is nearly nothing documented.
[ok, MultiTOS and MagiX! together would crash ;-)].

I really doubt that you (the originator of the first article) could write a handler, that works under any environment. But i am absolutely sure, that you would break the trap handler i wrote and almost any other program, that is fiddling in Trap #2.

Greetings, Hayo

5635. Modula 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-27 23:06:41 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Nov27.230641.16950@jupiter.sun.csd.unb.ca>
Source record: 35784

Does any one have a Modula-2 routine which generates
random numbers?

Peter Green

5636. Building a Cross compiler on BSDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 00:17:33 UTC
From: mike@r-node.io.org
Message-ID: <2d8qmt$kdi@r-node.io.org>
Source record: 35785
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm trying to build a gcc cross compiler on a BSDI system, to generate ST executables.

So far I've built cc,gcc,as68k and ld.

Now I need a libgcc.a file, according to the docs it *cannot* be created with gcc ????

Any info on what I need to do/get to create the libgcc.a file would be appreciated.

Mike

--
==========
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==========

5637. Cookie Jar notes please.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 03:52:26 UTC
From: ant@mks.com
Message-ID: <1993Nov28.035226.1932@mks.com>
Source record: 35786

If anyone has some online notes concerning the Cookie Jar, could you
please forward me a copy.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

5638. Re: GDOS drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 05:26:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A9094@MS.maus.de>
Source record: 35705

In article <CH3Evt.zz@cs.bham.ac.uk>, Chris Ridd (C.J.Ridd@cs.bham.ac.uk)
wrote:
>ST World once reported that Atari never publicly released the GDOS
>driver details to stop the flood of "poorly written drivers". So now
>we have the situation of having 'well-written' drivers, but only 6 of
>them.

Funny.

(1) There has never been a flood of drivers at all.
(2) The driver file format really is totally straightfoward, there's
NOTHING mysterious about it.
(3) Atari *supports* people by having the driver kit. Why not contact
Atari and get it?

5639. Re: Suggested MiNT enhancement

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 05:26:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A9095@MS.maus.de>
Source record: 35706

In article <CH3Foz.KHH@cwi.nl> A.V. Groenink (avg@cwi.nl) wrote:
>>For AES 4.0 and up (MultiTOS, that is), Atari defined an AES message to
be
>>broadcast to all applications, indicating that a certain directory's
>>contents have changed. Programs with heavy file creation/deletion
>>activity, e.g. archiver programs, should use this message.
>
>Are these docs available to the public yet? This is extremely
interesting
>for the GEM clipboard in particular. (For now if you want to
continuously
>display the contents of SCRAP.TXT the only option is periodic checking).

It's absolutely anough to check the clipboard whenever one the windows
of the application becomes the top window (in all new AES versions,
you'll get WM_ONTOP, if I remember correctly).

5640. Re: STE-simms

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 06:14:32 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <754546204.0@mettav.royle>
Source record: 35530

On 21 Nov 93 at 18:44:30 (D.L.Hastings) wrote the following:

>> I thought you said your mum (or someone) was getting the STE.
;-)
>
> My sister actually, but she isn't coming home till
christmas...
>
>> [Soon changing to paul.civati@mettav.otl.com]
>
> When is that exactly?

See email.

-Paul-

* Origin: Paul's Point, London/Surrey UK [InterNet/UseNet]
(100:1011/0.1)

5641. Re: Reentrant AES calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 17:23:49 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Nov28.172349.11725@gumby.cc.wmich.edu>
Source record: 35787

In article <CH3wAr.2sq@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>
> Even though it is forbidden, one must take care of error recovery.
> The current versions of multiTOS still hang if something goes wrong
> in the AES. (And that happens very frequently).

While we're on the topic, I've always felt that it was a poor design decision not to simply return an error code when an unimplemented AES routine is invoked. Instead, the program is aborted with an "Undefined function #" alert box and bombs, which is a crude and unclean way to terminate.

As a result, for example, you can't just call fsel_exinput, then test for failure and invoke the older fsel_input afterwards (possibly with your own added prompting label outside the selector. (Just testing for TOS >= 1.04 isn't a complete solution, because earlier TOS'es can still handle the fsel_exinput when a custom selector is installed.)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5642. TOS upgrade 1.02 >> 1.04 or 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 18:53:43 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Nov28.135343.15830@desire.wright.edu>
Source record: 35789

I'm going to upgrade from TOS 1.02 to TOS 1.04 or TOS 2.06 but I've heard that some software programs are not going to run. Is there a list available of know software that will not run under TOS 1.04/TOS 2.06? What is the probability of my harddrive (ICD Adscsi +) crashing under TOS 1.04?

cse0947@desire.wright.edu

5643. STe \ Epson HD1.44...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 19:56:26 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <2davpaINNar9@skink.cis.ohio-state.edu>
Source record: 35790
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hullo... I was wondering if anyone here could help me to get an Epson SMD-300 to work with my STe. I don't have the docs for the jumpers and no combo has worked as of yet. Also, I'd like to know if it is even possible.

Also, I was wondering how much a HD upgrade for a 520STe would cost these days (with & without a drive mech included).

& WANTED. ICD host adaptor & possibly a DD drive mech if the Epson can't be made to work with the STe....

5644. Re: ICD the Link and SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 20:56:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A57965@M4.maus.de>
Source record: 35731

>Is it possible to use an ATARI laser printer and the ICD host
>adapter "the
>Link", together?

Yes. Connect The Link to the "Output" port of the last drive of the ACSI
chain.

Example:

You have an ST, a Megafile hard drive, an SLM laser printer, an ICD The
Link.

You connect:

ST -> Laser controller -> Megafile -> The Link -> SCSI devices.

The laser controller MUST be directly connected to the ST.

5645. Re: Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 21:21:49 UTC
From: hallvart@ifi.uio.no
Message-ID: <2db4pd$oir@holmenkollen.ifi.uio.no>
Source record: 35691

> If you see smearing, like a green smear or something, Just turn down the
> contrast on your monitor (never run the contrast full blast like the PC
> users do, the ST seems to have a higher signal strength).

You might install some resistors to be on the safe side. I have an NEC Multisync II, and from the info file I found about making the switchbox for it, it showed three resistors (that were optional). I used them to be on the safe side. I can't remember how many ohms they were on, but I think they were connected to the R, G and B signals. I have the circuit at home if you need it.

Hallvard

5646. Re: TOS upgrade 1.02 >> 1.04 or 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 21:24:06 UTC
From: hallvart@ifi.uio.no
Message-ID: <2db4tm$om5@holmenkollen.ifi.uio.no>
Source record: 35692

In article <1993Nov28.135343.15830@desire.wright.edu>, cse0947@desire.wright.edu (Big Guy) writes:
> I'm going to upgrade from TOS 1.02 to TOS 1.04 or TOS 2.06 but I've heard that
> some software programs are not going to run. Is there a list available of know
> software that will not run under TOS 1.04/TOS 2.06? What is the probability of
> my harddrive (ICD Adscsi +) crashing under TOS 1.04?
>
> cse0947@desire.wright.edu
>

I know that some dealers sell a TOS 2.06 board with a switch that allows you
to change between your "old" TOS version and the new 2.06.
This should make it more compatible. I have TOS 2.06 (no switch etc) but I have yet
not had any problems with any software due to that.

Hallvard

5647. Re: TOS upgrade 1.02 >> 1.04 or 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-28 22:23:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.39890@cix.compulink.co.uk>
Source record: 35693

In article <1993Nov28.135343.15830@desire.wright.edu>, cse0947@desire.wright.edu (Big Guy) writes:
>I'm going to upgrade from TOS 1.02 to TOS 1.04 or TOS 2.06 but I've heard that
>some software programs are not going to run. Is there a list available of know
>software that will not run under TOS 1.04/TOS 2.06? What is the probability of
>my harddrive (ICD Adscsi +) crashing under TOS 1.04?
>
When I upgraded from TOS 1.00 to TOS 1.04 there was nothing that wouldn't
work. Hard disk access is much improved and is much more stable.

Ofir ogal@cix.compulink.co.uk

5648. Re: MicroEmacs 3.12 (was Re: QUESTIONS!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 01:19:10 UTC
From: cward@netcom.com
Message-ID: <cwardCH8Bny.J9E@netcom.com>
Source record: 35694
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

0440400-gasteren e.m. van(hv4404)hv-91 (evgaster@hvsag01.ATT.COM) wrote:
> ...
> Version 3.12 of MicroEmacs has been available since April this year.
> You can pick it up from midas.mgmt.purdue.edu in dist/uemacs312.
> ...

When I looked, I didn't see an ST binary, only MS-DOS and MS-Windows versions. I brought the code in only to find that it would not compile with Mark Williams C V2.0. (Although I did manage to get it built under VAX/VMS and OpenVMS AXP.)

The documents that come with the distribution state that for a $25 fee, you can get an up-to-date binary and printable documentation. I sent a check about eight weeks ago and have heard nothing....

So it goes.
--
Internet: cward@netcom.com | Find out about space activism. Call
GEnie: C.WARD7 | OASIS at 310/364-2290 or the National
Slogan: "Nemo me impune lacessit." | Space Society at 202/543-1900.
-*- "Working for a spacefaring civilization and a better tomorrow." -*-

5649. GNU on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 01:27:31 UTC
From: cward@netcom.com
Message-ID: <cwardCH8C1v.Jx5@netcom.com>
Source record: 35695

I have almost convinced myself to upgrade to a TT030. One plus was the availability of the GNU software in the ST archives. Another article implied that the TT could not run some of the latest GNU software for the ST. (GCC was the program in question.) Is that the case? Can the TT030 run the full suite of GNU programs ported to the ST?

--
Internet: cward@netcom.com | Find out about space activism. Call
GEnie: C.WARD7 | OASIS at 310/364-2290 or the National
Slogan: "Nemo me impune lacessit." | Space Society at 202/543-1900.
-*- "Working for a spacefaring civilization and a better tomorrow." -*-

5650. Re: MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 02:53:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16539@uqcspe.cs.uq.oz.au>
Source record: 35696

evanlang@sdf.lonestar.org (Evan Langlois) writes:

>Its either this way, or risk incompatibilty with 1/4 to 1/2 the ATARI line
>or you can get docs from ATARI (and sign a NDA) and write your own VDI
>driver to handle off-screen VDI calls. I would kill for a driver that just
>makes a new screen in memory, the same as the current screen.

Make me wonder: Why don't these graphics card companies who HAVE written
their own VDI's write a version that provides exactly this?

There is also another problem: very few (any?) VDI's allow you to
vro_cpyfm from a standard-form MFDB to a device-dependent MFDB. This
is a MAJOR blunder! Every VDI should be required to implement at least
standard-to-dev.spec. That way, if you had a VDI whose device-dep format
was the same as standard format, and did off-screen bitmaps, you would
be able to do drawing off-screen, then vro_cpyfm() to the screen.

I really don't understand why this hasn't been done. Developers should
push for this, as it would make VDI programming much simpler.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5651. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 05:13:07 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CH8MHv.MMM@sdf.lonestar.org>
Source record: 35701

==========
I too have problems loading ACCs with MiNT (but not MultiTOS) present.
One thing that _always_ causes MiNT to crash (and thus, a reboot), is
Xcontrol, even if nothing else is loaded... none of my CPXs are
resident, either.
==========

Try removing the fastload bit - I know it sounds stupid. Also try re-ordering
the ACCs (I know this shouldn't make a difference, but it does). If all
else fails, try XCONTRO 1.0 - I'm using it on my STE and I've had all
6 accs loaded before. You just gotta be real careful how you do it.

Also, I've found that a bare system is not always the best. Adding or
removing an AUTO folder program may cause ACCs to fail. Even stuff that
may not seem to matter. I had a hell of a time getting my system up
without CHC 4.0. You have to really work at it!

5652. Re: Compiling GCC!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 05:25:42 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CH8n2v.Mv9@sdf.lonestar.org>
Source record: 35700

```
========================
The latest release of gcc is 2.5.2.

If you were succesful, I'm interested to know about.
========================

Actually, its 2.5.3. While looking for the GNU Objective C compiler,
I got someone to send me the entire 2.5.3 set-up (objective C run-time
and headers, and all 3 compilers and gcc.ttp) - thanks again Mr.Schuller!

However, sh tells me that the C++ compiler is not a file or something.
Something about file not found. After messing with it a bunch, I found
that the problem was that the C++ compiler (gcc-cc1plus.ttp) weas corrupt.
I promptly downloaded mg++253b.zpp from a.a.u.e and installed gcc-cc1plus
and I tried it out. It gets part of the way into the compile and then
complains about a fatal compiler bug and gives an email address for the gnu
folks.

The readme that came in the archive from aaue says that the compiler was
built and then uploaded without testing it.

My first plea is this - if you have a binary, keep it to yourself before
wasting someone elses time. Test it!

My second plea is to anyone that actually has a working gcc-cc1plus.ttp.
Can you Email it to me? Either uuencoded or atob/btoa ? I don't
want to re-install the other parts of the compiler and I'm assuming that
I won't have to as long as its 2.5.3. I don't want to lose the Objective
C compiler as I've tested it and THAT works.

Can anyone help?
```

5653. Ad Speed STE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 09:10:25 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CH8xHI.5u5@midge.bath.ac.uk>
Source record: 35697

Has anyone bought and installed AD Speed STE?
If so, can they tell me whether it requires soldering, and how compatible is
it with games and serious software.
Do games like F1GP, Epic and Flight of the intruder run smoother?
Does packing using Ice 2.4 and Zip get much faster?
Is there ANY software which will not run on an accelerated 68K?
Is it easy to install?

5654. (Now) Thinking about OkiLaser 400's (too)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 09:43:00 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov29.044300.25183@bsu-ucs>
Source record: 35699
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, after a short discussion with a close relative, I am now considering an OkiLaser 400 (as well as the Cannon BJ200).

I would appreceiate any reflective comments about pros/cons/compatibility/et al.

BTW, my dad has this laser printer and really seems to like it. Over Thanksgiving I did some printing from Wordperfect and Drawperfect. My results seems to show that text-printing is outstanding (beats the daylights out of my Panasonic KX-P1091i I'm using presently!! :), but I'm unsure of graphics -- the Drawperfwect output seemed a little chunky, but I think I might have had Printer Control set to output "medium quality" graphics. Is "high quality" a marked improvement?

Also, I'm thinking that bumoing the '400 up to at least 1.2 meg would be ideal -- how much will this upgrade cost me?

Also, what about toner/drum replacement cost/ease?

Thanks for _any_ information! :-)
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5655. Re: Re:MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 10:00:00 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov29110000@issan.informatik.uni-dortmund.de>
Source record: 35698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov26.134056.3503@crosfield.co.uk>, mjw@crosfield.co.uk (Mike Wilsher) writes:

|> Just a simple question on using MiNT
|> Is there any way of running Neodesk 3 under MiNT.
|> TOS version is 1.4
[...]
|> If you try and run Neoload in the auto folder, after MiNT nothing happens,
|> again reasonable because MiNT takes over when it is run and presumably will
|> miss out any other auto folder programs.

Newer versions of MiNT (i don't know which version, probably after 1.04) will also run the auto folder programs after itself, i.e. it doesn't have to be the last auto program. It also fiddles with the basepage chain so that MiNT is not visible. Thus maybe a newer version of MiNT can help you.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5656. Re: Building a Cross compiler on BSDI

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 10:33:08 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov29113308@issan.informatik.uni-dortmund.de>
Source record: 35702
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2d8qmt$kdi@r-node.io.org>, mike@r-node.io.org (Mike Stramba) writes:

|> I'm trying to build a gcc cross compiler on a BSDI system, to generate
|> ST executables.

|> So far I've built cc,gcc,as68k and ld.

|> Now I need a libgcc.a file, according to the docs it *cannot* be created
|> with gcc ????

You don't need it, everything is included in the (MiNT/GNU) library
for the ST. Just make it an empty library, if at all.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5657. Re: GNU on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 10:50:45 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov29115045@issan.informatik.uni-dortmund.de>
Source record: 35703

In article <cwardCH8C1v.Jx5@netcom.com>, cward@netcom.com (Craig Ward) writes:

|> I have almost convinced myself to upgrade to a TT030. One plus was the
|> availability of the GNU software in the ST archives. Another article implied
|> that the TT could not run some of the latest GNU software for the ST. (GCC
|> was the program in question.) Is that the case? Can the TT030 run the full
|> suite of GNU programs ported to the ST?

The TT can run any of the great GNU software, including GCC. Some of
them will require MiNT to be usable.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5658. ST -> Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 11:00:17 UTC
From: gltrw@mail.bris.ac.uk
Message-ID: <CH92KH.Gzx@info.bris.ac.uk>
Source record: 35707

Can anyone give me info on file transfer between the ST and the portfolio.
I have the Parrallel connector for the portfolio. Any sugestions welcome.

Thanks

Toni

5659. Re: MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 11:02:44 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2dcksk$1403@obelix.uni-muenster.de>
Source record: 35708

In article 68F@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
> In article <CGtB6K.H6q@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:
> >Allocate a buffer equal to horz.res x vert.res x bit.planes / 8. Put
> >this on a 16 byte boundary for faster access (you may want to put it
> >on a 256 byte boundary if you want to page-flip to it ever on a stock
> >ST, I don't recommend that). Now, you can't write to this screen,
> >but you have a pointer to it, and you can define a MFDB from that to
> >use with vro_cpyfm(). Now, open a physical workstation to memory.sys.
> >You just use v_opnwk(), not v_opnvwk() !!, and then try and load any
> >fonts. You can get the resolution of this screen from the work_out
> >array. You only need part of the screen, ignore the rest, unless
> >the physical screen is larger (then you are out of luck). You may be
> >able to open this in NDC mode.
>
> You still didn't mention how you tell MEMORY.SYS where your buffer is in memory?
> How do you pas this parameter?

You don't. The driver allocates the buffer and returns it (just as the SLM printer driver).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

5660. Re: GNU on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 11:39:11 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CH94DB.9uB@hermes.hrz.uni-bielefeld.de>
Source record: 35709

```
In article <...>, schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
|> In article <...>, cward@netcom.com (Craig Ward) writes:
|>
|> |> I have almost convinced myself to upgrade to a TT030. One plus was the
|> |> availability of the GNU software in the ST archives. Another article implied
|> |> that the TT could not run some of the latest GNU software for the ST. (GCC
|> |> was the program in question.) Is that the case? Can the TT030 run the full
|> |> suite of GNU programs ported to the ST?
|>
|> The TT can run any of the great GNU software, including GCC. Some of
|> them will require MiNT to be usable.

And for the bits it won't runs it's not the TT's fault, it's a more general
problem of the 68K's versions, like some GCCs...

Or is anyone above 2.3.3 really reliable??? ;-)

TeSche
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de
```

5661. Jumper use for TEAC HF235

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 12:34:03 UTC
From: mikega@serverinformatik.uni-siegen.de
Message-ID: <2dcq7r$4np@si-nic.hrz.uni-siegen.de>
Source record: 35710

Hi!
A friend of mine wants to put in his megaste a teac-hd-floppy but he
don't know how to set the jumper for this floppy.
the specification is
TEAC HF235 4291
thanx, mike :-)

5662. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 15:00:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.rpYHbXegdCs@semprini.waterloo-rdp.on.ca>
Source record: 35714
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CGt28I.Dp8@sdf.lonestar.org>, Evan Langlois writes:
> I mean something that would help in porting a GEM application to a TermCap
> TOS-based application. Actually, a GEM version of curses also sounds good.
> But it would be nice to able to create a Termcap version of a GEM program
> without TOO much trouble, that way you could port a GEM application to
> DOS or Un*x without too much trouble. You could character graphics and
> line drawing symbols for the widows, the menu bar would just be text like
> a DOS app, etc. Is it possible?

Sure it's possible, but it's disgusting... Those hellspawn DOS apps that
wish they had a real GUI (ex, DOS 5's "edit" and "dosshell") are evil,
and really, really bad to use.

If you used C++ and abstracted your input/output, you could write both a
text-based TOS output class, and a GEM-based set of classes, and have
both... From your program, you'd just go:

```
output << "This is some output.\n";
```

And it'd appear in a window or plain text, depending on which output
class you'd used...

> That's what puzzled me. It said that the built-in delete function was not
> found. Come to find out, delete is really a small function that calls mfree()!
> Not exactly the most efficient way (function calling a function), especially
> since I don't think a library function can be inline, can it?

Depends... delete _has_ to call free(), since it does some work, then
frees the memory. free() calls GEMDOS's Mfree() function, so you're
actually calling at least two other functions when you delete something.
Function call overhead isn't that bad.

> I never thought of doing that. It makes sense though to get it from an
> OS/2 or Un*x section or whatever, since it should all be the same.

You're right; I spent a few minutes on Friday formatting GNU C++
documents on my OS/2 machine at work.

> ASCII docs on umich would be great (Postscript would make my FX-85 crunch
> for a few hours, and I'd have to find Ghostscript).

texinfo is ascii; if you get the texinfo documents, and GNU texinfo from
atari.arhive, you'll have nice online versions with hypertext links and
everything. Pretty slick for a text applictaion... doesn't even use
those icky text "menu" things... ;-)

> Everything. Well, the idea is that I don't know if I'm missing something or
> not!

Grab the docs from a unix or Os/2 or whatever setup, and ignore the
machine-specific stuff. The Atari port is much more like the unix
versions.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5663. Re: GNU on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 15:09:09 UTC
From: miff@apanix.apana.org.au
Message-ID: <2dd3al$pdb@olivaw.apanix.apana.org.au>
Source record: 35717

cward@netcom.com (Craig Ward) writes:

>I have almost convinced myself to upgrade to a TT030. One plus was the
>availability of the GNU software in the ST archives. Another article implied
>that the TT could not run some of the latest GNU software for the ST. (GCC
>was the program in question.) Is that the case? Can the TT030 run the full
>suite of GNU programs ported to the ST?

Well, I haven't had the slightest trouble with any of it 8) (except that
some of it is too fast, but you get that 8)...

>Internet: cward@netcom.com | Find out about space activism. Call
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

5664. Re: Reentrant AES calls

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 16:04:08 UTC
From: AND@thor.mim.uni-hannover.de
Message-ID: <AND.103.2CFA1D78@thor.mim.uni-hannover.de>
Source record: 35716

>UK>But it is known that the AES is NOT reentrant, so it is a bad idea to
>UK>call the AES from inside itself, but that can under a single tasking
>UK>OS only happen if you do that within the drawing function of a userdef
>UK>object, and there it is explicitly forbidden.

>The major problem on reentrant AES calls, is that within an AES call, the
>AES performs a task switch. This is even hard to handle under normal
>circumstances with single AES and no reentrant calls, expecially if you
>want to do anything behind the trap.

>Who could ever say what happens if you do a reentrant call, or under
>MultiTOS, or under MagiX!, or with any combination of these. There is
>nearly nothing documented.
>[ok, MultiTOS and MagiX! together would crash ;-)].

AES and DOS are reentrant in Mag!X 2.0.

5665. Multisync problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 18:21:20 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <2ddej0INN18i@flounder.cis.ohio-state.edu>
Source record: 35712

Hullo...

I have a 520STe and a Sony CPD-1302. I'm having problems getting this monitor to display Mono resolution. The picture won't stop rolling. I also get intermittent `interference' that seems to increase the 'whiter' the screen gets.

According to an EE friend this is indicative of TOO MUCH current being fed to the monitor (by the ST). I've hooked this monitor up to another ST and a clone and the 'problem' wasn't present. Also, we've noticed that the clones we've seen send out 'brighter' signals.

But... what I'd really like to know is this...

What are normal current levels for 520ST's and 520STe's.

I'd also like to know what typical current levels are for CGA,EGA, & VGA (if anyone knows those).

5666. Re: GNU on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 18:56:42 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93Nov29185642@sun.ph-cip.uni-koeln.de>
Source record: 35711

> And for the bits it won't runs it's not the TT's fault, it's a more general
> problem of the 68K's versions, like some GCCs...
>
> Or is anyone above 2.3.3 really reliable??? ;-)
>
> TeSche

Yeah!
At least the versions >=2.5.2 seem to be _VERY_ likeable now.
I've even compiled MiNT with 2.5.3, I'm running 2.5.4 now, and everything's just fine.
Also, G++ 2.5.4 runs very stable and produces running output. (I've spent some time
on compiling the newest groff, which is mostly written in C++).
So, the 2.5.X (x>=2) is really it!

Greetings, Joe
hessdorf@sun.ph-cip.uni-koeln.de

5667. Connecting a TV to a Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 18:59:04 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <754614211.AA01974@byte.bbs.no>
Source record: 35715

>A friend has just purchased a Mega ST4, and a monochrome monitor. He'
>also like to play a game every now and again, but doesn't have the mon
>to spend on another monitor. I was wondering if anyone still sells
>RF modulators for these, as I seem to recall seeing such a product

Well, I can't help you with the RF bit, but it is possible to connect
the ST direct to the TV via a special Scart cabel. If your friend has a
TV or Video with a Scart input, this should be the best (and cheapest)
solution..

5668. Re: Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 18:59:39 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2ddgqr$i6n@mailer.fsu.edu>
Source record: 35713

S L Gilbey (pyslg@mail.bris.ac.uk) wrote:
> I want to use my Atari 520 STFM with a Viglen multisync monitor which offers
> vertical sync at 70Hz as required for the Atari's monochrome mode; the
> horizontal syncs available are 31.5 kHz and 35-38kHz. Does anyone know if
> it's going to work ? Can anyone give any guidance about pin connections ?

Here is a post I saved which may help you. You can also buy a ready-made
unit from various places (don't know where in the UK, but I'm sure they are
out there).

---begin included text---

From gatech!emory!att!ucbvax!IFI.UIO.NO!larserio Fri Jun 21 13:26:05 EDT 1991
Article: 40874 of comp.sys.atari.st
Path: gatech!emory!att!ucbvax!IFI.UIO.NO!larserio
From: larserio@IFI.UIO.NO (LarsErikOsterud)
Newsgroups: comp.sys.atari.st
Subject: ST and Multisync
Message-ID: <CMM.0.90.2.677508705.larserio@kvart.ifi.uio.no>
Date: 21 Jun 91 12:51:45 GMT
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: larserio@ifi.uio.no
Lines: 47
Status: OR

Multisync monitor switchbox and cabel (this is tested and works)
"""

If you want monochrome your monitor must handle 71 Hz frequency
NOT all monitors do this - To be sure - Test before you buy it!

Multisync side (no pin number - they depend on your monitor outlet)

Red Green Blue HorSync VertSync Ground
| | | | | |
| | | | | |
SW1---SW2---SW3-------. | | |---SW4---.
| | | | | | | |
| | | | | | | |
Red Green Blue Monochrome HorSync VertSync Ground MonoDetect
7 6 10 11 9 12 13 4

Atari ST, STE or MEGA STE side (number as in operating manual)

The switch you need must be of the type with 4 pins in that can be
switched between 2 x 4 pins out (two choices) and works like this:

Switches 1,2,3: When in color red, green and blue passes straight
--------------- through without contact with each other or mono.
When in monochrome they are all disconnected from
ST RGB and instead all connected to ST monochrome

-------- ST RGB (in color mode)
Monitor --------- SW
-------- ST Mono (in mono mode)

Switch 4: Open in color, monochrome detect not connected.
--------- When in monochrome monochrome detect is connected
to ground (this tells the ST it's in monochrome).

Monitor GND --------------- ST GND (always connected)
SW ------ ST Mono Detect (in mono)

Don't worry, the worst bit isn't making this - it's getting the
13-pin Atari monitor connector for the ST side and solder it !!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5669. Re: GNU on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 19:54:03 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Nov29155403@acae127.cadence.com>
Source record: 35718

In article <CH94DB.9uB@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

> In article <...>, schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
> |> In article <...>, cward@netcom.com (Craig Ward) writes:
> |>
> |> |> was the program in question.) Is that the case? Can the TT030 run the full
> |> |> suite of GNU programs ported to the ST?
> |>

i dont know of any piece of gnu software that will run on the
ST and not on the TT (and i ported many of them -- and i develope on a TT)

>
> And for the bits it won't runs it's not the TT's fault, it's a more general
> problem of the 68K's versions, like some GCCs...
>
> Or is anyone above 2.3.3 really reliable??? ;-)
>

i just compiled gcc 2.5.5, used it to compile the library, the
new libg++-2.5.1, warwicks gem++. could it be that you are running out
of memory (gcc is not always very graceful when it runs out of memory,
depending on which memory it is (alloca() memory) it just crashes).

2.4.5 was the last version that i would say was really stable

2.5.5 should be much better for g++ users, with little or
differnce from 2.5.4 for plain C.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

5670. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 20:35:00 UTC
From: klobi@auc.berlinet.in-berlin.de
Message-ID: <960.37599@bamp.berlinet.in-berlin.de>
Source record: 35650

Yoooo

you wrote about MINT (MultiTOS?) V1.09. Where can i get this version?

(((Klobi)))
--
// THE_DOT V2.12a Regist. //

5671. Re: Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-29 21:14:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2cfa66da@daggskim.ct.se>
Source record: 35720

Common values of the resistors seem to be 150 to 220 ohm.

- Email: bo_leuf@daggskim.ct.se

[-v-<snip>-v-]

> You might install some resistors to be on the safe side. I have an NEC
> Multisync II, and from the info file I found about making the switchbox
> for it, it showed three resistors (that were optional). I used them to
> be on the safe side. I can't remember how many ohms they were on, but I
> think they were connected to the R, G and B signals. I have the circuit
> at home if you need it.

[-^-<snap>-^-]

5672. Diablo 630 emulator and MultiTos

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 03:08:35 UTC
From: reeves@eugenia.phy.Vanderbilt.Edu
Message-ID: <1993Nov30.030835.28880@news.vanderbilt.edu>
Source record: 35719

I am having trouble using the Diablo 630 emulator for my SLM 804 with MultiTos. Using the new versions I found in slm.arc on a.a.u.e, SETUP630 can now find the emulator. However, when I try to print a file by double clicking on the desktop, LPR gives a printer not responding message. Is there a simple magic fix for me?

Terry W. Reeves

5673. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 05:14:02 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CHAH7G.52J@sdf.lonestar.org>
Source record: 35658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <smppolan.754367424@reading> smppolan@reading.ac.uk (Andrew D. Pollard) writes:
>Yo world,
> Recently got gcc2.5.3 off atari.archive.umich.edu. Gcc seems to work fine,
>bit using g++ on a file that compiled fine under gcc2.3.3 I get an internal
>compiler error when including one of the standard files. Do I need a newer
>g++ library, or is, as I suspect, g++2.5.3 shagged.
>
>Andrew.
>
>--
>---
>| Andrew Pollard, InCA, Ascot, Berks., UK. (0344) 890575 | andrew@zycad.com |
>---

I got the same error. I think its the compiler. The readme said that
whoever built it, never tried it out, so I think its a matter of a bad
port than the GNU original being bad, so we just need someone to
report it (not me, my hard disk is too small).

5674. Re: Accessing a pipe in C++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 05:38:31 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CHAIC7.5ns@sdf.lonestar.org>
Source record: 35657

In article <H.eg.DfAv&Nv0h7Y@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>Yesterday, I wanted to create a small program in C++ (I need the
>practice!) that would access the TOSRUN pipe that TOSWIN creates under
>MiNT... Unfortunately, I can't seem to open the pipe for writing!
>

[stuff deleted]

>
> // Open the TOSWIN pipe for writing.
> ofstream tospipe("U:\\PIPE\\TOSRUN",
> ios::out | ios::app | ios::nocreate);
> if(!tospipe)

I don't particularly like IO Streams, they create lots of code for
doing relatively simple stuff. Especially for what you want to
do. You just want to write a string to file, which hardly requires
an object oriented approach. C++ includes C so I'd say to use it.

Here's a peice of the code I use :

```
fh = Fopen ("U:\\PIPE\\TOSRUN", 0x02);
Fwrite (fh,strlen(cli)+1,cli);
Fclose(fh);
```

Note that I use mode 2, which is read + write, which could possibly
be your problem since the flags have a whole new meaning when applied
to pipes! It may be the problem, and it might not. My command line
is all set up before getting to the above code, and the last part is
return 0 (to exit from main). I'm sure the above is alot more efficient
than iostreams!

IOstreams probably have their uses, but trying to convert the flags
used by a semi-portable implementation of file-io into the equivalent
for pipe io may just be too difficult.

However, I'm wondering if anyone would be interested in starting a
"group" project, either on the newgroup or by E-Mail somehow that would
develope a simple life-simulation using C++. I was going to do this
by ATARINET, but found that my write access was revoked, so i have full
guidelines written up.

CYA
Evan Langlois

5675. GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 06:03:41 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CHAJI5.6D5@sdf.lonestar.org>
Source record: 35659
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Article 753 of comp.lang.objective-c:
Xref: sdf gnu.gcc.announce:21 gnu.g++.announce:25 comp.lang.c:22798 comp.lang.c++:25580
comp.lang.objective-c:753 gnu.gcc.bug:81 gnu.g++.bug:49
Date: Sat, 27 Nov 93 15:59:33 -0500
From: kenner@vlsi1.ultra.nyu.edu (Richard Kenner)
Message-ID: <9311272059.AA05738@vlsi1.ultra.nyu.edu>
To: info-gcc@prep.ai.mit.edu
Subject: GCC version 2.5.5 now available
Distribution: world
Approved: info-gnu@prep.ai.mit.edu
Path: sdf!adaptex!egsner!convex!cs.utexas.edu!howland.reston.ans.net!spool.mu.edu!bloom-be
acon.mit.edu!ai-lab!prep.ai.mit.edu!gnulists
Newsgroups: gnu.gcc.announce,gnu.g++.announce,comp.lang.c,comp.lang.c++,comp.lang.objectiv
e-c,gnu.gcc.bug,gnu.g++.bug
Followup-To: gnu.gcc.bug
Lines: 49

GCC version 2.5.5 is now available.

The file gcc-2.5.4-2.5.5.diff.gz contains the diffs from GCC 2.5.4 to
GCC 2.5.5 and is 76271 bytes long.

The file gcc-2.5.5.tar.gz is 5994481 bytes long.

These files are located in pub/gnu of prep.ai.mit.edu and the other FTP
sites listed below.

This version fixes bugs reported in GCC 2.5.4. Numerous C++ bugs were
fixed.

Unless there are serious bugs discovered in this release, we expect this
to be the last release in the 2.5.x series. GCC 2.6.0 will be the next
release and should occur sometime around the spring.

[ All versions of gcc since 2.0 also contain compilers for C++ and Objective-C.

Most GNU software is packed using the new `gzip' compression program.
Source code is available on most sites distributing GNU software.

For information on how to order GNU software on tape, floppy, or cd-rom,
check the file etc/ORDERS in the GNU Emacs distribution or in GNUinfo/ORDERS
on prep, or e-mail a request to: gnu@prep.ai.mit.edu

By ordering tapes from the FSF you help us continue to develop more free
software. Media revenues are our primary source of support. Donations to
FSF are deductible on US tax returns.
```

The above software will soon be at these ftp sites as well.
Please try them before prep.ai.mit.edu! thanx -gnu@prep.ai.mit.edu
ASIA: ftp.cs.titech.ac.jp, utsun.s.u-tokyo.ac.jp:/ftpsync/prep,
cair.kaist.ac.kr:/pub/gnu
AUSTRALIA: archie.au:/gnu (archie.oz or archie.oz.au for ACSnet)
AFRICA: ftp.sun.ac.za:/pub/gnu
MIDDLE-EAST: ftp.technion.ac.il:/pub/unsupported/gnu
EUROPE: irisa.irisa.fr:/pub/gnu, ftp.univ-lyon1.fr:pub/gnu,
ftp.mcc.ac.uk, unix.hensa.ac.uk:/pub/uunet/systems/gnu,
src.doc.ic.ac.uk:/gnu, ftp.win.tue.nl, ugle.unit.no, ftp.denet.dk,
ftp.informatik.rwth-aachen.de:/pub/gnu, ftp.informatik.tu-muenchen.de,
ftp.eunet.ch, nic.switch.ch:/mirror/gnu, ftp.funet.fi:/pub/gnu, isy.liu.se,
ftp.stacken.kth.se, ftp.luth.se:/pub/unix/gnu, archive.eu.net
CANADA: ftp.cs.ubc.ca:/mirror2/gnu
USA: wuarchive.wustl.edu:/mirrors/gnu, labrea.stanford.edu,
ftp.kpc.com:/pub/mirror/gnu, ftp.cs.widener.edu, uxc.cso.uiuc.edu,
ftp.hawaii.edu:/mirrors/gnu, ftp.cs.columbia.edu:/archives/gnu/prep,
col.hp.com:/mirrors/gnu, gatekeeper.dec.com:/pub/GNU, ftp.uu.net:/systems/gnu
]

5676. WANTED: TOS 1.4 (Please!) :)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 08:54:45 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov30.035446.25215@bsu-ucs>
Source record: 35723
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Mega ST4 still governed by TOS 1.2, so if anyone has a spare TOS 1.4 chip-set lying around which they would like to see someone use, please let me know! I'd be happy to pay you for it! :)
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5677. Lattice C cls command

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 09:47:33 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov30.094733.17561@dmu.ac.uk>
Source record: 35724

Does anyone know of the command to clear screen. I thought there was a command in dos.h called CLRSCR which is apparently only in MS-DOS machines.

Is there an ST equivalent for clearing a screen as I searched through the manuals and haven't found a simialr command.

Any help would be nice. I do have the original so just quote page numbers if you want :-()

--
Simon
c2sgy@dmu.ac.uk

5678. Re: Lattice C cls command

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 13:29:53 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Nov30.132953.1@gst-soft.demon.co.uk>
Source record: 35725

TITLE: Lattice C cls command

> Does anyone know of the command to clear screen. I thought there was a
> command in dos.h called CLRSCR which is apparently only in MS-DOS machines.

You could send the VT52 escape code to clear the screen. Is
it char 12?

CW

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

5679. ST -> Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 13:30:44 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <754700659.AA01986@byte.bbs.no>
Source record: 35732

>Can anyone give me info on file transfer between the ST and the portfo
> I have the Parrallel connector for the portfolio. Any sugestions wel

I have made a program for file transfers between the Portfolio and ST.
But you need to di some pathching to the parallell cable do make it
work. And because of all the research and work I did on this this my
only program that is not in the public domain (but the price includes
patching of the cable - of course - then I need to borrow the cable).

Btw: The transfer speed Portforlio - ST is many times Portfolio - PC

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

5680. Re: Lattice C cls command

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 14:03:31 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov30150331@issan.informatik.uni-dortmund.de>
Source record: 35726

In article <1993Nov30.132953.1@gst-soft.demon.co.uk>, cwood@gst-soft.demon.co.uk (cwood) writes:

|> TITLE: Lattice C cls command
|>> Does anyone know of the command to clear screen. I thought there was a
|>> command in dos.h called CLRSCR which is apparently only in MS-DOS machines.

|> You could send the VT52 escape code to clear the screen. Is
|> it char 12?

No, it is <ESC> E (27 69).
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5681. gcc -V switch

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 14:35:12 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CHB76p.y7@hermes.hrz.uni-bielefeld.de>
Source record: 35727

Well, subject says it: Under Unix you can install several versions of gcc
in several directories and determine which one to use with a -V switch.
I've never managed to do something similar on the ST. Is this feature
not in the atari version of gcc (say: mint versions) or what?

TeSche
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

5682. Re: HD utils

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 15:34:48 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2dfp6o$3cc@cismsun.univ-lyon1.fr>
Source record: 35728

In article <754397587snz@unstable.demon.co.uk> sck@unstable.demon.co.uk writes:
>--Does anyone know where I can get ICD utilities later than 5.3,
>which I'm using at present.Currently not all drives will initialise
> on 1stBoot,2nd boot fixes this.Weird ehh.. Having lived with it for
> a couple of years it's time to fix it.Should I just buy the ICD Pro
>version?
> Email replies to sck@unstable.demon.co.uk
> Thanks.
>
>--
>Simon Kunath @ Unstable Sounds --Sussex.Uk.
> "Determined Indeterminacy !"

You should contact ICD's BBS in the US... Don't have their address nor
telephone number there...

5683. Re: Suggested MiNT enhancement

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 15:50:58 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov30.155058.18834@unix.brighton.ac.uk>
Source record: 35729

I have heard of this global broadcast...and I use the Atari Compendium. Get this..it details the scrapboard too. Maybe everyone will start uing it and we can have real data exchange.

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

5684. tos 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 17:17:07 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2dfv6j$do2@charm.magnus.acs.ohio-state.edu>
Source record: 35730
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What patch programs do I need with TOS 1.04?

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5685. how to get the 8X8 TOS font?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-11-30 22:12:16 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Nov30.221216.28261@news.cs.brandeis.edu>
Source record: 35733
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I know there's a way to get the TOS font to be 8X8 instead of 8X16.
Is it a VT52-type escape sequence? Or is it some call? (I use Lattice C)

Thanks
Jacob

ps: please reply in email as I'm not able unfortunately to keep up with
these groups.

5686. Colour icons on non-new machines.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 00:20:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16575@uqcspe.cs.uq.oz.au>
Source record: 35737

Any ideas on how to provide support for colour icons on non-new machines?

Drawing them is quite simple of course, and I could add it just to GEM++,
but I imagine a TSR could also be written to handle this and other
system-wide new object types.

It would need to work without any co-operation from the program (ie. a
program that gives colour icons on new AES's should give colour icons
if this TSR is installed on older machines).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5687. Re: MEMORY.SYS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 00:55:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A58063@M4.maus.de>
Source record: 35655

>There is also another problem: very few (any?) VDI's allow you to
>vro_cpyfm from a standard-form MFDB to a device-dependent MFDB. This
>is a MAJOR blunder! Every VDI should be required to implement at least
>standard-to-dev.spec. That way, if you had a VDI whose device-dep format
>was the same as standard format, and did off-screen bitmaps, you would
>be able to do drawing off-screen, then vro_cpyfm() to the screen.

Ever tried a vr_trnfm() on the MFDB you'd like to be transformed? RTFM.

5688. atari mega slip software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 01:18:29 UTC
From: brownj@nbnet.nb.ca
Message-ID: <brownj.14.00154F80@nbnet.nb.ca>
Source record: 35734

Can anyone tell me where I can get SLIP software for a mega.

also looking for gopher, ftp, telnet, news and mail.

5689. GNU on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 01:39:19 UTC
From: erlingh@idt.unit.no
Message-ID: <2dgsk7$kvv@ugle.unit.no>
Source record: 35735

```
Cward@netcom.Com,
In a message on 29 November, wrote :

cG> I have almost convinced myself to upgrade to a TT030. One plus was the
cG> availability of the GNU software in the ST archives. Another article imp
cG> that the TT could not run some of the latest GNU software for the ST. (G
cG> was the program in question.) Is that the case? Can the TT030 run the f
cG> suite of GNU programs ported to the ST?

This one is easy: Yes.
The TT runs all GNU programs ported to the ST.
Except from a *very* old port of emacs-18.55, which won't run in TT-ram.
(It will run in ST-ram on the TT however).
The newest version of emacs (publicly available) is 18.59 and it works
perfectly on a TT.

cG> --
cG> Internet: cward@netcom.com | Find out about space activism. C
cG> GEnie: C.WARD7 | OASIS at 310/364-2290 or the Nati
cG> Slogan: "Nemo me impune lacessit." | Space Society at 202/543-1900.
cG> -*- "Working for a spacefaring civilization and a better tomorrow." -*
cG>
```

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Oh well.
```

5690. Re: HD utils

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 02:17:03 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CHC3oG.B2p@cbnewse.cb.att.com>
Source record: 35736

In article <2dfp6o$3cc@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>In article <754397587snz@unstable.demon.co.uk> sck@unstable.demon.co.uk writes:
>>--Does anyone know where I can get ICD utilities later than 5.3,
>>which I'm using at present.Currently not all drives will initialise
>> on 1stBoot,2nd boot fixes this.Weird ehh.. Having lived with it for
>> a couple of years it's time to fix it.Should I just buy the ICD Pro
>>version?
...
>>Simon Kunath @ Unstable Sounds --Sussex.Uk.
>
>You should contact ICD's BBS in the US... Don't have their address nor
>telephone number there...

phone (815) 968-2228 (atari consulting hours 10AM-2PM Central Standard Time
BBS (815) 968-2229 Cheers, Wayne

5691. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 03:24:18 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Nov30232418@acae127.cadence.com>
Source record: 35643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> compiler error when including one of the standard files. Do I need a newer
> g++ library, or is, as I suspect, g++2.5.3 shagged.
>

i just sent out a new libg++/headers. it was fully tested with
gcc 2.5.5. that i also sent. please give them a try.

with gcc 2.3.3 you should have been able to use the old
library/ headers though you would not be able to build the library
itself successfully with it.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

5692. Re: GNU on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 03:51:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16579@uqcspe.cs.uq.oz.au>
Source record: 35740

cward@netcom.com (Craig Ward) writes:

>I have almost convinced myself to upgrade to a TT030. One plus was the
>availability of the GNU software in the ST archives. Another article implied
>that the TT could not run some of the latest GNU software for the ST. (GCC
>was the program in question.) Is that the case? Can the TT030 run the full
>suite of GNU programs ported to the ST?

I've used almost every version of GCC with my TT.

GCC 2.3.3 - Was the last, and stable 2.3.* release.
GCC 2.4.5 - Served me well. I recommend this.
GCC 2.5.5 - Not stable yet.

In fact, the reverse of what you suggest is true: GCC 2.5.* is having
trouble running on 68000 machines, because it appears to have
optimizations that are generating 68030 code even on a 68000. This
means GCC 2.5.5 will generate programs that will not run on a 68000 -
as anyone would know who's been trying to get my GEM++ working without
recompiling it themselves.

IMO, for compiling work, a TT is a better buy than a Falcon (TT is faster).
Also, you can get a graphics card for the TT for about $500 that gives it
MUCH better graphics than a Falcon. TT still has STe sound though, and no
DSP so if you need them, go Falcon.

Also, be aware of the new MEDUSA and EAGLE TT-clones that are appearing.
The MEDUSA might sound expensive, but it'll speed past a TT any day (it
has a 64MHz [doubled 32MHz] 68040 in it).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5693. Re: GNU on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 03:53:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16580@uqcspe.cs.uq.oz.au>
Source record: 35641

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>Or is anyone above 2.3.3 really reliable??? ;-)

For C++, GCC 2.4.5 is far superior to 2.3.3. We still have 2.3.3 on the Suns here at work, and it is a right pain in the @rse when it comes to templates and multiple inheritance.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5694. Thanks: BMS200 works with 2 drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 04:24:05 UTC
From: korg@daneel.rdt.monash.edu.au
Message-ID: <2dh695$bq3@harbinger.cc.monash.edu.au>
Source record: 35738

Hello,

A while ago I posted asking about 2 drives with a BMS200 controller.
I was using a Dec 120Meg drive and a Segate St157N.

After experimenting, I could even get the Dec drive to work by itself.

There may have been a problem with powerup settings or something like
that. I resently got another drive, a Quantum and that works fine with
my St157n. So it looks like it was a Dec scsi vrs the BMS version of scsi
problem.

Thanks to those who replied,
cam

--
Cameron Blackwood Digital Technology, Monash University of Oz.
c.blackwood@rdt.monash.edu.au GCS d(?) -p+(---) c++(++++) l u++ e++ m+
_+61 3 565 3227 _____ s/+ n- h(*) f+(?) g+ w+(+++) t++ r++ y? _
"We could always shoot one of the philosophers." - David Gries

5695. Re: Connecting a TV to a Mega ST (don't work)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 04:24:40 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1993Dec1.145440.21483@levels.unisa.edu.au>
Source record: 35642

In article <754614211.AA01974@byte.bbs.no>, William.Kent@f100.n30.z47.byte.bbs.no (William Kent) writes:
>>A friend has just purchased a Mega ST4, and a monochrome monitor. He'
>>also like to play a game every now and again, but doesn't have the mon
>>to spend on another monitor. I was wondering if anyone still sells
>>RF modulators for these, as I seem to recall seeing such a product
>
> Well, I can't help you with the RF bit, but it is possible to connect
> the ST direct to the TV via a special Scart cabel. If your friend has a
> TV or Video with a Scart input, this should be the best (and cheapest)
> solution..
>
This solution only works if the TV has RGB inputs, and doesn't use the composite video signal (which I presume most TV's would do). This is because the MEGA series don't have a composite video output, only a composite sync output on the pin where composite video is on other 1040FM/E 's are. Thus even using a RF modulator driven by the composite line would not work either. You need to use a RGB monitor -OR- (the much more difficult way) , make a composite video modulator for the MEGA (ie provide the ic's and components that are in the 1040/520's but not the MEGA's.

I guess that Atari thought that the MEGA was going to be a business computer and consequently didn't think people would want to use it on their TV's

NOTE: I'm only talking about the MEGA FM's not the MEGA/STE's

Kym

"One Adam Twelve, we've got a herbal freak in progress.......The odds of being rattled by the thought patrol on the New England highway at night are lower than crashing immortality by square rooting death with blind mathematics, the coastal routes are more dense ... so are the cops'
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

5696. Problem: How to format/partition ST157N on BMS200/HDX?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 05:20:34 UTC
From: korg@daneel.rdt.monash.edu.au
Message-ID: <2dh9j2$cg2@harbinger.cc.monash.edu.au>
Source record: 35739

Hi again,

The latest version of HDX can correctly determine the type and size of the drive. (Yaaa waited for this feature!) But then it goes off and says "Drive not responding, check connections" or something. When formatting my Seagate ST157N.

The BMS program (bmsinit) can not format seagate drives correctly because of some oddity of the drives (they can not do their bad block check or something) so they have a seperate program to do it.

Fine so far. But the problem comes when I want to make a partition bigger than 16M. HDX wont let me do it because it didnt format the sucker. Bmsinit cant do it.

Ideas on how to get a 16M+ partition?

SCSI, what a standard. :-)

Sigh,
cam

PS: The Quantum I have formats 1.2G in, like, 10 seconds. But media checking takes AAAAAGGGGGGGEEEEEEEEES! I assume it just flags the areas as formatted and formats them on the bad block check. Can anyone confirm/deny?

--
Cameron Blackwood Digital Technology, Monash University of Oz.
c.blackwood@rdt.monash.edu.au GCS d(?) -p+(---) c++(++++) l u++ e++ m+
_+61 3 565 3227 _____ s/+ n- h(*) f+(?) g+ w+(+++) t++ r++ y? _
"Really ?? What a coincidence, I'm shallow too!!"

5697. Lattice C cls command

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 08:16:30 UTC
From: Jorn.Moe@f100.n30.z47.byte.bbs.no
Message-ID: <754813970.AA01999@byte.bbs.no>
Source record: 35656

>TITLE: Lattice C cls command

>> Does anyone know of the command to clear screen. I thought there was
>> command in dos.h called CLRSCR which is apparently only in MS-DOS ma

> You could send the VT52 escape code to clear the screen. Is
> it char 12?

Char 12 is Form Feed. I don't know if that clears the screen!

There is a vdi command (v_clrwk) described at page 122 (Volum III)
to clear virtual workstation (e.g. the screen).

Though, if programming for GEM this is NOT the way to do it.

JFM (Email: jorn.moe@byte.bbs.no)

-- ReadMail ST

5698. Re: Connecting a TV to a Mega ST (don't work)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 09:15:36 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2dhnbo$rrf@cismsun.univ-lyon1.fr>
Source record: 35644

In article <1993Dec1.145440.21483@levels.unisa.edu.au> 8918927y@levels.unisa.edu.au writes:
>
>In article <754614211.AA01974@byte.bbs.no>, William.Kent@f100.n30.z47.byte.bbs.no (William Kent) writes:
>> the ST direct to the TV via a special Scart cabel. If your friend has a
>> TV or Video with a Scart input, this should be the best (and cheapest)
>> solution..
>>
>This solution only works if the TV has RGB inputs, and doesn't use the
>composite video signal (which I presume most TV's would do). This is
>because the MEGA series don't have a composite video output, only a
>composite sync output on the pin where composite video is on other 1040FM/E
>'s are. Thus even using a RF modulator driven by the composite line

Same problem on (French at least) 520/1040 STF/E. Only Composite Sync is available.

>would not work either. You need to use a RGB monitor -OR- (the much more
>difficult way) , make a composite video modulator for the MEGA (ie provide the
>ic's and components that are in the 1040/520's but not the MEGA's.
>
....
....
>NOTE: I'm only talking about the MEGA FM's not the MEGA/STE's

WHy, because you don't know, or because you know Mega STE's HAVE comp sync ?

I have a Mega STE, that would interest me !!!

Bye

5699. Re: gcc -V switch

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 10:16:17 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec1111618@issan.informatik.uni-dortmund.de>
Source record: 35645

In article <CHB76p.y7@hermes.hrz.uni-bielefeld.de>, itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

|> Well, subject says it: Under Unix you can install several versions of gcc
|> in several directories and determine which one to use with a -V switch.
|> I've never managed to do something similar on the ST. Is this feature
|> not in the atari version of gcc (say: mint versions) or what?

Yes, this feature is patched out, for whatever reason (in my own
version (under MiNT), i have removed most of the atari patches, i can
even use gcc -pipe).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5700. MEDUSA System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 11:28:00 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <CHCt6o.LKI@newcastle.ac.uk>
Source record: 35646

I would like to get more information on the MEDUSA (68040 TT clone).
I have been waiting for 4 months now for a new TT and it does not appear
that Atari can deliver.

I need to know the following information :-

1) How compatible is the MEDUSA system with other Atari computers.
2) What version of TOS does is use (if any).
3) What are the available configurations / price.
4) What are the performance advantages over a TT.

If anyone has direct or indirect experience/opinions of the MEDUSA system
I would be delighted to hear from you.

- Chris

:
+-=--=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=--=--=-+
e-mail: Chris.Forker@newcastle.ac.uk	Computer Systems Manager
voice: +44 91 222-8557	Engineering Design Centre
fax: +44 91 2616059	Newcastle University

5701. MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 11:58:01 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <CHCunE.2J1@newcastle.ac.uk>
Source record: 35647
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I would like to get more information on the MEDUSA (68040 TT clone).
I have been waiting for 4 months now for a new TT and it does not appear
that Atari can deliver.

I need to know the following information :-

1) How compatible is the MEDUSA system with other Atari computers.
2) What version of TOS does is use (if any).
3) What are the available configurations / price.
4) What are the performance advantages over a TT.

If anyone has direct or indirect experience/opinions of the MEDUSA system
I would be delighted to hear from you.

- Chris

e-mail: Chris.Forker@newcastle.ac.uk	Computer Systems Manager
voice: +44 91 222-8557	Engineering Design Centre
fax: +44 91 2616059	Newcastle University
	NE1 7RU ENGLAND

5702. Re: tos 1.04

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 14:05:49 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Dec1.140549.25658@t.hfb.se>
Source record: 35648

In article do2@charm.magnus.acs.ohio-state.edu, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
> What patch programs do I need with TOS 1.04?

TOS 1.04 or Rainbow TOS, as it is commonly known is the latest version of TOS available for 520/1040/MEGA owners. It has been available as a dealer upgrade for awhile now. It has much more robust Disk I/O, Autorunning of GEM programs at boot up, a fix for the 40 folder limit, and much more. Most of all is it much faster than previous versions of the Operating System.

Formats: 2 chip ROMs, 6 chip ROMs (available as Upgrade!)
Machines: Stacy
Utilities: TOS14FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG
TOS14FIX.PRG solves some small problems in the AES (for additional information, please see the documentation that accompanies the TOS14FIX.PRG program).
POOLFIX3.PRG fixes a bug in GEMDOS. Documentation that accompanies the POOLFIX3.PRG program explains (in detail) the problem that it fixes.

The information was taken from "TOWNS' LITTLE GUIDE TO REVISIONS - VERSION 1.0".

/
/ Daniel

5703. Re: MEDUSA System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 19:23:23 UTC
From: Lexicor@world.std.com
Message-ID: <CHDF70.JG1@world.std.com>
Source record: 35649

These are the specs of the New MEDUSA (price unchanged)

You may post this wherever you like.

MEDUSA T40
==========

MC 68040 at 64 Mhz
Internal FPU and PMMU
Performance is around 26 MIPS, 4.5 MFLOPS

Main bus is:
32 Bit Data, 32 Bit Address
Bus Clocked at 32 Mhz
Full Bus snooping read and write

Atari bus is:
16 bit Data, 24 bit Address
Bus snooping, write
Own ACSI Address for full 32 Bit Address

Fast RAM
Can hold 8-128 Megabtes on board
Write 73 Mbyte/sec
Read 85 Mbyte/sec

EPROM is
2 MByte on board
32 Bit Wide

TOS 3.06 modified slightly

I/O

-DMA
-MIDI
-SERIAL
-PRINTER
-KEYBOARD
-FLOPPY DD, HD, ED
-2 SERIAL PORTS (like TT Modem)
-IDE Bus (12 Mb/sec)
-ISA Bus (for own custom Graphics Board)

Additionally you can get:

-VME Bus
VME Bus 16bit

Laser Printer Port (?)
ROM-Port
Mega Bus
-SCSI Board
TT SCSI
SCSI II
TT Lan
-DSP Board
DSP96002

and an MC68060 Board is sceduled for the year 1994

LEXICOR SOFTWARE CORPORATION

5704. Re: Need Help with CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 21:30:14 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec1.213014.9470@nrtpa038.bnr.ca>
Source record: 35651

<message deleted>

Try checking your configuration via ICDs HDUTIL.PRG. Make sure that
you have not disabled that SCSI-ID.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

5705. 2.5" hard disk on STE (ID

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-01 23:31:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <6796.724.uupcb@almac.co.uk>
Source record: 35672

> .@SUBJECT:2.5" hard disk on STE (IDE type)??? N
> .@FROM :hallvart@ifi.uio.no N
> .@MSGID :<2car48$t65@kolsaas.ifi.uio.no> N
> From: hallvart@ifi.uio.no (Hallvard Tanger.s)
> Newsgroups: comp.sys.atari.st.tech
> Subject: 2.5" hard disk on STE (IDE type)???
> Date: 16 Nov 1993 16:20:40 +0100
> Message-ID: <2car48$t65@kolsaas.ifi.uio.no>
>
>
> I've heard that you can now install 2.5" sized "IDE" type hard disks in
> any ST!
> But the guys I talked to said it wouldn't work for the STE...But it
> should be
> available for those too in a while.
>
> Has anyone out there heard of this, and is it now possible to install it
> in an STE?
> Any information would be helpful. Thanks.
>
There's a IDE-adapter from Hard & Soft to get a IDE-drive connected. It
works on a 1040 STF. IMHO it also works on a STE. For more details :

Hard & Soft Computerzubeh.r
Obere Muensterstrasse 33-35
D-44575 Castrop-Rauxel
Germany
Tel: xx49 / 02305 / 18014
Fax: / 32463

bye

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

5706. Falcon XBIOS bindings for Pure C wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 02:51:55 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <UgzJV=m00WB48gtYBb@andrew.cmu.edu>
Source record: 35652

Hi folks!

I have been looking around for Falcon's C bindings and the only one I found is for GNU C and it seems less than perfect. Is there a binding for Pure C that I can find somewhere?

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

5707. Re: Lattice C cls command

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 03:29:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16616@uqcspe.cs.uq.oz.au>
Source record: 35653

c2sgy@dmu.ac.uk (SG Yardley) writes:

>Is there an ST equivalent for clearing a screen as I searched through the
>manuals and haven't found a simialr command.

You can use any VT52 control sequence. "CLRHOME" probably in "vt52.h".

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

5708. Re: Falcon XBIOS bindings for Pure C wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 05:01:18 UTC
From: Lexicor@world.std.com
Message-ID: <CHE5y8.xB@world.std.com>
Source record: 35654

The Falcon bindings should be available via ASH, but they are in Germany.
I don't know who distributes them in the USA. Other than that you might
wanna give the HiSOFT Compilers a fair look.

5709. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 08:49:49 UTC
From: plord@uel.co.uk
Message-ID: <CHEGJ1.7pr@uel.co.uk>
Source record: 35660

Uwe Wunderlich (klobi@auc.berlinet.in-berlin.de) wrote:
: Yoooo

: you wrote about MINT (MultiTOS?) V1.09. Where can i get this version?

Mint108 is on atari.archive.umich.edu. So is a patch to take 108 to 109
(I think it is called diff1819 or similar).

Pete

5710. Minix.XFS - Latest version is really unstable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 10:03:08 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHEJx9.G27@newcastle.ac.uk>
Source record: 35661

I just installed the latest release of Minix.xfs on my falcon (Mint1.04)

It results in the machine crashing after a maximum of 2 minutes. The older versions worked fine.....so I've gone back to an old version until the bugs are sorted out.

I'll be mailling a full bug report to the authors - but I'd recomend everyone to steer clear for now (it also corrupted one of my TOS partitions!!!!).

Craig

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5711. How can I use a bigger buffer for the serial line ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 10:57:30 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Dec2.110336.20272@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 35662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

Hail to you, world of the net.

I have a big problem that comes in a little question :

i want to use a bigger output-buffer (about 5kb) for the serial line on my ST, and
i want to do it with PureC 1.0 and Tos 1.04.

Is there a system call to set a new buffer ? I tried with "Iorec", but i only got
bombed.

Frank
--
==
CS Student | I may be late,
Real : Frank Moehle, 26121 Oldenburg, Germany | but I'm worth
Inhouse : moesel@diamant | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
**** It`s how you DO it, not how you don't. ****

5712. Which TOS Version?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 11:00:28 UTC
From: HAEHNELM@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CHEMKv.FJG@bernina.ethz.ch>
Source record: 35663

Hi there

I am using a Mega ST 4 with Rainbow TOS, HBS240 (16MHz with cache and FPU)
My question:
Is there another perhaps better Version of TOS which I can put into my ST?
If so where can I get it?
Are there any problems with Harddisks? (I am using a Megafile 60 and a Syquest 44)

If you have some infomation for me concerning my questions please e-Mail me because I don't know when I am back in the Net again
My e-Mailaddress: frog@stud.ee.ethz.ch

Thanks in advance
Martin

e-Mail: frog@stud.ee.ethz.ch

5713. Compiling GCC 2.5.x for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 11:50:14 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <CHEovr.Aoz@dcs.ed.ac.uk>
Source record: 35665

Hello,
a while back I posted an article asking how difficult it would be
to compile Gcc 2.5.x on my TT . Loads of people told me that it was actually
quite easy, and indeed it was. However, when I compiled Gcc-2.5.2, I patched
it with the gcc-2.5.0 diffs from atari-archive's Gnustuff/Tos/Gcc directory,
which produced a copy of Gcc which doesn't believe in -pipe or -V.
I am about to compile Gcc 2.5.5, so what I want to know is what patches
are _essential_ to get Gcc running under MiNT ? In other words, how can I compile
GCC for MiNT _without_ disabling any of Gcc's features?

Another problem that I encountered was that my new, 68020/68881 version
of Gcc 2.5.3 refuses to compile the Mintlibs - it complains that _exit has
been redifined. My old 2.4.5 ST-MiNT version of GCC has no such problems, so
I guess that it must have something to do with a compilation option in the
GCC-2.5.x source . How do I get around this?

I hope someone can help me out again,
Thanks in advance,
Cheers,
Joe

5714. Re: Minix.XFS - Latest version is really unstable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 12:06:57 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CHEpnM.4Gr@hermes.hrz.uni-bielefeld.de>
Source record: 35664

In article <...>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

|> I just installed the latest release of Minix.xfs on my falcon (Mint1.04).
|> It results in the machine crashing after a maximum of 2 minutes. The older
|> versions worked fine.....so I've gone back to an old version until the bugs
|> are sorted out.

Well, what's the latest version in your opinion? My latest version (believe
me, it _is_ the latest, it's pl9) runs fine on a TT with memory protection.
Maybe yours was compiled with a broken gcc???

TeSche
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

5715. Re: Accessing a pipe in C++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 13:29:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.tg52ZZzxAjY@semprini.waterloo-rdp.on.ca>
Source record: 35679

In <H.eg.DfAv&Nv0h7Y@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
> Yesterday, I wanted to create a small program in C++ (I need the
> practice!) that would access the TOSRUN pipe that TOSWIN creates under
> MiNT... Unfortunately, I can't seem to open the pipe for writing!
>
> This is really more of a C++ newbie question, but I didn't want to
> bother posting it in comp.lang.c++ (it would've been lost in all the
> "Visual C++ vs Borland C++?" and other DOS/Windoze-specific stuff)
> because it relates to MiNT too...

Gee no responses... Don't tell me that Warwick and I are the only ones
using C++ on the Atari platform...

Yesterday, I managed to figure out how to open a pipe from C++; either
of these approaches will work:

```
// Open the pipe for writing.
#ifdef OPEN_FIRST
int pipe_fd = open( "u:/pipe/Test.Pipe",
O_WRONLY | O_NDELAY ); // Pity there's no O_NOCREATE
if( pipe_fd < 0 )
{
// Whine.
cerr << "Woah, can't open the pipe.\n";

// Just pass the error back to the world...
return pipe_fd;
}

ofstream tospipe( pipe_fd );
#else
ofstream tospipe( "u:/pipe/Test.Pipe",
ios::out | ios::nocreate | ios::bin );
#endif
```

If you use the OPEN_FIRST method, you should close(pipe_fd) when
you're done with it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5716. Re: (Now) Thinking about OkiLaser 400's (too)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 13:32:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5JcFI8zwQIs@semprini.waterloo-rdp.on.ca>
Source record: 35680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Nov29.044300.25183@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> Well, after a short discussion with a close relative, I am now considering an
> OkiLaser 400 (as well as the Cannon BJ200).
>
> I would appreceiate any reflective comments about pros/cons/compatibility/et
> al.

Have you considered the HP DeskJet 500? I've had mine for a couple of
years, and have never had problems finding drivers or utilities to use
with it. The output from something like PageStream or SpeedoGDOS
(normal GDOS can use a LaserJet II driver if you can't find a DJ driver;
the same is true for any other programs) is great, and it's a reliable
printer (I've never had a problem, and I've probably printed 3000-5000
pages).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5717. FOR SALE: Atari Hardware&Software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 13:55:41 UTC
From: (unknown)
Message-ID: <1993Dec2.135541.7717@NCRTimes.stpaul.ncr.com>
Source record: 35666
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

* 1 meg, Atari 1040STe w/Rimik

* Magnavox ICM-435 14" color display w/stereo sound and tilt/swivil stand
(only 4 months old)
* Supra 45 meg Hard Drive w/DMA and SCSI thru ports

* Rimik Beatle Mouse

* Epyx 500 XJ Precision joystick

* Fitted 1040ST Dust Cover

Included & Pre-installed software (just some of the many, many titles):

* NeoDesk 3.0 w/NeoDesk CLI
* Word Writer 2.0
* Deluxe Paint ST
* Dungeon Master
* Their Finest Hourt
* Copy II ST
* DEGAS Elite
* Flash
* DB Master
* GFA BASIC 3.5e Upgrade
* Gunship
* STar Wars
* Joust
* Neochrome Master
* Arkanoid II
* Guild of Theives
* Major Motion
* A-Copy 1.2
* Tetris
* and over 100 additional games, applications, and disk utilties including some r are and
one-of-a-kind programs (never commercially released, ect)
* Atari ST Internals book
* ST Gem Programmer's Reference book

All items are in great condition.

I'm asking $675 (US funds) or best reasonable offer for the whole thing. I'll even pay
shipping (in the continental US) if I can sell it prior to Dec. 10, 1993.

This is a great system folks - reliable, cheap, and even more compatible with existing software than the Mega STe and Falcon.

Please direct all decent offers and/or inquires to me at my e-mail address:

feldak79@snyoneva.cc.oneonta.edu

Thanks,

Ari Feldman

5718. MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 14:37:33 UTC
From: dobi@cent.gud.siemens.co.at
Message-ID: <1993Dec2.143733.29575@siemens.co.at>
Source record: 35667

I have installed MultiTos on my Harddisk.
There is just a fiew things, that puzzle me:

How does C:\AUTO\MINT.PRG find it's configuration?
During the installation you are asked, at which
folder MultiTos should be installed. Is this
information burnt into MINT.PRG?

By which programs is the file C:\MULTITOS\MINT.CNF
consulted?

What is the accessory ALERTS for ?

Thanks in Advance!

--

Rainer Dobiasch | Internet: dobi@cent.gud.siemens.co.at
Siemens AG Austria | Phone: (+43-1) 601 71 - 5988
Gudrunstrasse 11 | Fax: (+43-1) 601 71 - 6399
A-1100 Wien |

5719. Spectre printing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 16:49:56 UTC
From: michael@tapestry
Message-ID: <2dl6bkINNbhv@ymir.cs.umass.edu>
Source record: 35670
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know of a good HP Deskjet/Laserjet driver for a Mac?
I recently got an Epson Action Laser II, which emulates a Laserjet IIP,
and the Mac driver for it that I got off the net yields less than great
output (HPDJ-31).

michael@cs.umass.edu

5720. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 18:17:49 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHF6tq.AGy@westminster.ac.uk>
Source record: 35671
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHCunE.2J1@newcastle.ac.uk> Chris.Forker@newcastle.ac.uk (Chris Forker - Nav Arch-) writes:
>
>I would like to get more information on the MEDUSA (68040 TT clone).
>I have been waiting for 4 months now for a new TT and it does not appear
>that Atari can deliver.
>
>I need to know the following information :-
>
> 1) How compatible is the MEDUSA system with other Atari computers.
> 2) What version of TOS does is use (if any).
> 3) What are the available configurations / price.
> 4) What are the performance advantages over a TT.
>
>If anyone has direct or indirect experience/opinions of the MEDUSA system
>I would be delighted to hear from you.
>
>
>- Chris
>
>
>| e-mail: Chris.Forker@newcastle.ac.uk | Computer Systems Manager |
>| voice: +44 91 222-8557 | Engineering Design Centre |
>| fax: +44 91 2616059 | Newcastle University |

Me too.

danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5721. Supra SCSI -> ST-DMA problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 18:31:15 UTC
From: fdomingu@rainbow.UWaterloo.ca
Message-ID: <CHF7G4.D1M@watserv1.uwaterloo.ca>
Source record: 35677
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm currently tyring to install a Supra Corp DMA - SCSI controller for a friend in combination with an Imprimis (180meg) SCSI drive with not much luck. I have disconnected the controller from the Supra Box and applied the +5V to the board then connected it to the drive and computer. When the controller is off (ie no power and not connected to the SCSI port of the Hard Drive), the drive will spin when powered up, however, when I power back up another time with the controller hooked up to the drive, it will not spin up (the drive light does turn on).
In all cases, that the Supra controller is powered, the Green LED does light up.

The whole board is composed of pretty basic TTL, but, I have noticed that 3 traces have been cut intentionally and rewired on the circuit side of the board.

On the bottom it says....
SUPRA CORP
(c) 1987
30-0014-5

If anyone has had any problems or can give any suggestions as to what I might be able to do or try please email and I can create a summary.

Francisco Dominguez

fdomingu@zeus.uwaterloo.ca

5722. Re: How can I use a bigger buffer for the serial line ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 18:42:32 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.184232.27247@bradford.ac.uk>
Source record: 35673
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

Frank Moehle (Frank.Moehle@arbi.informatik.uni-oldenburg.de) wrote:
: i want to use a bigger output-buffer (about 5kb) for the serial line on
: my ST.

AstraSoft, in the UK (those who wrote DeskTracker for the Falcon) have a
small program to do this. I do not have their address at hand, but
Re-post if you want and I'll look it up for you.

Steve Taylor.

5723. Re: Diablo 630 emulator and MultiT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 19:27:00 UTC
From: Wilfred_Kilwinger@f.maus.de
Message-ID: <A25328@F.maus.de>
Source record: 35605

```
TWR>I am having trouble using the Diablo 630 emulator for my SLM 804 with
TWR>MultiTos. Using the new versions I found in slm.arc on a.a.u.e,
TWR>SETUP630 can now find the emulator. However, when I try to print a
TWR>file by double clicking on the desktop, LPR gives a printer not
TWR>responding message. Is there a simple magic fix for me?

You need version 1.6 of the Diablo emulator.

Mfg,

Wilfred Kilwinger
```

5724. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 19:47:38 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <2dlgoq$l82@charm.magnus.acs.ohio-state.edu>
Source record: 35674

In article <1993Dec2.143733.29575@siemens.co.at> dobi@cent.gud.siemens.co.at (Rainer Dobiasch) writes:
>I have installed MultiTos on my Harddisk.
>There is just a fiew things, that puzzle me:
>

>By which programs is the file C:\MULTITOS\MINT.CNF
>consulted?
>

Directly, just by MINT.PRG. However, environment variables set in MINT.CNF stay around until they are changed or unset, so any other program can look at the environment variables.

>What is the accessory ALERTS for ?

ALERT makes error messages appear in an alert box--without this they will appear directly on the screen.

--Jeff

5725. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 19:52:17 UTC
From: Lexicor@world.std.com
Message-ID: <CHFB76.60q@world.std.com>
Source record: 35675
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If anyone wants more info on the MEDUSE T40, then fell free to email me.

The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is
available through us as well as through Medusa Systems in Switzerland.

If you want..I'll post it here instead *smile*

Yat

5726. Re: Spectre printing

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 20:01:17 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2dlhid$l92@charm.magnus.acs.ohio-state.edu>
Source record: 35676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2dl6bkINNbhv@ymir.cs.umass.edu> michael@tapestry (Michael) writes:
>Does anyone know of a good HP Deskjet/Laserjet driver for a Mac?
>I recently got an Epson Action Laser II, which emulates a Laserjet IIP,
>and the Mac driver for it that I got off the net yields less than great
>output (HPDJ-31).

Purchase MacPrint, it works flawlessly and costs about $89.00, which is about
right for Mac printer-drivers.

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

5727. re: Supra SCSI -> ST-DMA problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 21:53:55 UTC
From: lannie@ins.infonet.net
Message-ID: <2dlo5j$538@insosf1.infonet.net>
Source record: 35678
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had the same problem with an ICD board. The power supply was too wimpy.
I put in another, and it worked fine.

5728. Re: FOR SALE: Atari Hardware&Software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-02 23:21:53 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHFKwI.IuI@utnetw.utoledo.edu>
Source record: 35685
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Ari Feldman () wrote:
: For Sale:

: * 1 meg, Atari 1040STe w/Rimik
: ...

Just browsing through this... didn't catch what 8-bit equipment you might be selling with this. Or was this for the ST-only group? Oh-well. Better luck next post!

-Tim

5729. Need HELP with ROM problem!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 00:53:51 UTC
From: dhbutler@magnus.acs.ohio-state.EDU
Message-ID: <199312030052.TAA27454@magnusug.magnus.acs.ohio-state.edu>
Source record: 35681
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Help!

Many many moons ago I switched my old Mega 4 from a 2-chip set of TOS 1.02 to a six chip set of TOS 1.04. I followed the instructions according to Atari, required the removal of the 74LS11 chip, changing the position of w-2 or w-3 on the board, and running a jumper across w-4. recently Ive been having problems with a video-card conflict, and the only thing I can find wrong is that the diagram on the circuit board makes it look as if the jumper specified by Atari should have been a resistor of some type (the design running between the front and rear of W-4 is the same as the design where resistors are installed elsewhere on the board). Im not a electronics genius (I can solder, install accelerator boards and such, but I have to have *instructions*), so Ive got no idea how to figure out exactly what sort of resistor, if any, should be put here. Anyone want to lend me some helpful advice?

Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

5730. Re: Connecting a TV to a Mega ST (don't work)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 02:14:18 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1993Dec3.124418.21494@levels.unisa.edu.au>
Source record: 35684

> .
>>NOTE: I'm only talking about the MEGA FM's not the MEGA/STE's
>
> WHy, because you don't know, or because you know Mega STE's HAVE comp sync ?
>
> I have a Mega STE, that would interest me !!!

I can't remember what the arrangement is on the MEGASTE, so I will have
a look at the schematic and post a answer soon.

Kym

"One Adam Twelve, we've got a herbal freak in progress.......The odds
of being rattled by the thought patrol on the New England highway at
night are lower than crashing immortality by square rooting death with
blind mathematics, the coastal routes are more dense ... so are the cops'
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

5731. STacy and an external HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 02:31:46 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2dm8ei$m6l@charm.magnus.acs.ohio-state.edu>
Source record: 35682

I would like to OCCAISIONALLY hook my ST's external HD to my STacy.
I would like to use both this external HD and the internal HD at the same time;
or at the very least the external drive only.

How should I set my drives up to accomplish this?

–
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5732. Re: (Now) Thinking about OkiLaser 400's (too)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 02:51:00 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Dec2.215100@helix.nih.gov>
Source record: 35683
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <H.eg.5JcFI8zwQIs@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <1993Nov29.044300.25183@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
|> > Well, after a short discussion with a close relative, I am now considering
an
|> > OkiLaser 400 (as well as the Cannon BJ200).
|> >
|> > I would appreceiate any reflective comments about
pros/cons/compatibility/et al.
|>
|> Have you considered the HP DeskJet 500? I've had mine for a couple of
|> years, and have never had problems finding drivers or utilities to use
|> with it. The output from something like PageStream or SpeedoGDOS
|> (normal GDOS can use a LaserJet II driver if you can't find a DJ driver;
|> the same is true for any other programs) is great, and it's a reliable
|> printer (I've never had a problem, and I've probably printed 3000-5000
|> pages).
|>
|> --
------------------==========================================------------------
|>
cherborth@semprini.waterloo-rdp.on.ca
|> Chris Herborth

I'll second that; the HP DeskJet is very nice, very cheap these days,
and they switched ink formulations to get rid of the "don't get it wet"
problem (smeared easily if you got it wet after the ink had dryed). With
Tim Gallivan's excellent 'ghostscript' port, you can even print PostScript
files on it with ease, and there are several other nice utilities on
atari.archive.umich.edu like HP_R_SAVE (prints small but crisp screen dumps).
You can even buy ink cartridges in other colors besides black!

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd
```

5733. Atari PPP software?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 04:57:57 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2dmh0l$r74@cxc1.cl.msu.edu>
Source record: 35686

Many people in Michigan used the KA9Q package to connect to MichNet,
until the system was converted to PPP software. Anyone know if there's
a re-write of KA9Q available, or better yet a written-for-PPP package?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5734. Re: STacy and an external HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 08:36:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2cff005a@daggskim.ct.se>
Source record: 35613

Jeff A hacked the following on 03 Dec 93 (to All)...

reply to: jpoling@magnus.acs.ohio-state.edu (Jeff A Poling)
>
> I would like to OCCAISIONALLY hook my ST's external HD to my STacy.
> I would like to use both this external HD and the internal HD at the
> same time;
> or at the very least the external drive only.
>
> How should I set my drives up to accomplish this?

I do this fairly regularily. It's easiest if you run a driver program which will accept gaps in the HD id#. (The ordinary AHDI versions (3 5?) stop looking if the id# tested doesn't respond.) Then you can set things up with suitable id# so they work for both configurations without further changing. I use ICD PRO and have various hardisks set up as id# 0, 1, 2 so they can be mixed in several different ways on my different systems. ICD has an IDCHECK program which can be helpful in identifying what settings you have on various units currently on your DMA.

Anyway, your internal Stacy drive is id#0, so the external one should be set to id#1 (or higher) when connected to the Stacy DMA. Alternatively, you _could_ set the Stacy HD to a higher id# (assuming you like chinese box puzzles and want to try and open your Stacy, but that is *not* recommended.)

If your external drive is a Megafile, then there is a DIP Switch centrally mounted on the motherboard - with luck you can even twiddle the switches through the hole in the shielding once you remove the plastic case. Just flick sw#1 (not the first one, sometimes marked "X" on the board). If this kind of switching is required often, you might consider pulling a lead from the DIP (leaving its switch in the open position) and mounting an external switch. The setting is only read when the *drive* is turned on.

If your external is a SCSI with adapter, then you'll likely need the jumper pinout diagram for that drive to identify where the id# is set. Using a program like IDCHECK, you can with a bit of testing find the id# jumpers by working your way through the pin-pairs until you get an id-response >0.

Again, if you have/install a driver program for the ST which can correctly identify (boot) from a drive configured as #1 even if there is no #0, the easiest is to permanently set the external drive as #1.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

5735. Re: STacy and an external HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 09:30:34 UTC
From: "Dom Alvear"
Message-ID: <2dn0vq$cvv@news.delphi.com>
Source record: 35687

jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:

> I would like to OCCAISIONALLY hook my ST's external HD to my STacy.
> I would like to use both this external HD and the internal HD at the same
> time; or at the very least the external drive only.
>
> How should I set my drives up to accomplish this?

All you really need to do is set the external drives SCSI ID to something
other than 0. (I think that is what the STacy uses for it's internal drive.)
This is either done on the drive itself, or with DIP switches inside or on
the back of the case. Without knowing what kind of external HD you have,
I can't help much more.

Dom

5736. Using MINT.CNF for environment in old TOSES (was: MultiTos Question)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 10:07:59 UTC
From: avg@cwi.nl
Message-ID: <CHGEtB.51r@cwi.nl>
Source record: 35594

jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) writes:

>>By which programs is the file C:\MULTITOS\MINT.CNF
>>consulted?

>Directly, just by MINT.PRG. However, environment variables set in
>MINT.CNF stay around until they are changed or unset, so any other
>program can look at the environment variables.

This reminds me of an idea I had a few days ago. In old TOSes, there
is no way to give accessories a standard environment. Would it be a good
idea to parse the file mint.cnf for that purpose?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

5737. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 10:33:11 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2dn4l7$1bve@obelix.uni-muenster.de>
Source record: 35688

In article 29575@siemens.co.at, dobi@cent.gud.siemens.co.at (Rainer Dobiasch) writes:
>I have installed MultiTos on my Harddisk.
>There is just a fiew things, that puzzle me:
>
>How does C:\AUTO\MINT.PRG find it's configuration?

mint searches its config file in the root dir of the boot drive, so in \, and also
in \mint and in \multitos, but it is recommended to put the stuff into the latter.
These directories are compiled into mint itself.

>What is the accessory ALERTS for ?
>
It is an accessory which checks for system alerts and displays them, like messages
about programs violating memory protection.

Hope that helps
Ulrich

5738. Re: Minix.XFS - Latest version is really unstab

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 10:36:19 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2dn4r3$1bve@obelix.uni-muenster.de>
Source record: 35689

In article G27@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>
>I just installed the latest release of Minix.xfs on my falcon (Mint1.04)
>
>It results in the machine crashing after a maximum of 2 minutes. The older
>versions worked fine.....so I've gone back to an old version until the bugs
>are sorted out.
>
>I'll be mailling a full bug report to the authors - but I'd recomend everyone
>to steer clear for now (it also corrupted one of my TOS partitions!!!!).

I cannot see your problem, the newest version (which is 0.60 pl9 up to now) works
fine on my TT with mint 1.09. But you might want to update your mint version and
maybe also try another HD software, as ADHI was known to cause some troubles in
an older version (which are you using?)

Ulrich

5739. MEGA ST Upgrade problems..

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 11:38:05 UTC
From: sheppard_r@jethro
Message-ID: <2dn8et$ddh@golem.wcc.govt.nz>
Source record: 35591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MEGA ST2 UPGRADE PROBLEMS....

Well I managed to get a cheap MEGA ST2, I like the case style..

Have been using a 1040STFM with 2.5 megs and TOS 1.4, with a external
240 meg Quantum, near new....

I have not had any problem with this system at all...

I have just fitted TOS 1.4, AdSpeed, ICD Micro Host and Auto Overscan to
the Mega...

Now the problems start...

The main one at the moment is that Neodesk will crash, even with Overscan
disabled, and Adspeed set for 8 mhz by software..

I can fix it with a new copy of the Neodesk RSC file for the res, that I
am using, but after I turn the computer off and restart again, it will
crash at the end of the loading of the EXE file...?? Buss or Address error...

None of these Neodesk files are writen to, so what is going wrong..??

The Hard disks worked 100% on the 1040STFM and no errors are found with
CleanUp...

I will leave the other many problems to later...

What is the latest version of Auto Overscan...?? mine is 3.0zh...

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

5740. Re: Need HELP with ROM problem!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 11:38:24 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Dec3.113824.10923@ibr.cs.tu-bs.de>
Source record: 35592
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

dhbutler@magnus.acs.ohio-state.EDU (Pandemonium) writes:

>Help!

>Many many moons ago I switched my old Mega 4 from a 2-chip set of TOS 1.02 to a
>six chip set of TOS 1.04. I followed the instructions according to Atari,
>required the removal of the 74LS11 chip, changing the position of w-2 or w-3 on
>the board, and running a jumper across w-4. recently Ive been having problems
>with a video-card conflict, and the only thing I can find wrong is that the
>diagram on the circuit board makes it look as if the jumper specified by Atari
>should have been a resistor of some type (the design running between the front
>and rear of W-4 is the same as the design where resistors are installed
>elsewhere on the board). Im not a electronics genius (I can solder, install
>accelerator boards and such, but I have to have *instructions*), so Ive got no
>idea how to figure out exactly what sort of resistor, if any, should be put
>here. Anyone want to lend me some helpful advice?

Jumpers are correct. No resistors instead. I've done the same thing
without having instructions of atari, but I've found the same things
to change by looking at the board and figuring out how the circuit
works. I've described the whole thing in the German magazine ST-Computer
published by MAXON, edition January 1990 (or was 1991?).

Urs

5741. Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 11:49:02 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CHGJHr.60B@lincoln.gpsemi.com>
Source record: 35690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A while back, when someone was trying to sell a Mega STe they posted a "features list" which I know was a bit flawed, but they stated that the LAN socket on a Mega STe was "LocalTalk" compatible. Does this mean that this port can be used to network a Mega with Macs/Newtons ? or am I missing the point ?

Also, if this networking is possible, is there any software support for this, or information about what would be required to make this work ?

Martin
--

```
=========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
=========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

5742. Changing STFM CPU

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 12:19:33 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-031293121933@ngalm099.gal.nt.com>
Source record: 35593

What I want to do is swap my 8 Mhz CPU for a 16 Mhz unit.
I know that this is an old idea, & I might be better off getting a proper accelerator card; But:

(i) I have the 16 Mhz 68000 CPU

(ii) I can easily perform the modification.

What I need to know is what CPU pins do I have to monitor so that the clock switcher logic can decide to switch from 8 to 16 Mhz (& vice versa).

My own opinion is that the AS (BAR) line would be a good one, as it is logic 1 when the CPU is not accessing the buss, & logic 0 when reading/writing. If I swap to 8 Mhz when this is low, returning to 16 when high, will this work?

I have constructed a small module which can do this, but before I unsolder the CPU & install a socket, I have a question:

Is it o.k to swap clocks like this, given that my module's clock is not in phase with the system clock?

Should I take the 16 Mhz feed from pin 40 of the shifter?

Is there a file somewhere that describes this procedure?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5743. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 13:28:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHGo4A.IsH@cs.bham.ac.uk>
Source record: 35595

In article <2dn4l7$1bve@obelix.uni-muenster.de> kuehn@math.uni-muenster.de writes:
>In article 29575@siemens.co.at, dobi@cent.gud.siemens.co.at (Rainer Dobiasch) writes:
>>I have installed MultiTos on my Harddisk.
>>There is just a fiew things, that puzzle me:
>>

Has anyone experienced problems with MiNT and Neodesk 3.03? Every time
U: is accessed Neodesk gives an alert with TOS error -1. This is with
MiNT 1.08 compiled with Lattice 5.5.2.

--Chris

5744. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 14:10:53 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHGq25.G5L@uc2372c.DaytonOH.NCR.COM>
Source record: 35599

In article <CHEGJ1.7pr@uel.co.uk>, plord@uel.co.uk (Peter Lord) says:

>Mint108 is on atari.archive.umich.edu. So is a patch to take 108 to 109
>(I think it is called diff1819 or similar).

Well, since I'm still a bit of a neophyte as far as some of this stuff goes,
how does one "apply" a diff to patch the source? I under stand diff from
the creation process (as in "diff file1 file2") but I'm not sure how to apply the
result (any special program, syntax to do this?)...

I've just been happy that I've been able to compile 1.08 :-)

Rob

5745. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 14:11:05 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Dec3.141105.20870@unix.brighton.ac.uk>
Source record: 35596

Could someone send me a patched 1.08 miNt to 1.09 as I have tried to update the source for 1.08 (which compiles fine) and get a version which falls apart about a minute into compilation.

Cheers

Pads

--

_____
Desk File Options

| Info | ---
|_____| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |

5746. Laser C Debugger

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 14:49:10 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Dec3.094910.16071@desire.wright.edu>
Source record: 35597

Has anyone had problems with Laser C debugger while Maxifile 2 is load as an accessory?

5747. Re: Minix.XFS - Latest version is really unstab

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 15:54:11 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHGuuC.C3t@newcastle.ac.uk>
Source record: 35598

In article <2dn4r3$1bve@obelix.uni-muenster.de>, kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:
>In article G27@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>>
>>
>>I just installed the latest release of Minix.xfs on my falcon (Mint1.04)
>>
>>It results in the machine crashing after a maximum of 2 minutes. The older
>>versions worked fine.....so I've gone back to an old version until the bugs
>>are sorted out.
>>
>>I'll be mailling a full bug report to the authors - but I'd recomend everyone
>>to steer clear for now (it also corrupted one of my TOS partitions!!!!).
>
>I cannot see your problem, the newest version (which is 0.60 pl9 up to now) works
>fine on my TT with mint 1.09. But you might want to update your mint version and
>maybe also try another HD software, as ADHI was known to cause some troubles in
>an older version (which are you using?)
>
>Ulrich
>

Hmm. The version of the MinixXFS was 0.60 pl9, my AHDI is the very latest release (straight from atari). The version I installed the binary from a.a.u.e

& it didn't work.......

Craig.

5748. Re: Minix.XFS - Latest version is really unstable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 18:06:54 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.vzZnvFVgxyU@nasim.sta.sub.org>
Source record: 35604

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>In article <...>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>|> I just installed the latest release of Minix.xfs on my falcon (Mint1.04).
>|> It results in the machine crashing after a maximum of 2 minutes. The older
>|> versions worked fine.....so I've gone back to an old version until the bugs
>|> are sorted out.

> Well, what's the latest version in your opinion? My latest version (believe
>me, it _is_ the latest, it's pl9) runs fine on a TT with memory protection.
>Maybe yours was compiled with a broken gcc???

Minix-FS 0.60 PL9 runs fine on my FALCON with MiNT 1.08. First I tried
the original binary, later I compiled my own 020/881 version.

>TeSche

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5749. Re: STacy and an external HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 19:08:40 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2do2ro$odn@charm.magnus.acs.ohio-state.edu>
Source record: 35600

>jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>
>> I would like to OCCAISIONALLY hook my ST's external HD to my STacy.
>> I would like to use both this external HD and the internal HD at the same
>> time; or at the very least the external drive only.
>>
>> How should I set my drives up to accomplish this?
>
>All you really need to do is set the external drives SCSI ID to something
>other than 0. (I think that is what the STacy uses for it's internal drive.)
>This is either done on the drive itself, or with DIP switches inside or on
>the back of the case. Without knowing what kind of external HD you have,
>I can't help much more.

I have a Maxtor 130 with ICD AdSpeed + in an IBM case.

I figured I would have to switch SCSI ID number on the external drive, I
just wasn't certain. Thanks.

The questions I have now, though, is what happens considering the fact that
both drives will have an executable C partition?

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5750. Re: Minix.XFS - Latest version is really unstab

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 19:30:15 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1993Dec3.193015.29297@mnemosyne.cs.du.edu>
Source record: 35601

This is very odd, pl9 has changed nothing in the disk I/O that should affect anything other than older XHDI compliant drivers.
Two other pieces of information. There is only one author, me. I am also getting sick and tired of incomplete bug reports. There is a file called 'bugs.doc' with the information I need, I'm fast getting to the point where if I get any more reports thinking I am clarvoyant (e.g. "Minixfs crashed, what's wrong") I'll either ignore them or give up.
Steve.

5751. Re: Changing STFM CPU

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 20:18:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.71600@cix.compulink.co.uk>
Source record: 35602

In article <gigxr01-031293121933@ngalm099.gal.nt.com>, gigxr01@nt.com (Gerry O'Rourke) writes:
>What I want to do is swap my 8 Mhz CPU for a 16 Mhz unit.
>I know that this is an old idea, & I might be better off getting a proper
>accelerator card; But:
>

You would get a 20-25% speed incease. The advantage of commercial boards
is that they use a cache to achieve 70-80% increase.

Ofir ogal@cix.compulink.co.uk

5752. Re: STacy and an external HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 20:34:49 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2do7t9$hp4@mailer.fsu.edu>
Source record: 35603

Jeff A Poling (jpoling@magnus.acs.ohio-state.edu) wrote:
> >jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
> >
> >All you really need to do is set the external drives SCSI ID to something
> >other than 0. (I think that is what the STacy uses for it's internal drive.)
> >This is either done on the drive itself, or with DIP switches inside or on
> >the back of the case. Without knowing what kind of external HD you have,
> >I can't help much more.
>
> I have a Maxtor 130 with ICD AdSpeed + in an IBM case.
>
> I figured I would have to switch SCSI ID number on the external drive, I
> just wasn't certain. Thanks.
>
> The questions I have now, though, is what happens considering the fact that
> both drives will have an executable C partition?

I believe it works in the following way. Partitions are mounted from the
SCSI devices in order of device (first 0, then 1, etc.). They are mounted
sequentially (first partition of first device is C, second, D, etc.). So,
if you have your internal set to 0 and your external set to something else,
the first partition on the internal will be the boot partition. The fact that
the first partitoin on the other device is bootable should not make a
difference. It will just be mounted as a regular partition.

Now, you can change this in software (using ICD stuff, at least). The
ICD Desktop utility will allow you to enable/disable partitions as you please.
I am not sure if you could coax it into mounting something else as C and
still be able to get to the earlier partitions, but it might be worth a check.

I have one of my devices set to 1, the other to 3. The device set to 3 has
an external ID switch, so I can change it to 0 if I want to boot from it (it
is a Syquest). This gives me maximum flexability. You might want to look
into changing your internal device to be 1 or 2, and getting an external ID
switch for your Maxtor (they are cheap and easy to install, they simply fit
over your ID jumpers and allow you to set them with an external pushbutton,
no soldering or cutting involved). On the other hand, I dimly remember
something about STacy's really wanting their internals to be ID 0 (I could
be wrong about that).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *

* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5753. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-03 23:06:55 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2dogqf$dde@vulcan.nrlssc.navy.mil>
Source record: 35610

```
>
>>What is the accessory ALERTS for ?
>
>ALERT makes error messages appear in an alert box--without this they
>will appear directly on the screen.
>
> --Jeff
>
```

I just bought multitos from Toad a couple of weeks ago and cannot find this ALERT program... Could you tell me where you found this- it sounds extremely useful.

So far, my experiences with multitos (on a TT) have been marginal. I have no ACCs and nothing else AUTO-starts, but I frequently get crashes that freeze up the whole machine. Next time it happens (this weekend there should be enough time to escape from working on final class projects and studying for finals (yuck to being a part time student again!)) I'm going to write down the exact errors and consult this group.

Is multitos supposed to come with any sort of real manual? All that was in the package I got was a _thin_ 'getting started' sort of manual that really just walked you through the installation. The doc files available for Mint are _vast_ by comparison.


```
--
+--------------------------------------------------+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+--------------------------------------------------+
```

5754. Re: Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-04 00:40:20 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <755064604.0@mettav.royle>
Source record: 35531

On 28 Nov 93 at 22:21:49 (Hallvard Tanger&#65533;s) wrote the following:

```
> You might install some resistors to be on the safe side. I have
an
> NEC Multisync II, and from the info file I found about making
the
> switchbox for it, it showed three resistors (that were optional).
I
> used them to be on the safe side. I can't remember how many ohms
they
> were on, but I think they were
> connected to the R, G and B signals. I have the circuit at home if
you
> need it.

I have just aquired an NEC MultiSync II, although it looks rather
old.

Am I right in thinking you've managed to connect this to your ST, if so how
please?

-Paul-

--
~=~=~=
```

5755. Wanted - source code for a simple Term program

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-04 04:28:46 UTC
From: winters@access.digex.net
Message-ID: <2dp3lu$qv6@access.digex.net>
Source record: 35606

Anyone know of any solid term programs that would allow me to use
my Atari 1040ST with 1 MB memory and a color monitor to call
the net or bulletin boards? Sending files is not a necessity at this
point (could use Kermit for that). Just want to see some good
public domain, shareware, or commercial examples of C or BASIC
source code for terminal emulation. Even a program which duplicates the
RS232 Port Configuration Dialog Box would be cool. In fact, did Atari
ever release the source code to the RS232 Dialog Box? Thanx for any
advice.

---- Mike Winters

5756. Assembly libraries for new calls?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-04 05:35:56 UTC
From: anamr@cats.ucsc.edu
Message-ID: <2dp7js$pou@darkstar.UCSC.EDU>
Source record: 35607

Is there on any FTP site, assembly code libraries for the various new XBIO, BIO, and GEM calls?? I have the original MadMac Library, very old indeed! If someone can help, please drop me a line. I am trying to get back into the swing of things. Atari machines sure have changed since the STE...

thanks,
ana

5757. Re: Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-04 10:03:15 UTC
From: gutschk@jacquard.uni-muenster.de
Message-ID: <2dpn93INNfbu@jacquard.uni-muenster.de>
Source record: 35608

>> My SM124 monochrome monitor has a problem. When it is cold it
>> inverts the colors. Once it is warm it also does this if I access
>> the floppy drive. There are are 40 faint vertical lines in the
>> picture also. Can anyone suggest what components might cause thie
>> problem. I'm handy with a sodlering iron, but I have not had to
>> diagnose monitor problems before!

I remember, that some time ago I experienced a similar problem with a monitor of a friend of mine. The problem seemed to disappear if you moved the cord and/or the plug of the monitor, thus we assumed, that either the cord was broken or the connection between the monitor socket and the PCB in the computer was damaged. I cannot remember how we eventually fixed the problem, but I would suggest to check if all wires from the pcb of your computer to the monitor are undamaged and show zero resistance. Only if this does not help, I would resort to checking the other parts on your computers mainboard (possibly starting with exchanging the shifter with another one and checking if this helps).

Markus

5758. Help with setting up Hsrd Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-04 11:37:28 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHIDLF.I30@westminster.ac.uk>
Source record: 35609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear netters,

I have just bought a 245 Mb hard disk, and have come across the problem of partitioning it. I can partition the Hard Drive using ICD utilities, but the problem is that I don't know how many partitions and what type of partitions to keep. Maybe the good souls out there in cyberland may be able to help me.

I know that I should keep about 5 Mb for my boot partition. the rest I do not know, how much to keep for TOS, and how much to keep for Minix and MiNT.

My system is :

2.5 Mb STe with TOS 1.06/2.06 switchable. (I am using mem.prg to patch 2.5 meg)
Colour and mono monitors
External floppy
Scanner
Laser Printer
Quantum LPS 240-S Hard Drive.

I will be upgrading to 4 meg soon (I hope) and and accelerator.

How much space should I keep for my MiNT partition that I will have installed on a Minix file system? I am thinking of using Simon Gornalls MiNT Distribution Kit from a.a, or should I go for the traditional way of installing MiNT?

How much space should I keep for this?

Also, I am going to install Tex, Smalltalk, Gnu C, C++, SB Prolog, Ghostscript along with other utilities. will i be able to run these under MiNT (As it would be nice to use extended file names like more.file.names). If so these would have to be in a Minix File System running under MiNT.

I am also going to install Minix v1.5, and think that I need about 32 Mb of Disk space, or do I need more, as there are Gnu utilities for Minix, around?

The rest I will keep as TOS partitions, and maybe DOS and Spectre partitions when the time comes.

Thanks in advance for people who reply to this query.

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5759. Re: Minix.XFS - Latest version is really unstable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-04 16:37:30 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <Q1RJBU6I@isys-hh.hanse.de>
Source record: 35622

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>I just installed the latest release of Minix.xfs on my falcon (Mint1.04)

>It results in the machine crashing after a maximum of 2 minutes. The older
>versions worked fine.....so I've gone back to an old version until the bugs
>are sorted out.

Can't confirm the above. I run minixfs v.0.60 (this is the latest version
I have access to, unfortunately you didn't quote your version) under MiNT0.95
without any problems apart from MiNT0.95 insisting on loading xfs's twice...

minixfs runs in Turbo mode, and update has shown no flaws so far, either.

rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

5760. Re: How can I use a bigger buffer for the serial line ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-04 18:55:36 UTC
From: david@bdt.com
Message-ID: <CHIxwp.7ML@bdt.com>
Source record: 35612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On my BBS there is a free TSR that I wrote in an archive called "rsbuf.arc". This TSR works like the CACHEnnn and family where it looks at its name in the AUTO folder and sets the buffer size to that many K. E.g. RSBUF4.PRG sets the RS-232 buffers to 4K. The BBS number is USA 510-530-9682. The file is in the ST area and is available to all callers. It has probably been posted to other places too, but I couldn't tell you where.

--

David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | UUCP: uunet!ossi!bdt!david

5761. Re: Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-04 20:47:04 UTC
From: pyslg@mail.bris.ac.uk
Message-ID: <CHJ32G.1Kq@info.bris.ac.uk>
Source record: 35611

Many thanks to all for your help. I tried using 150 ohm resistors in the R G and B lines, but didn't get very good contrast so I reduced them to 47 ohms and now have a quite reasonable mono display on the Viglen monitor. But...
For some reason the top few lines of the display are off the top of the screen, making it hard to see the menu bar items. The monitor has (SVGA) Horizontal Size and Position controls but no Vertical control is provided. Perhaps it's happening because of the Atari's vertical scan rate being a bit higher than 70 Hz (some say 71, some 71.25, some 72). Any ideas???

---
	email: Steve.Gilbey@bristol.ac.uk
Steve Gilbey	----------
Bristol University, UK	'They were all of them fond of quotations'
	Lewis Carroll, The Hunting of the Snark

5762. RE; Mega ste's have got composite video

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-05 00:47:46 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1993Dec5.111746.21495@levels.unisa.edu.au>
Source record: 35615

```
>> .
>>>NOTE: I'm only talking about the MEGA FM's not the MEGA/STE's
>>
>> WHy, because you don't know, or because you know Mega STE's HAVE comp sync ?
>>
>> I have a Mega STE, that would interest me !!!
>
> I can't remember what the arrangement is on the MEGASTE, so I will have
> a look at the schematic and post a answer soon.

A followup to this note, if you want to determine if your Atari has
composite video output then, as a general rule of thumb, if your atari
has an RF modulator then it will have composite video output on the
monitor connector. In other words this means that the MEGA fm series
were the only ST'f without composite video. But I'm not sure about the
Stacy or the STbook. Also the MEga STE's have got d

an RF modulator so
they also have composite video on the monitor connector.

Kym
--------------------------------------------------------------------------------
"One Adam Twelve, we've got a herbal freak in progress.......The odds
of being rattled by the thought patrol on the New England highway at
night are lower than crashing immortality by square rooting death with
blind mathematics, the coastal routes are more dense ... so are the cops'
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.
```

5763. Re: STacy and an external HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-05 00:52:45 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1993Dec5.112245.21496@levels.unisa.edu.au>
Source record: 35616

In article <2dm8ei$m6l@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
> I would like to OCCAISIONALLY hook my ST's external HD to my STacy.
> I would like to use both this external HD and the internal HD at the same time;
> or at the very least the external drive only.
>
> How should I set my drives up to accomplish this?
You will need to set the external hard drive to ID number 1 as
the internal drive will be ID 0. This means that you have to boot off
the internal drive.

Kym

"One Adam Twelve, we've got a herbal freak in progress.......The odds
of being rattled by the thought patrol on the New England highway at
night are lower than crashing immortality by square rooting death with
blind mathematics, the coastal routes are more dense ... so are the cops'
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

5764. Dealers

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-05 03:03:16 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Dec5.030316.19703@jupiter.sun.csd.unb.ca>
Source record: 35614

I am looking for a list of Atari Dealer in Atlantic Canada.
Please email me a list of addresses and telephone numbers for
any companies in the area.

5765. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-05 17:37:45 UTC
From: ts@uni-paderborn.de
Message-ID: <2dt699$o40@news.uni-paderborn.de>
Source record: 35617

In article <CHAH7G.52J@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:
|>
|> I got the same error. I think its the compiler. The readme said that
|> whoever built it, never tried it out, so I think its a matter of a bad
|> port than the GNU original being bad, so we just need someone to
|> report it (not me, my hard disk is too small).
|>
|>

I suppose you are talking about the version I did. I compiled g++ with bammi's patches, the only difference is I'm using MiNTLib, not GNULib.

"Untested" means I have tested if it starts ok, but since I'm not using c++ at home I can't tell wether the compiler has serious problems with compiling complex or simple c++ sources.

Get the new g++lib from a.a (update36), I think this one is ok for gcc-2.5.[3-5].

Cheers, Thomas.

PS: I think my mail adress is in the readme. I got no mail describing this problem...
--
ts@uni-paderborn.de

5766. ATARI SWAP MEET

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-05 20:29:09 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2dtgal$1j5@charm.magnus.acs.ohio-state.edu>
Source record: 35624
Cross-posted to: osu.general,oh.general,comp.sys.atari.st,comp.sys.atari.st.tech,alt

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present their annual

ATARI SWAP MEET

7:30pm, WEDNESDAY, DECEMBER 8, 1993

AT

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President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5767. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-05 21:29:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6jLpTYU_jO_@semprini.waterloo-rdp.on.ca>
Source record: 35545
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <BAMMI.93Nov30232418@acae127.cadence.com>, Jwahar R. Bammi writes:
> > compiler error when including one of the standard files. Do I need a newer
> > g++ library, or is, as I suspect, g++2.5.3 shagged.
> >
>
> i just sent out a new libg++/headers. it was fully tested with
> gcc 2.5.5. that i also sent. please give them a try.

2.5.4's cc1plus still produces an address error (3 bombs) on a plain ST
with 4M; I didn't test cc1 too much but at least it didn't crash on
hello.c... :-\

I'll try 2.5.5 as soon as it moves out of New on a.a.u.e; I've heard
that 2.5.x also have sever problems on Linux and other x86 and 0x0
architectures... from the sound of things, they were being pretty
optimistic when they said 2.5.5 would be the last 2.5.x...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5768. Re: MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-05 21:45:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.w0G6iSn1Oek@semprini.waterloo-rdp.on.ca>
Source record: 35544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <SCHWAB.93Nov29110000@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> Newer versions of MiNT (i don't know which version, probably after
> 1.04) will also run the auto folder programs after itself, i.e. it
> doesn't have to be the last auto program. It also fiddles with the
> basepage chain so that MiNT is not visible. Thus maybe a newer version
> of MiNT can help you.

I've never actually seen that in action... When I run MiNT (1.08; 1.09
soon) it doesn't load anything after it in the AUTO folder.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5769. Voice-Mail on the Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 00:20:43 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <Yh0bfPS00WB4EIk7o0@andrew.cmu.edu>
Source record: 35627

Hi folks!

I have recently started developing a voice-mail system for the Falcon (are there commercial systems around at the moment?) and managed to get some encouraging progress. The hardware side is pretty much done up and it is now left to the software development to include some pretty powerful features.

I am looking into the possibility of releasing the voice-mail system as shareware but there are certain problems like FCC approval of devices hooked up to the phone line. I am still looking for a way around this.

However, I would like to make a small survey of whoever is interested in this system, so I would know if it is worth the effort to look further along these lines. Send me an email with your opinions, suggestions etc.

Thank you.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

5770. Megafile power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 03:58:38 UTC
From: whitema@rtsg.mot.com
Message-ID: <2duale$2gg@delphinium.rtsg.mot.com>
Source record: 35637

Anyone out there know of a good, convenient replacement for a Megafile 30 power supply? It looks like it needs to convert 110V to 12 & 5 volts. Radio Shack carry anything like this?

Michael White

5771. Re: Voice-Mail on the Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 04:18:32 UTC
From: ABARBIERO@delphi.com
Message-ID: <931205.83912.ABARBIERO@delphi.com>
Source record: 35631

Considering that Black Mail from Digital Optical Analog has been in the wings for over a year for the F030, any progress would be interesting. As a channel for a VAR item, voice mail could be quite lucrative. Imagine it as part of a stand alone phone/voice mail system marketed directly to business...

Hard to implement but that is how you make money!

Andreas@AEO
ABARBIERO@Delphi.com
AEO.2@genie.geis.com

5772. Re: Voice-Mail on the Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 05:55:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.79512@cix.compulink.co.uk>
Source record: 35635

In article <Yh0bfPS00WB4EIk7o0@andrew.cmu.edu>, Jinlung Fung <jf4y+@andrew.cmu.edu>
writes:
>Hi folks!
>
>I have recently started developing a voice-mail system for the Falcon
>(are there commercial systems around at the moment?) and managed to get
>some encouraging progress. The hardware side is pretty much done up and
>it is now left to the software development to include some pretty
>powerful features.
>
>I am looking into the possibility of releasing the voice-mail system as
>shareware but there are certain problems like FCC approval of devices
>hooked up to the phone line. I am still looking for a way around this.
>
>However, I would like to make a small survey of whoever is interested in
>this system, so I would know if it is worth the effort to look further
>along these lines. Send me an email with your opinions, suggestions etc.
>
>Thank you.
>
>Ta Ta For Now,
>Michael Fung
>

How would you distribute hardware as shareware? Do you handle DTMF
decoding?

Ofir ogal@cix.compulink.co.uk

5773. How fast are your True color Polygons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 09:14:52 UTC
From: wilsont@rahul.net
Message-ID: <CHLwCt.20C@rahul.net>
Source record: 35639

After applying my new True color polygon routines to a 3D app I'm
mucking around with. I find that gobs of time are spent drawing
the polygons. (1.66 200hz ticks on average)

"average" is defined by a C for-next loop generating random points for
a 4 sided polygon, and then plotting.

I found that using 'towers' in my machine code didn't garner any significant
(detectable even) difference over a tiny little loop. I assume the cache
is what makes the loop run as fast as the tower.

Example:
d7= pixels to write.
d0= color.

```
loop:
movew d0,a0@+
dbra d7,loop
end:
```

```
** VS ***
lea _tower,a1

movew #320,d6
subw d7,d6
addal d6,a1
addal d6,a1 | set up for jump
jmp a1@

tower:
movew d0,a0@+ | 1 pixel
movew d0,a0@+
movew d0,a0@+
movew d0,a0@+
...
movew d0,a0@+ | 320 pixels...
end2:
```

the point is, I tried loops, I tried towers, my polys are still slow.

Can anyone give me some general polygon tips (pixel packed only please)
tips to speed up mine.
I'd also like to hear what other people have gotten out of their falcons.

Thanks. i'll post a summary.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley

Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~Falcon030, Unix and MS-DOS.

5774. Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 09:46:58 UTC
From: ma2jswc@mail.bath.ac.uk
Message-ID: <CHLxuH.BGL@mail.bath.ac.uk>
Source record: 35640

I at present own a 4Mb STE, col monitor.
I am deciding whether to get a 40Mb hard drive or AD Speed STE
I have beeen told by 1 person to get the HD and another to get an accelerator.

I use my STE about 75% for games playing, about 20% for games programming
(STOS), and about 5% for word processing etc.

Any advice???

5775. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 11:05:23 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec6120523@issan.informatik.uni-dortmund.de>
Source record: 35548

In article <CHGq25.G5L@uc2372c.DaytonOH.NCR.COM>, Robert.Anisko@daytonoh.ncr.com writes:

|> Well, since I'm still a bit of a neophyte as far as some of this stuff goes,
|> how does one "apply" a diff to patch the source? I under stand diff from
|> the creation process (as in "diff file1 file2") but I'm not sure how to apply the
|> result (any special program, syntax to do this?)...

If you want to patch, use patch :-)

The latest version of patch is 2.1. It is available from any GNU
server, and there should also be a compiled version on a.a.u.e.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5776. Re: How fast are your True color Polygons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 11:08:15 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2dv3qvINNog2@bambam.cs.city.ac.uk>
Source record: 35618

```
In article <CHLwCt.20C@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
|>
|>
|> After applying my new True color polygon routines to a 3D app I'm
|> mucking around with. I find that gobs of time are spent drawing
|> the polygons. (1.66 200hz ticks on average)
|>
|> "average" is defined by a C for-next loop generating random points for
|> a 4 sided polygon, and then plotting.
|>
|> I found that using 'towers' in my machine code didn't garner any significant
|> (detectable even) difference over a tiny little loop. I assume the cache
|> is what makes the loop run as fast as the tower.
|>

[example deleted]

|>
|> the point is, I tried loops, I tried towers, my polys are still slow.
|>
|> Can anyone give me some general polygon tips ( pixel packed only please)
|> tips to speed up mine.
|> I'd also like to hear what other people have gotten out of their falcons.
|>

First off, you don't say where you're using RGB or VGA. The problem is one of
memory bandwidth and VGA 320x240xTC uses more than twice the memory bandwidth
of RGB 320x200xTC because of line doubling.

The problem with your linear code (aka towers) is that it is big to fit in
cache. This exacerbates the the memory bandwidth problem since all the
instructions have to be pulled from memory and it makes your linear code
potentially slower than a tight loop. What you really need a loop
with a smaller piece of linear code in it (the exact size will depend
on the surrounding code and whether you are try to fit the Bresenham loop
in cache as well).

Another thing you might try is to use move.l to fill two pixels at once.
This wins for large polygons but loses for small polygons because odd length
run lines need to be detected and an extra move.w done.

You might also try blitting from halftone RAM; but I'm not sure how fast this
is.

There are also some tricks for optimizing the Bresenham calculation. Finally
unless you want to smooth shade or texture map your polygons why do you need
```

TC? 256 color and movem.l instructions would be much faster.

Steven

5777. Re: Compiling GCC 2.5.x for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 11:14:04 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec6121404@issan.informatik.uni-dortmund.de>
Source record: 35547

In article <CHEovr.Aoz@dcs.ed.ac.uk>, jdmt@dcs.ed.ac.uk (Joe Tapply) writes:

|> Another problem that I encountered was that my new, 68020/68881 version
|> of Gcc 2.5.3 refuses to compile the Mintlibs - it complains that _exit has
|> been redifined. My old 2.4.5 ST-MiNT version of GCC has no such problems, so
|> I guess that it must have something to do with a compilation option in the
|> GCC-2.5.x source . How do I get around this?

This has to do with a change in the way how non-returning functions
are declared. GCC <2.5 uses

```
volatile void _exit();
```

but GCC >=2.5 uses

```
void _exit() __attribute__ ((noreturn));
```

The former was a violation of the ANSI standard. The next version of
the MiNT library will hopefully contain the necessary changes.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5778. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 11:21:14 UTC
From: avg@cwi.nl
Message-ID: <CHM27E.E5z@cwi.nl>
Source record: 35619

fox@vulcan.nrlssc.navy.mil (Dan Fox) writes:

>I just bought multitos from Toad a couple of weeks ago and cannot
>find this ALERT program... Could you tell me where you found
>this- it sounds extremely useful.

Best thing to do is have TOSWIN automatically pop up a window which runs CONSOLE.TTP, similar to what the Sunview standard environment does. It gives you more information when something goes wrong. And you'll need it as well. I regret but have to say: MultiTOS = MultiCRASH.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

5779. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 11:22:06 UTC
From: avg@cwi.nl
Message-ID: <CHM28u.E84@cwi.nl>
Source record: 35620

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Has anyone experienced problems with MiNT and Neodesk 3.03? Every time
>U: is accessed Neodesk gives an alert with TOS error -1. This is with
>MiNT 1.08 compiled with Lattice 5.5.2.

Perhaps it tries to WRITE to parts of the U: hierarchy which cannot be
changed?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

5780. Re: Voice-Mail on the Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 11:26:33 UTC
From: avg@cwi.nl
Message-ID: <CHM2G9.ECG@cwi.nl>
Source record: 35621

Jinlung Fung <jf4y+@andrew.cmu.edu> writes:

>I have recently started developing a voice-mail system for the Falcon

[...]

>there are certain problems like FCC approval of devices
>hooked up to the phone line. I am still looking for a way around this.

I see. So basically you're working on a system that lets you hook up
your computer to a phone line so that you can use the DSP to actually
use the phone to transfer speech? Brilliant!

There's more to watch out for than the FCC... I think AT&T/Bell has the
rights for what you just invented.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

5781. Re: Colour icons on non-new machines.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 11:50:55 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2dv6avEb0c@uni-erlangen.de>
Source record: 35638

warwick@cs.uq.oz.au (Warwick Allison) writes:

>It would need to work without any co-operation from the program (ie. a
>program that gives colour icons on new AES's should give colour icons
>if this TSR is installed on older machines).

I doubt that this is easy to achieve... A TSR would have to provide
enhanced versions of several AES-functions, i.e. rsrc_load() and
objc_draw(). ...oh, and probably even appl_getinfo() as well.

IMHO it is simpler to provide two resource files. Well, by the way
this TSR already exists. It's called Multitos. :-)

Regards,
Tommi

|| Thomas_Kuenneth@N.maus.de
/||\ tskuenne@cip.informatik.uni-erlangen.de
TT030 ...and nothing else...

5782. Changed STFM CPU Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 11:55:40 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-061293115540@ngalm099.gal.nt.com>
Source record: 35623

Many thanks to those who replied to my posting on changing CPU speed.

I got the thing working last weekend, with the original 8 Mhz CPU still
in the machine. The speed increase is not really obvious, it just feels a
little bit faster on redraws, etc.

Still, it only cost a few pennies to do :).

Don't know how long the 8 Mhz CPU will last if it spends some time running
@ 16 Mhz, but I have the replacement ready.

Now , if there was some way to speed up memory access (I have a marpet
Xtra Ram with 4 meg of 70 nS Simms) ??

I am interested in getting my hands on some schematics for the STFM/STE.
I know that Atari publish some tech manuals, but do they include Circuit
Schematics in these?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5783. Changed STFM CPU Clock Speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 12:48:33 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-061293124833@ngalm099.gal.nt.com>
Source record: 35543

Many thanks to those who replied to my posting on changing CPU speed.

I got the thing working last weekend, with the original 8 Mhz CPU still
in the machine. The speed increase is not obvious, it just feels a little
bit faster on redraws, etc.

Still, it only cost a few pennies to do :).
Don't know how long the 8 Mhz CPU will last if it spends some time running
@
16 Mhz, but I have the replacement ready.

Now, if there was some way to speed up RAM access (I have a Marpet Xtra Ram
board with 4 Megs 70nS Simms) 8).

I know that Atari have published a hardware description /guide for the
STFM/STE, but does this also include the scematics??

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5784. Re: Voice-Mail on the Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 13:28:55 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <4h0nCLe00YUnIh0Hgb@andrew.cmu.edu>
Source record: 35625

Excerpts from netnews.comp.sys.atari.st.tech: 5-Dec-93 Re: Voice-Mail on the Falcon! by ABARBIERO@delphi.com

> As a channel for a VAR item, voice mail could be quite lucrative. Imagine
> it as part of a stand alone phone/voice mail system marketed directly to
> business...

That's certainly something that came across my mind. However, there are bound to be problems, so I am not looking that far as yet.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

5785. Re: Voice-Mail on the Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 13:33:54 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <gh0nH2K00YUnEh0IxO@andrew.cmu.edu>
Source record: 35626

Excerpts from netnews.comp.sys.atari.st.tech: 6-Dec-93 Re: Voice-Mail on the Falcon! by Ofir Gal@cix.compulink.c
> How would you distribute hardware as shareware? Do you handle DTMF
> decoding?

That's one of the problems. One way is to mail the hardware ready-built... another way is to describe how to build the hardware but I think that will be a nightmare. I favour the first way better.

As for DTMF decoding, there will probably be two versions, one that acts just like a simple answering machine and a 'deluxe' version that will allow you to page thru' menus using touch-tones, much like those you hear on commercial services. I am planning some other extensions to these to make it even more useful, example selective ringing.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

5786. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 15:41:29 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHME96.CIy@cs.bham.ac.uk>
Source record: 35546

In article <CHM28u.E84@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>>Has anyone experienced problems with MiNT and Neodesk 3.03? Every time
>>U: is accessed Neodesk gives an alert with TOS error -1. This is with
>>MiNT 1.08 compiled with Lattice 5.5.2.
>
>Perhaps it tries to WRITE to parts of the U: hierarchy which cannot be
>changed?
>

Would turning on the debugging help find out what's happening? What gets me is that ND 3.03 is supposed to be MiNT compatible.

I spoke to the UK importer yesterday (Neal O'Nions) who went blank when I mentioned TOS err #-1 ("There's no such code"), and suggested I use Geneva. He doesn't recommend using Neodesk anyway, which is strange.

--Chris

5787. Re: How fast are your True color Polygons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 15:45:12 UTC
From: BACH@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CHMEFn.DuG@bernina.ethz.ch>
Source record: 35628

```
>
> You might also try blitting from halftone RAM; but I'm not sure how fast this
> is.

This does NOT speed up things very much. Since the Blitter gains its speed
by addressing pixels in plane-modes. (where the CPU would have to rotate etc.)

For the suggestion with the loop fitting into the 256Byte-Cache, I just can add
that then you should set the Write allocate-Bit in the Cache Register of the
CPU. (Don't ask me right now, what worth is best, I don't know that by
heart...)
This can speed up things like hell!!! (I did it with my old Fractal-routine.
It gained about 70% of speed!!!!
The same thing with Griff's small sphere-demo-routine that was hacked, speeded
up and spread by An Cool (?). After having set that WRITE ALLOCATE Bit, it
worked on VGA-Screens at 60 frames a second...

But do not try this out with the desktop (in Tos 4.0x) it won't work
(only if you do not want to use your disk-drive) Though this has changed in
MultiTOS where they included that Cache On/Off Switch...

Have a nice day
Beat Christen
bach@satan.vmsmail.ethz.ch
```

5788. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 16:10:03 UTC
From: lancer@yoyodyne.WPI.EDU
Message-ID: <LANCER.93Dec6111003@yoyodyne.WPI.EDU>
Source record: 35630

0{{ "J" == J S W Chan <ma2jswc@mail.bath.ac.uk> writes:
J> I at present own a 4Mb STE, col monitor. I am deciding whether to
J> get a 40Mb hard drive or AD Speed STE I have beeen told by 1 person
J> to get the HD and another to get an accelerator.

I suggest getting the hard drive. I don't know how I lived without
one on my ST!!! Besides, from what I've heard, those 16-MHz 68000
accelerators are hardly noticable at all. One person quoted a
whopping %8 speed increase for just $150! That hardly sounds worth
it... If I were you, I'd spend my money on:
hard drive
mono monitor (or multisync)
more games

J> I use my STE about 75% for games playing, about 20% for games
J> programming (STOS), and about 5% for word processing etc.

.s.
--
- lancer@wpi.wpi.edu - - 0{{ "Haus der Luege": -
- Gott hat sich erschossen - Ein Dachgeschoss wird ausgebaut -

5789. Re: How fast are your True color Polygons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 16:10:47 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Dec6.161047.3107@t.hfb.se>
Source record: 35629

In article 20C@rahul.net, wilsont@rahul.net (Timothy Wilson) writes:
>
>
>After applying my new True color polygon routines to a 3D app I'm
>mucking around with. I find that gobs of time are spent drawing
>the polygons. (1.66 200hz ticks on average)

I *think* it's possible to let the BLiTTER do the drawing while the
CPU calculates the next polygon, if you can get the code to fit in
the 68030 instruction cache!

I haven't tried this, coz I haven't got a F030 yet...

/
/ Daniel

5790. CPX and appl_init (Part Two)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 17:42:51 UTC
From: hn@minipicc.informatik.rwth-aachen.de
Message-ID: <hn.755199771@minipicc>
Source record: 35549

Some weeks ago I asked about how to get a valid AES GLOBAL field for a CPX.

Finally, I found ATARI's example sources for CPX development:
The right way is to call a appl_init() in the cpx_init function
of a CPX as shown below.

```
------------------------------
CPXINFO
*cpx_init( Xcpb )
XCPB *Xcpb;
{
xcpb = Xcpb;

appl_init();

if( xcpb->booting )
{
-- stuff deleted --------------
```

Note that there is no appl_exit()!

I'm quite surprised to see that this code works.
This appl_init() fills a global field with the AP_ID of XCONTROL.

I'd had expected that the appl_init() returns a unique (growing)
AP_ID any time when it is called. But in fact it always returns the
AP_ID of XCONTROL. And: why isn't an appl_exit() needed?

Any explainations ?
--
Helmut Neukirchen Gegen Hochschul"reform", Studiengebuehren
hn@pool.informatik.rwth-aachen.de und Zwangsmassnahmen

5791. ST HARDWARE AND SIMMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 17:51:31 UTC
From: cm5206@ccub.wlv.ac.uk
Message-ID: <2dvrf3$dvj@ccub.wlv.ac.uk>
Source record: 35550

Hi everyone,

I was recently reading a demo called 'DARKSIDE OF THE SPOON'.
In the scroll text of one of the sub-demos the coder talked
about the possibilty of using the MIDI/Floppy Disk controller
chips to perform direct memory accessing block copying. He
suggested programming the FDC to write to the disk drive, but
without starting the DISK drive up. It would then write the data
back into memory but with each bit shifted by 1 position.

My question is has anyone done this or heard of this?

Secondly. I have two STE's, each has a pair of 256K simms in.
I tried putting all four simms into the one machine to make the
computer one meg, however this does not work. I belive this is
becuase the SIMMS are configured for 512K computers only.

Dose anyone know how I can get around this or reconfigured my
chips?

Thanx in advance!

Rich...
--
cm5206@scitsc.wlv.ac.uk
cm5206@ccub.wlv.ac.uk

5792. Timer

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 17:54:45 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Dec6.175445.10242@jupiter.sun.csd.unb.ca>
Source record: 35541

I am looking for a stop watch type of timer for FTL modula 2 on the Atari ST line of computers. I am trying to determine some of the run times required to execute some of my modula procedures. Please email responses to my UNB address.

Peter Green

5793. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 17:57:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.82675@cix.compulink.co.uk>
Source record: 35551

In article <CHM28u.E84@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>>Has anyone experienced problems with MiNT and Neodesk 3.03? Every time
>>U: is accessed Neodesk gives an alert with TOS error -1. This is with
>>MiNT 1.08 compiled with Lattice 5.5.2.
>
>Perhaps it tries to WRITE to parts of the U: hierarchy which cannot be
>changed?
>

I think I saw a fix for this somewhere.

Ofir ogal@cix.compulink.co.uk

5794. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 17:58:02 UTC
From: whitema@rtsg.mot.com
Message-ID: <2dvrra$a6k@delphinium.rtsg.mot.com>
Source record: 35542

In article <LANCER.93Dec6111003@yoyodyne.WPI.EDU>,
Stephe Lewis Foskett <lancer@yoyodyne.WPI.EDU> wrote:
>0{{ "J" == J S W Chan <ma2jswc@mail.bath.ac.uk> writes:
>J> I at present own a 4Mb STE, col monitor. I am deciding whether to
>J> get a 40Mb hard drive or AD Speed STE I have beeen told by 1 person
>J> to get the HD and another to get an accelerator.
>
>I suggest getting the hard drive. I don't know how I lived without
>one on my ST!!! Besides, from what I've heard, those 16-MHz 68000
>accelerators are hardly noticable at all. One person quoted a
>whopping %8 speed increase for just $150! That hardly sounds worth
>it... If I were you, I'd spend my money on:
>hard drive
>mono monitor (or multisync)
>more games
>
I have to disagree with that 8% figure. I've got the ADSPEED STe,
and the difference is VERY noticeable, in every application in
every way except for I/O (e.g. disk access, serial port, etc...).
I have to admit I'd recommend
the hard drive too, but the extra speed is worth the money.
(Especially in Steel Empire!)

Michael White

5795. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 18:14:42 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec6.181442.8229@nrtpa038.bnr.ca>
Source record: 35632

In article <LANCER.93Dec6111003@yoyodyne.WPI.EDU>, lancer@yoyodyne.WPI.EDU (Stephe Lewis Foskett) writes:
|> 0{{ "J" == J S W Chan <ma2jswc@mail.bath.ac.uk> writes:
|> J> I at present own a 4Mb STE, col monitor. I am deciding whether to
|> J> get a 40Mb hard drive or AD Speed STE I have beeen told by 1 person
|> J> to get the HD and another to get an accelerator.
|>
|> I suggest getting the hard drive. I don't know how I lived without
|> one on my ST!!! Besides, from what I've heard, those 16-MHz 68000
|> accelerators are hardly noticable at all. One person quoted a
|> whopping %8 speed increase for just $150! That hardly sounds worth
|> it... If I were you, I'd spend my money on:
|> hard drive
|> mono monitor (or multisync)
|> more games
|>
|> J> I use my STE about 75% for games playing, about 20% for games
|> J> programming (STOS), and about 5% for word processing etc.
|>
|> .s.
|> --
|> - lancer@wpi.wpi.edu - - 0{{ "Haus der Luege": -
|> - Gott hat sich erschossen - Ein Dachgeschoss wird ausgebaut -

I have had an ICD ADspeed-ST for the last 4 years and could not live without it. It give about a %50 overall increase in performance. And when coupled with a screen accellerator things really fly. However most games do not support a 16Mhz CPU. So you will need to have the CPU start in 8Mhz mode, for game compatability, then switch to 16Mhz mode in your AUTO folder.

Of course now that I have a TT the ST rarely gets used.

Having said all that I'd recommend getting the hard drive first as that will get rid of most of your annoying delays booting your system, and starting applications, loading/saving files.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

|_____|_____|

5796. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 18:39:27 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2dvu8v$o35@mailer.fsu.edu>
Source record: 35633

J S W Chan (ma2jswc@mail.bath.ac.uk) wrote:
> I at present own a 4Mb STE, col monitor.
> I am deciding whether to get a 40Mb hard drive or AD Speed STE
> I have beeen told by 1 person to get the HD and another to get an accelerator.

> I use my STE about 75% for games playing, about 20% for games programming
> (STOS), and about 5% for word processing etc.

Get the hard drive. For one, you will find that your system has much more utility with a hard disk. For another, it is my understanding that the accelerators can cause some games to not function. Also, the accelerators don't really give you a lot more performance. Better to just get a faster machine in a couple of years (Falcon?!?).

Also, 40mb is pretty small (hard disks are like potato chips, believe me). Try to get an enclosure that allows some expansion. An ICD host adaptor is highly recommended.

Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5797. SCART Connector PINOUT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 18:43:31 UTC
From: pagan@meiko.co.uk
Message-ID: <2dvugj$h1h@bart.meiko.com>
Source record: 35634

Could a kind soul please email me a scart pin-out coz I have lost my only copy and I need to cobble together a NULL SCART cable (video to telly (stereo) basically).

Thanx

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God

5798. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 18:59:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.82998@cix.compulink.co.uk>
Source record: 35636

In article <LANCER.93Dec6111003@yoyodyne.WPI.EDU>, lancer@yoyodyne.WPI.EDU (Stephe Lewis Foskett) writes:
>0{{ "J" == J S W Chan <ma2jswc@mail.bath.ac.uk> writes:
>J> I at present own a 4Mb STE, col monitor. I am deciding whether to
>J> get a 40Mb hard drive or AD Speed STE I have beeen told by 1 person
>J> to get the HD and another to get an accelerator.
>
>I suggest getting the hard drive. I don't know how I lived without
>one on my ST!!! Besides, from what I've heard, those 16-MHz 68000
>accelerators are hardly noticable at all. One person quoted a
>whopping %8 speed increase for just $150! That hardly sounds worth
>it... If I were you, I'd spend my money on:
>hard drive
>mono monitor (or multisync)
>more games
>

I agree with most of this, but speed increase is more like 70% with a 16MHz AD Speed.

Ofir ogal@cix.compulink.co.uk

5799. Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 19:11:55 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CHMo7B.3s8@ryn.mro4.dec.com>
Source record: 35261

I'm still running a pretty archaic system: vanilla 1040STF with two floppies. Hard drive prices have fallen so far that I can now get a complete 130 meg drive package from Toad for less than $400, which is more than reasonable.

I've heard things about TOS 1.0 being lousy with HDs, and wondering what that means in reality.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

5800. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 20:45:44 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.6ht7ih06rME@nasim.sta.sub.org>
Source record: 35556

Robert.Anisko@daytonoh.ncr.com writes:

>In article <CHEGJ1.7pr@uel.co.uk>, plord@uel.co.uk (Peter Lord) says:

>>Mint108 is on atari.archive.umich.edu. So is a patch to take 108 to 109
>>(I think it is called diff1819 or similar).

> Well, since I'm still a bit of a neophyte as far as some of this stuff goes,
>how does one "apply" a diff to patch the source? I under stand diff from
>the creation process (as in "diff file1 file2") but I'm not sure how to apply the
>result (any special program, syntax to do this?)...

Go and get patch.ttp (patch.zoo), copy the diffs into the
source-directory and say:

patch < diffs

Patch tells you what it's doing. All 'hunks' should succeed and the
original files will be renamed to <patched_file>.orig. If any hunk fails
you'll find the rejected patches in <patched_file>.rej. Be sure to work
on a Minix partition if you can.

For MiNT 1.08 to 1.09 you'll need the switch -l (patch -l < diffs)
because of incompatible characters at the end of each line.

> I've just been happy that I've been able to compile 1.08 :-)

Congrats! ;)

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

5801. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-06 23:12:50 UTC
From: alex@falcon.demon.co.uk
Message-ID: <755219570snz@falcon.demon.co.uk>
Source record: 35553

In article <memo.82675@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:

>
>
>In article <CHM28u.E84@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
>>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>>
>>>Has anyone experienced problems with MiNT and Neodesk 3.03? Every time
>>>U: is accessed Neodesk gives an alert with TOS error -1. This is with
>>>MiNT 1.08 compiled with Lattice 5.5.2.
>>
>>Perhaps it tries to WRITE to parts of the U: hierarchy which cannot be
>>changed?
>>
>
>I think I saw a fix for this somewhere.
>
>Ofir ogal@cix.compulink.co.uk

IIRC someone on CIX said that Eric's OFAKE.XFS fixed the problem?

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

5802. Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 00:07:40 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <755245988.AA02071@byte.bbs.no>
Source record: 35569

```
>I use my STE about 75% for games playing, about 20% for games programm
>(STOS), and about 5% for word processing etc.

The accelarator card will give you problems with many games.
At least my Hypercache 16 Mhz card did on my MEGA STE
(because it couldn't switch to 8 Mhz as the MEGA STE can)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

5803. Upgrades (was re: Diablo 630 emulator)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 01:35:12 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2e0mkg$ocj@vulcan.nrlssc.navy.mil>
Source record: 35566

In comp.sys.atari.st.tech, 15687 Re: Voice-Mail on the Falcon! writes:
>TWR>I am having trouble using the Diablo 630 emulator for my SLM 804 with
>TWR>MultiTos. Using the new versions I found in slm.arc on a.a.u.e,
>TWR>SETUP630 can now find the emulator. However, when I try to print a
>TWR>file by double clicking on the desktop, LPR gives a printer not
>TWR>responding message. Is there a simple magic fix for me?
>
>You need version 1.6 of the Diablo emulator.
>
>Mfg,
>
>Wilfred Kilwinger

Hmm... Version 1.6, eh? I'm in a generally bad mood today so
I'll take this opportunity to throw out a generic complaint. Ever
since I started investing in Atari h/w and s/w around 1986, I've
dutifully sent in all those little registration cards. To date,
I've spent more on software than hardware (and with an ST, Mega,
laser printer and TT, that adds up to quite a lot) and so far
have received ONE (count them, 1.0000) notice from any
software company about upgrades. (And that was for TouchUp.)
Now to me, these cards ought to count for something more than
just a vehicle for companies to build up mailing lists.

Is the market _that_ small and response to upgrade notices
that poor that it's just not financially feasible to send them
out? Or is everybody else getting theirs and I just have an
anti-atari daemon hiding in my mailbox eating the notices?

The Diablo emulator I have is the same one that came with the
laser printer when I bought it 5 or 6 years ago. Ditto with
ultrascript. I've read that both of these had upgrades along
the way, but I've certainly never received any upgrade offers.
(I don't expect free upgrades, just notices that they exist...)
In the case of Warp9, I bought directly from Codehead only to
see messages on Genie only 6 weeks later of an upgrade (for
$25 no less) and have yet to receive any notice about it...
(Not that I could use it now anyway since I run multitos
normally, but still...)

(Oops - hold the presses. I did receive upgrade notices for
Prospero fortran, quite regularly in fact - up until the point
they seem to have left the ST a couple of years ago...)

Sigh.

--
+---+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+---+

5804. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 02:57:51 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2e0rff$5mv@charm.magnus.acs.ohio-state.edu>
Source record: 35552

> one on my ST!!! Besides, from what I've heard, those 16-MHz 68000
> accelerators are hardly noticable at all. One person quoted a
> whopping %8 speed increase for just $150! That hardly sounds worth

Don't believe it. The speed increase is noticable. When switching from my AdSpeeded ST with TOS 1.02 (slow anyway) to my unmodified STacy with TOS 1.04 I can really tell the difference.

Benchmarks show an average speed of 183% of spec. Speed increase varies from application to application.

However, I would recommend the HD as the first purchase.

–
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5805. HELP! Need GEM font info

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 03:26:35 UTC
From: storch@cs.uiuc.edu
Message-ID: <CHnAwC.AwL@cs.uiuc.edu>
Source record: 35554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

I have several Amiga fonts that I need to convert to the GEM font format.
Does anyone know of a program that will do this conversion???

How about a program to convert from TrueType fonts to GEM fonts?

Failing that, where can I find a good technical description of the GEM
format, so I can write my own?

As a last resort, how about a good source of ftp'able GEM fonts?

Thanks for any and all help!
Matt Storch (storch@cs.uiuc.edu)
--

Matthew Storch (storch@cs.uiuc.edu)

5806. shared memory

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 03:50:48 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2e0uio$8fi@usenet.INS.CWRU.Edu>
Source record: 35555

i'm executing a program with pexec(104,....) under mint. i have some
docs that mention that the parent process should have access to the
child's memory. (even via global variables) . how exactly can i have
shared global variables? i tried declaring variables in both programs
under the same name, but that doesn't seem to work. (i didn't think it would)
can someone give me some sample code? BTW, i'm using laser C compiler...

--Bart

5807. Going Back to TOS 1.0 or 1.2 from TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 06:38:57 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Dec7063857@hal.cerfacs.fr>
Source record: 35571
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Isn't there a program which reconfigures an ST (Mega 4) running TOS 2.06 to act like one running TOS 1.0 or 1.2? I found a few old programs that now give bombs on TOS 2.06.

I vaguely remember that such a program exists, but do not remember its name, or where it can be found.

Thanks in advance,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

5808. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 08:40:34 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Dec7.084034.19922@zaphod.earth.ox.ac.uk>
Source record: 35557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.6jLpTYU_jO_@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>I'll try 2.5.5 as soon as it moves out of New on a.a.u.e; I've heard
>that 2.5.x also have sever problems on Linux and other x86 and 0x0
>architectures... from the sound of things, they were being pretty
>optimistic when they said 2.5.5 would be the last 2.5.x...

2.5.6 is already out due to "major bugs" in 2.5.5.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

5809. Re: Changed STFM CPU Clock Speed

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 09:36:14 UTC
From: dba@jet.uk
Message-ID: <1993Dec7.093614.13714@jet.uk>
Source record: 35567

In <gigxr01-061293124833@ngalm099.gal.nt.com> gigxr01@nt.com (Gerry O'Rourke) writes:

>Many thanks to those who replied to my posting on changing CPU speed.

>I got the thing working last weekend, with the original 8 Mhz CPU still
>in the machine. The speed increase is not obvious, it just feels a little
>bit faster on redraws, etc.

>Still, it only cost a few pennies to do :).
>Don't know how long the 8 Mhz CPU will last if it spends some time running
>@
>16 Mhz, but I have the replacement ready.

>Now, if there was some way to speed up RAM access (I have a Marpet Xtra Ram
>board with 4 Megs 70nS Simms) 8).

>I know that Atari have published a hardware description /guide for the
>STFM/STE, but does this also include the scematics??

The hardware manual is the STE Computer Field Service Manual
(Part no C302481-001 REV A Aug 91)
Has full circuit diagrams and repair instructions for the STE only.

Best Electronics in California sell them, they used to exhibit at
the atari computer shows in Wembley. This was where I got my copy
Email if you want the address.

dennis

--

_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5810. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 10:04:22 UTC
From: ma2jswc@mail.bath.ac.uk
Message-ID: <CHntBG.Go7@mail.bath.ac.uk>
Source record: 35564

It looks like it's going to be a hard drive then.
Shame it seems so many games are incompatible with the accelerator, I would have liked an increase in the frame rate of simulations.

5811. Re: MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 10:04:32 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec7110433@issan.informatik.uni-dortmund.de>
Source record: 35559
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.w0G6iSn1Oek@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> In <SCHWAB.93Nov29110000@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
|>> Newer versions of MiNT (i don't know which version, probably after
|>> 1.04) will also run the auto folder programs after itself, i.e. it
|>> doesn't have to be the last auto program. It also fiddles with the
|>> basepage chain so that MiNT is not visible. Thus maybe a newer version
|>> of MiNT can help you.

|> I've never actually seen that in action... When I run MiNT (1.08; 1.09
|> soon) it doesn't load anything after it in the AUTO folder.

It works for me. Are you sure that you have really anything
physically located after MiNT? Or, you have renamed MiNT to
something other than mint.prg or mintnp.prg.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5812. Re: How fast are your True color Polygons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 10:11:30 UTC
From: laplai_c@cation.epita.fr
Message-ID: <2e1ksi$kf0@boson.epita.fr>
Source record: 35558

I am not sure using the BLITTER will be so efficient.
If you let the BLITTER do the points, as long as it runs
the same speed as the 68030, you won't gain time.

If you really want to gain much much time, you could use
the DSP, but it is another problem ...

5813. Re: Compiling GCC 2.5.x for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 10:49:39 UTC
From: boquil_j@krypton.epita.fr
Message-ID: <2e1n43$kvo@boson.epita.fr>
Source record: 35562

In article <CHEovr.Aoz@dcs.ed.ac.uk>, jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
|>
|>
|> Another problem that I encountered was that my new, 68020/68881 version
|> of Gcc 2.5.3 refuses to compile the Mintlibs - it complains that _exit has
|> been redifined. My old 2.4.5 ST-MiNT version of GCC has no such problems, so
|> I guess that it must have something to do with a compilation option in the
|> GCC-2.5.x source . How do I get around this?
|>
|>
|> I hope someone can help me out again,
|> Thanks in advance,
|> Cheers,
|> Joe

I got the same problem when compiling Mintlibs with GCC 2.5.3 on my
MEGA Ste.

The problem comes from Mintlibs' includes. The definition for function _exit()
is not the same in all includes : sometime, it's declared as "volatile" and
sometime not.

To correct the problem, put the same definition in all includes.

You may have the same problem with the function __exit(), so do the same thing.

Good luck.

Jean-Francois BOQUILLARD
E-Mail : boquil_j@epita.fr

5814. Re: 2.5" hard disk on STE (ID

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 11:13:01 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2e1oft$ntp@obelix.uni-muenster.de>
Source record: 35565

```
In article uupcb@almac.co.uk, guy.goerres@almac.co.uk (Guy Goerres) writes:
> > .@SUBJECT:2.5" hard disk on STE (IDE type)??? N
> > .@FROM :hallvart@ifi.uio.no N
> > .@MSGID :<2car48$t65@kolsaas.ifi.uio.no> N
> > From: hallvart@ifi.uio.no (Hallvard Tanger.s)
> > Newsgroups: comp.sys.atari.st.tech
> > Subject: 2.5" hard disk on STE (IDE type)???
> > Date: 16 Nov 1993 16:20:40 +0100
> > Message-ID: <2car48$t65@kolsaas.ifi.uio.no>
> >
> >
> > I've heard that you can now install 2.5" sized "IDE" type hard disks in
> > any ST!
> > But the guys I talked to said it wouldn't work for the STE...But it
> > should be
> > available for those too in a while.
> >
> > Has anyone out there heard of this, and is it now possible to install it
> > in an STE?
> > Any information would be helpful. Thanks.
> >
> There's a IDE-adapter from Hard & Soft to get a IDE-drive connected. It
> works on a 1040 STF. IMHO it also works on a STE. For more details :
>
> Hard & Soft Computerzubeh.r
> Obere Muensterstrasse 33-35
> D-44575 Castrop-Rauxel
> Germany
> Tel: xx49 / 02305 / 18014
> Fax: / 32463
>
> bye

No, it won't work in STEs.

---
--------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
--------------------------------------------------
```

5815. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 11:34:30 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2e1po6$gon@cismsun.univ-lyon1.fr>
Source record: 35560

In article <LANCER.93Dec6111003@yoyodyne.wpi.edu> lancer@yoyodyne.WPI.EDU (Stephe Lewis Foskett) writes:
>
>I suggest getting the hard drive. I don't know how I lived without
>one on my ST!!! Besides, from what I've heard, those 16-MHz 68000
>accelerators are hardly noticable at all. One person quoted a
>whopping %8 speed increase for just $150! That hardly sounds worth
>it... If I were you, I'd spend my money on:
>hard drive
>mono monitor (or multisync)
>more games

I don't have an Adspeed, but a Mega STE (16 MHz) and I think the concept is similar, and I can tell you the increase is between 1.5 and almost 2 times (for calculus) what is is ai 8 MHz (with cache on). WIth NVDI, it's wonderful.

It will increase the speed of some games, too... Vroom is twice faster (woooowww !!!) Formula One's is twice more accurate, (I say twice, but it may be 1.5 :-) as well as EPIC and some others.

BUT if you use your ST for anything serious (programming, Word Precessing etc.) you won't be able to do without your hard drive after you've tried it...

I bought my first hard drive because I was programming a quite big thing that didn't fit (sources+binaries+includes+libraries) in two drives and a RamDisk (I was using Turbo C) any more... I saw the difference !!!! Compiling a C program is ten times (at least) faster with a hard disk (say, 20 times instead) .... But with STOS, you may not need such things and prefer the speed improvement... Don't forget, some games can be installed on Hard drive too, (Ishar, Ishar II, some others) and if you use one of them very often, that could justify your buying a hard drive...

To sum up, I'd say that many things are impossible to do with a HD, as many things are much more friendly done with an accelerator, but NOT impossible. Of course, the best is to have both... :-)
Don't forget, buy a SM 124 screen if you want to work, too....

Bye Patrice...

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

5816. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 11:43:36 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2e1q98$guo@cismsun.univ-lyon1.fr>
Source record: 35561

In article <2e1po6$gon@cismsun.univ-lyon1.fr> Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
>
>I don't have an Adspeed, but a Mega STE (16 MHz) and I think the concept
>is similar, and I can tell you the increase is between 1.5 and almost 2 times
>(for calculus) what is is ai 8 MHz (with cache on). WIth NVDI, it's wonderful.
^^^^^^^^^
I'm sorry, I agneu ough agh eugn fingers !

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

5817. Using an old Protar host adapter with a new Hard Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 11:57:37 UTC
From: adw@ukc.ac.uk
Message-ID: <7015@eagle.ukc.ac.uk>
Source record: 35563
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to use a second hand Protar host adapter to attach a SCSI
hard disk to my ST.

I am having difficulties caused (I believe) by the fact that the hard disk has
not been formatted in advance for use with the Protar adapter.

The software I have for the adapter (Progate manager v4.0) doesn't seem to want
to recognise that there is a hard disk present (to allow me to format it).

So, does anyone know if what I am trying will work?

is there software for formatting a hard drive that will work through a
protar host adapter?

does anyone have a newer version of the Protar software that will work in
this case?

what else can I do (short of buying a new host adapter)?

Lloyd.

P.S: I have tried other software (the closest to working of which was the hdx
part of ahdi which at least caused the drive select light to turn on - but
nothing else).

5818. Re: MicroEmacs 3.12 (was Re: QUESTIONS!)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 13:09:49 UTC
From: evgaster@cbnewsf.cb.att.com
Message-ID: <CHo1wD.FL3@cbfsb.cb.att.com>
Source record: 35568
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <cwardCH8Bny.J9E@netcom.com> cward@netcom.com (Craig Ward) writes:

0440400-gasteren e.m. van(hv4404)hv-91 (evgaster@hvsag01.ATT.COM) wrote:
> ...
> Version 3.12 of MicroEmacs has been available since April this year.
> You can pick it up from midas.mgmt.purdue.edu in dist/uemacs312.
> ...

When I looked, I didn't see an ST binary, only MS-DOS and MS-Windows version\s.

True, unfortunatly, but I have uploaded an uemacs312.zoo to a.a.u.e.

I brought the code in only to find that it would not compile with Mark
Williams C V2.0. (Although I did manage to get it built under VAX/VMS and
OpenVMS AXP.)

I haven't got MWC 2.0 anymore, so I can't verify nor fix that problem.
I use MWC 3.0.5 which works fine. There is at least 1 bug and fix for
3.12 on VMS. Can't give you more details because I lost interest in
VAX/VMS and consequently don't keep track of MicroEMACS events on it.

The documents that come with the distribution state that for a $25 fee, you
can get an up-to-date binary and printable documentation. I sent a check
about eight weeks ago and have heard nothing....

I know Daniel Lawrence is very very busy with lots of different
things, but I agree that 8 weeks is a bit long. I suggest you drop him
an email.

Below I have included the readme.1st of the uemacs312.zoo.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

--

This is a partial distribution of MicroEMACS 3.12 for the Atari.

The best place to get more of the whole package is dist/uemacs312 on
midas.mgmt.purdue.edu. That is where Daniel Lawrence puts it. But you
will not find an Atari executable there. So here is one!

I will continue to work on MicroEMACS, particularly the Atari part of
it. If you have questions, remarks, suggestions, bugs, fixes ... then
don't hesitate to contact me.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

- emacs.prg

I used Mark Williams C version 3.0.5 to build it from ue312dev.zip and the few changed files you find here. I have found no problems, but plenty warnings, in the building process.

- estruct.h

Configured appropriatly.

- word.c

Fixed delete-previous-word. It deleted the wrong part of the buffer.

- input.c

The common routine for buffer, file and command name completion was not re-entrant. I had a problem with that in a rather complex $exbhook.

- st52.c

-- Removed several local #defines in favour of those provided by MWC. Substituted some hardcoded numeric values and (x)bios calls with #defines.

-- Obtain the size of the whole screen (WF_FULLXYWH) iso of just the work area (WF_CURRXYWH). My 1040 STf with TOS 1.4 and my Falcon with TOS 4.02 returned different values in the latter case. That resulted in not being able to get to the desk menu on my Falcon.

-- Initialize the number of rows and columns better to use the whole screen and to adjust better to different screen resolutions.

-- Open a full screen window inorder to be able to get back to MicroEMACS by clicking in it (after you went someplace else).

With MiNT/MultiTOS it appeared that I needed a window handle anyway to determine if mouse button events and such stuff were for MicroEMACS.

-- Handle some of the window change related messages in combination with mouse control better. Before you had to click on a accessory in the desk menu sometimes more then once to get to it.

-- Removed the first/second mouse handler stuff and the event queue that came with it. There is no need for stmouse.s anymore.

With MiNT/MultiTOS you simply can't get away with grabbing the mouse vector because you don't alwasy 'own' the mouse.

-- Mouse button events with shift, ctrl and alt now return the proper key code.

-- Mouse move events implemented.

5819. Re: Modula 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 14:09:08 UTC
From: dwb29497@uxa.cso.uiuc.edu
Message-ID: <2e22q4$48d@vixen.cso.uiuc.edu>
Source record: 35572

d3hq@jupiter.sun.csd.unb.ca (GREEN P) writes:

>Does any one have a Modula-2 routine which generates
>random numbers?

>Peter Green

I have a fantastic Random # routine in Modula-2, as well as the more garden variety not-so-random type. If you send me your e-mail address, I'll mail it to you (it's rather long, so I won't post it unless a whole bunch of people want it.)
-Daniel Bullok
(woodhead@uiuc.edu)

5820. ATARI SWAP MEET

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 14:26:57 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2e23rh$73t@charm.magnus.acs.ohio-state.edu>
Source record: 35573
Cross-posted to: osu.general,oh.general,comp.sys.atari.st,comp.sys.atari.st.tech,alt

THE ATARI COMPUTER ENTHUSIASTS OF COLUMBUS (OHIO)

presents their annual

ATARI SWAP MEET

7:30pm, WEDNESDAY, DECEMBER 8, 1993

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* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5821. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 15:43:18 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CHo907.D8K@cen.ex.ac.uk>
Source record: 35570

In article <CHntBG.Go7@mail.bath.ac.uk> ma2jswc@mail.bath.ac.uk (J S W Chan) writes:

> It looks like it's going to be a hard drive then.
> Shame it seems so many games are incompatible with the accelerator, I would
> have liked an increase in the frame rate of simulations.

Most games will run happily at 16Mhz, but some copy protection techniques
fail if they are not run at 8Mhz. Of course this isn't a problem on my Falcon
as I Backwards II installs a hot-key to switch to 16Mhz after loading. :)
F1GP is fun at 16Mhz...
{{{ Dan }}}

5822. dialogs in a window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 16:37:08 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Dec7.163708.28519@iplmail.orl.mmc.com>
Source record: 35580

I have been trying to use a set of windowed dialog routines put together by Erlend Nagel (can't seen to reach him by E-mail) for use with Heat-N-Serve C. I am having a problem getting any edit fields to respond properly. The cursor will move between edit fields, but it will not allow input into those fields.

The dialog in question works fine using regular dialog function calls.

Has anyone else had success or failure using Erland's winddial library or a similar library of routines that allow dialogs in windows???

E-Mail responses or post them here.

Larry Richardson
richards@foghorn.orl.mmc.com

5823. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 16:49:24 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHoC2D.MCv@cs.bham.ac.uk>
Source record: 35579

In article <memo.82675@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <CHM28u.E84@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
>>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>>
>>>Has anyone experienced problems with MiNT and Neodesk 3.03? Every time
>>>U: is accessed Neodesk gives an alert with TOS error -1. This is with
>>>MiNT 1.08 compiled with Lattice 5.5.2.
>>
>>Perhaps it tries to WRITE to parts of the U: hierarchy which cannot be
>>changed?
>>
>
>I think I saw a fix for this somewhere.
>

I spotted it trying to read a U:\NEODESK.DAT file which didn't exist,
so I created a link to one in MINT.CNF. Still get the problem though.

I'd be interested in the fix, if you can locate it!

The debug mode sure does print a lot of stuff, doesn't it? Neodesk
keeps calling Super() every second or so, I wonder why.

5824. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 21:57:00 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2e2u7c$aif@news.rhrz.uni-bonn.de>
Source record: 35574
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHFB76.60q@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
|>
|> The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is

Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz machine. The Guy who constructed the beast specifies the MC68040 at its internal clock rate which is twice the external (and Motorola-official) rate. To my knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.

Price/Performance: about 15 Months ago, i have been very impressed by the performance of an early prototype of the box (was an ST accelerator). But 6000 DM for a system with only 8 MB RAM and 240 MB IDE-Disk is expensive. Consider the Linux-box You will get for the same price (roughly twice the RAM, twice the disk capacity, twice the speed).

Or, consider a SPARC Classic clone. Recently i saw 6900 DM for a system with 15x2.54-cm monitor (in germany it is illegal to write inches :-)), 16 MB RAM, 1 GB Disk, Solaris 1.x or 2.x (+15 % tax).

Or consider the DM 6000 (incl. tax) i paid for my 25 MHz SPARC clone w. 17x2.54 cm grayscale monitor, 16 MB RAM, 422 MB DISK, SunOS 4.1.2 one year ago? This system is about as fast as the 32 MHz 68040 of the MEDUSA !!.

Concluding: the MEDUSA is probably a very nice system, so nice that Atari should licence it and sell it under the official label (Atari: this might be cheaper than the development of the urgently needed powerful system, doesn't it?), but the prices have to drop a lot before the system will be competitive to the real world. (Atari was: power without the price. Now it seems to be the opposite).

Michael Ritzert

BTW: i still like my good old accelerated Mega ST!

5825. Speeding up GNU Fileutils

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 22:03:55 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2e2ukb$aif@news.rhrz.uni-bonn.de>
Source record: 35575

Recently there was a discussion in this group how the speed of cp and mv of the
GNU distribution
could be improved. I have written a quick mod which has a drastical effect
on the performance. It might be still improved --- e.g., allocate space
for buffers in power of two sized chunks. I don't provide diffs because i
have only very old sources of the fileutils available. So diffs to my sources
are of limited use. My changes are within the #ifdef atarist portions of the
code fragments below. I hope the parts of the code i supply suffice to make clear
how to implement this in the most recent version (just posted) of the fileutils.

cat should also be modified in a similar manner (i don't have the source at hand).

Here it goes, have fun.

M. Ritzert
mjr@dyn.geo.uni-bonn.de
ritzert@dfg.d400.de

```
################################################################################
cp.c:
################################################################################

/* Copy a regular file from SRC_PATH to DST_PATH. Large blocks of zeroes,
as well as holes in the source file, are made into holes in the
target file. (Holes are read as zeroes by the `read' system call.)
Return 0 if successful, -1 if an error occurred. */

int
copy_reg (src_path, dst_path)
char *src_path;
char *dst_path;
{
char *buf;
int buf_size;
int target_desc;
int source_desc;
int n_read;
int n_written;
struct stat sb;
char *cp;
int *ip;
int return_val = 0;
long n_read_total = 0;
int last_write_made_hole = 0;
int make_holes = 0;
```

```
source_desc = open (src_path, O_RDONLY);
if (source_desc < 0)
{
error (0, errno, "%s", src_path);
return -1;
}

/* Create the new regular file with small permissions initially,
to not create a security hole. */

target_desc = open (dst_path, O_WRONLY | O_CREAT | O_TRUNC, 0600);
if (target_desc < 0)
{
error (0, errno, "cannot create regular file `%s'", dst_path);
return_val = -1;
goto ret2;
}

/* Find out the optimal buffer size. */

#ifdef atarist
if (fstat (source_desc, &sb))
#else
if (fstat (target_desc, &sb))
#endif
{
error (0, errno, "%s", dst_path);
return_val = -1;
goto ret;
}
#ifdef atarist
buf_size = sb.st_size * ST_BLKSIZE (sb);
#else
buf_size = ST_BLKSIZE (sb);
#endif atarist

#ifndef ST_BLOCKS_MISSING
if (S_ISREG (sb.st_mode))
{
/* Find out whether the file contains any sparse blocks. */

if (fstat (source_desc, &sb))
{
error (0, errno, "%s", src_path);
return_val = -1;
goto ret;
}

/* If the file has fewer blocks than would normally
be needed for a file of its size, then
at least one of the blocks in the file is a hole. */
if (S_ISREG (sb.st_mode) &&
sb.st_size - (sb.st_blocks * DEV_BSIZE) >= DEV_BSIZE)
```

```
make_holes = 1;
}
#endif

/* Make a buffer with space for a sentinel at the end. */

#ifdef atarist
buf = (char *) malloc (min(512000,buf_size + sizeof (int)));
while ( buf == NULL && buf_size > 1024 ) {
buf_size /= 2;
buf = (char *) malloc (buf_size + sizeof (int));
}
if( buf == NULL ) {
error (0, errno, "%s", "not enough memory to hold the file buffer");
return_val=-1;
goto ret;
}
#else
buf = (char *) alloca (buf_size + sizeof (int));
#endif atarist

for (;;)
{ /* mjr: main copy loop */

...

} /* mjr: end of main copy loop */
#ifdef atarist
free(buf);
#endif

...
```

```
##############################################################################
mv.c:
##############################################################################

copy (from, to)
char *from, *to;
{
int ifd;
int ofd;
#ifndef atarist
char buf[1024 * 8];
#else
struct stat sp;
long buf_size;
char * buf; /* use dynamic memory allocation */
#endif
int len; /* Number of bytes read into `buf'. */

if (!S_ISREG (from_stats.st_mode))
{
```

```
error (0, 0, "cannot move `%s' across filesystems: Not a regular file",
from);
return 1;
}

...

#ifdef atarist
fstat(ifd, &sp);
buf_size = sp.st_size * ST_BLKSIZE (sp);
buf = (char *) malloc (min(512000L,buf_size + sizeof (long)));
while ( buf == NULL && buf_size > 1024 ) {
buf_size /= 2L;
buf = (char *) malloc (buf_size + sizeof (long));
}
if( buf == NULL ) {
error (0, errno, "%s", "not enough memory to hold the file buffer");
goto ret;
}
while ((len = read (ifd, buf, buf_size)) > 0)
#else
while ((len = read (ifd, buf, sizeof(buf))) > 0)
#endif atarist
{ /* mjr: main copy loop */
int wrote = 0;

...

/* inside the main copy-loop */
...

len -= wrote;
} while (len > 0);
} /* mjr: end of main copy loop */

#ifdef atarist
free(buf);
#endif atarist

...
```

5826. Re: Minix.XFS - Latest version is really unstable

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 22:59:57 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <DNVJB31W@isys-hh.hanse.de>
Source record: 35498

knarf@nasim.sta.sub.org (Frank Bartels) writes:

>itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>>In article <...>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>>|> I just installed the latest release of Minix.xfs on my falcon (Mint1.04).
>>|> It results in the machine crashing after a maximum of 2 minutes. The older
>>|> versions worked fine.....so I've gone back to an old version until the bugs
>>|> are sorted out.

>> Well, what's the latest version in your opinion? My latest version (believe
>>me, it _is_ the latest, it's pl9) runs fine on a TT with memory protection.
>>Maybe yours was compiled with a broken gcc???

>Minix-FS 0.60 PL9 runs fine on my FALCON with MiNT 1.08. First I tried
>the original binary, later I compiled my own 020/881 version.

A few days ago a gave myself a kick and compiled MiNT 1.09 (a quantum
step forward, having used 0.95 so far) and since then my TT030 has been
running fine with minixfs 0.60 pl6.

rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

5827. Buffptr() and asm

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 23:10:58 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <sh1Eq2200WB2AHjFkg@andrew.cmu.edu>
Source record: 35577

Hi folks!

I am having some trouble with the Buffptr() command. It does not seem to return the pointers correctly. I have an xbios(0x8d, sptr) to call the routine but when I check sptr->playptr, the pointer does not change when I am playing a sample. Any ideas??

Also, does anyone know how to get asm inline code in Pure C??

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

5828. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 23:19:09 UTC
From: woodford@esca.com
Message-ID: <1993Dec7.231909.3502@esca.com>
Source record: 35584

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>In article <CHntBG.Go7@mail.bath.ac.uk> ma2jswc@mail.bath.ac.uk (J S W Chan) writes:

>> It looks like it's going to be a hard drive then.
>> Shame it seems so many games are incompatible with the accelerator, I would
>> have liked an increase in the frame rate of simulations.

>Most games will run happily at 16Mhz, but some copy protection techniques
>fail if they are not run at 8Mhz. Of course this isn't a problem on my Falcon
>as I Backwards II installs a hot-key to switch to 16Mhz after loading. :)
>F1GP is fun at 16Mhz...
>{{{ Dan }}}

I find that games which access the floppy using their own routines (i.e.
bypassing xbios) fall over at 16Mhz due to timing problems; presumably they
use their own routines as part of copy protection...
Same thing with most 'Smart' formatters (what am I saying, even the 1.04
xbios formatter fails!).

PS. I've only just got access to the 'net, so a big hello to everyone still
going with the ST. One question: All this talk of humungous hard-disk drives
on the ST and very little (commercial) SCSI tape backup stuff.... You can't
seriously backup 120Meg to floppies, even with compression... What does
everyone else _do_?

Cheers, Steve

PPS. I'm not American, depite the address... I'm Scottish and over here
on business for a year (with my ST too, soon).

5829. GEMview @ Umich?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 23:20:41 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <2e3349$c9@usenet.INS.CWRU.Edu>
Source record: 35576

I have tried several times to request Gemview from
the archives through BART and have been sent error messages.
I have been sending the message:
send/Graphics/Gemview/gview243.lzh
or
send Graphics/Gemview/gview243.lzh
and
send Graphics/Graphics/Gemview/gview243.lzh

Each of the above requests was sent as a separate request.
But BART says that the file or directory doesn't exist. What
should I do? I really want to give this program a look. Please
E-,ail if possible.

G. Ii. L.
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

5830. Re: Lattice C cls command

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 23:41:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59222@M4.maus.de>
Source record: 35501

>>> Does anyone know of the command to clear screen. I thought there was
>>> command in dos.h called CLRSCR which is apparently only in MS-DOS ma
>
>> You could send the VT52 escape code to clear the screen. Is
>> it char 12?
>
>Char 12 is Form Feed. I don't know if that clears the screen!
>
>There is a vdi command (v_clrwk) described at page 122 (Volum III)
>to clear virtual workstation (e.g. the screen).
>
>Though, if programming for GEM this is NOT the way to do it.

Argh. Don't mix things up.

If you intend to do a character-based program, use nothing but VT-52
sequences for screen and cursor control. Your program will then run
full-screen on older systems and get its own console window in MultiTOS.

If not, get it right and do a fully GEM based program with menu bar and
window based output.

There's nothing "legal" inbetween.

bye, Peter

5831. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 23:43:11 UTC
From: healy@nosc.mil
Message-ID: <1993Dec7.234311.10428@nosc.mil>
Source record: 35581

While we're on the subject of hard drives, I just found out
that I am being given a CONNOR 100 Mbyte SCSI drive. I have
a 1040stf and SH204 20 Mbyte atari drive. What would be
the best way to hook 'em up? could I attach one of those
ICD ACSI-SCSI cables to the SH204? Where is the best place
to get those ICD cables? Aren't they about $45?

Enquiring minds want to know (and are too lazy to read the FAQ :-))

Mike Healy

healy@nosc.mil

5832. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-07 23:56:25 UTC
From: Lexicor@world.std.com
Message-ID: <CHovu3.530@world.std.com>
Source record: 35578
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
>machine. The Guy who constructed the beast specifies the MC68040 at its internal
>clock rate which is twice the external (and Motorola-official) rate. To my
>knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.

It says "clock doubled", to whatever point and degree that may be true...

>
>Price/Performance: about 15 Months ago, i have been very impressed by the
>performance of an early prototype of the box (was an ST accelerator). But 6000 DM
>for a system with only 8 MB RAM and 240 MB IDE-Disk is expensive. Consider the
>Linux-box You will get for the same price (roughly twice the RAM, twice the disk
>capacity, twice the speed).

Your prices are 15 Months old too :) 6000, DM is about 4,000 U$D am I right?
8 Megabyets of RAM and 240 MB Ide harddrive for the T40 is around 3,000 U$D
ok, ok ok, so its in the USA :) but that's still 1,000 U$D Cheaper...and has
an ET-4000..

>
>Or, consider a SPARC Classic clone. Recently i saw 6900 DM for a system with
>15x2.54-cm monitor (in germany it is illegal to write inches :-)), 16 MB RAM, 1
>GB Disk, Solaris 1.x or 2.x (+15 % tax).
>
>Or consider the DM 6000 (incl. tax) i paid for my 25 MHz SPARC clone w. 17x2.54
>cm grayscale monitor, 16 MB RAM, 422 MB DISK, SunOS 4.1.2 one year ago? This
>system is about as fast as the 32 MHz 68040 of the MEDUSA !!.
>

Is that a brandnew SPARC or a second hand? Anyway, yes, SPARC is nice too!
I mean...an INDY costs 5,000 U$D only...and THAT's REALLY nice :) if you're
going to take it that far <grin>

>Concluding: the MEDUSA is probably a very nice system, so nice that Atari should
>licence it and sell it under the official label (Atari: this might be cheaper than
>the development of the urgently needed powerful system, doesn't it?),

I would agree, but that is not Atari's style now is it ;)

but the
>prices have to drop a lot before the system will be competitive to the real world.
>(Atari was: power without the price. Now it seems to be the opposite).
>

Define drop a lot.....the Medusa does have some nice things to it like
the on board RAM Expansion to 64 Megs of RAM, ISA Bus for ET-4000 and the

PC Pizzabox Design for additional boards :)

Well...the Medusa is not the right system to compare it with...it is a separate system, designed by an individual company, compare the Medusa to an Amiga 4000 pricing then it isn't so bad, and please do not forget its a niche Market, and the wholesome argument is the use of your Software with it, a new System would ultimately mean a new spendin on Software.

It's also the only 68040 Atari around....

Cheerio

Yat

5833. A common error. Please watch for this.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 01:42:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16688@uqcspe.cs.uq.oz.au>
Source record: 35582

Please remember that:

vro_cpyfm(handle,0,pxy,src,dest);

Is NOT the correct way to set an area to colour 0. TOSWIN does this, and
so it fills the window with as *BLACK* (bitmap 0). Replace it with:

... set fill to solid colour 0 ...
vr_recfl(handle,pxy)

Don't worry, it should be just as fast is your VDI has any brain at all.

This is a very easy mistake to make. Oh well, one day we'll all be using
Falcon030's, FalconPPC's :), or machines with graphics cards, and this
sort of thing won't happen.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5834. Falcon as HS Modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 02:59:21 UTC
From: metalhed@kaiwan.com
Message-ID: <CHp4Ax.ILs@kaiwan.com>
Source record: 35583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Way, way, WAAAAAAAAAAY back when, I heard about the possibility that you could get a bit of hardware and software, under $100 US, that would plug into the DSP port on the Falcon and evvectively emulate a v.32bis/v.42bis modem.

Does this exist? If so, where is it available, and how much?

As I am STILL crawling at 2400 baud, I could REALLY use something like this soon after I get my Falcon... Though my F purchase may be delayed and instead I may be getting myself a US Robotics Sportster from work for myself for Christmas...

<---===The /\/\etal]-[ead===--->

5835. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 03:04:40 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1571@usdtsg.DaytonOH.NCR.COM>
Source record: 35585
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.6jLpTYU_jO_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>I'll try 2.5.5 as soon as it moves out of New on a.a.u.e; I've heard
>that 2.5.x also have sever problems on Linux and other x86 and 0x0
>architectures... from the sound of things, they were being pretty
>optimistic when they said 2.5.5 would be the last 2.5.x...

Just curious what's the main changes between 2.3.3 and 2.5.5?
Well, since I'm asking, anyone know the difference between GCC
2.5.5 and 2.5.6 that are at atari.archive?

And I just learned how to use "patch." I think I'll buy
myself a pizza for that one :-)

Rob

5836. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 08:31:21 UTC
From: monnier@di.epfl.ch
Message-ID: <2e43cp$36u@disun41.epfl.ch>
Source record: 35586
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e2u7c$aif@news.rhrz.uni-bonn.de>,
Michael Ritzert <mjr@geob7.geo.uni-bonn.de> wrote:
> Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
> machine. The Guy who constructed the beast specifies the MC68040 at its internal
> clock rate which is twice the external (and Motorola-official) rate. To my
> knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.

Come on ! It's been centuries now we know the 68040 doesn't run
internally at double clock speed, even though there is a little tiny
small negligible part of the processor that uses a clock twice as
fast. The 040 is NOT clock doubled. Go ask Motorola...

Stefan
--

-- On the average, people seem to be acting normal --

5837. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 09:27:03 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHpM94.C7E@newcastle.ac.uk>
Source record: 35587
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e2u7c$aif@news.rhrz.uni-bonn.de>, mjr@geob7.geo.uni-bonn.de (Michael Ritzert) writes:
>In article <CHFB76.60q@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
>|>
>|> The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is
>
>Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
>machine. The Guy who constructed the beast specifies the MC68040 at its internal
>clock rate which is twice the external (and Motorola-official) rate. To my
>knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.

But isn't that how Intel specify their chips ? A DX2/66 is only a clock doubled DX33.....but they always advertise the systems as "66 MHz 486". Only the inside of the processor is 66MHz - even the VESA bus is only 33MHz.

>Price/Performance: about 15 Months ago, i have been very impressed by the
>performance of an early prototype of the box (was an ST accelerator). But 6000 DM
>for a system with only 8 MB RAM and 240 MB IDE-Disk is expensive. Consider the
>Linux-box You will get for the same price (roughly twice the RAM, twice the disk
>capacity, twice the speed).
>

Hmm...not sure about twice the speed there, Motorola chips are significantly faster than Intel chip of the same clock (they're better designed). And also note that in Intel based systems, only the VESA bus sections actually run at anything like processor speed, the rest of the system is on a seperate bus at a much lower clock. From what I hear the performance of the Medusa is more in the SPARC or high end MAC arena, not in the sub-Pentium PC arena.

>Or, consider a SPARC Classic clone. Recently i saw 6900 DM for a system with
>15x2.54-cm monitor (in germany it is illegal to write inches :-)), 16 MB RAM, 1
>GB Disk, Solaris 1.x or 2.x (+15 % tax).

You could also get a Sparc 2 cw 19" monitor & 32MB of RAM for 3,1936.50 inc vat (UK). But you have to bear in mind that for a SPARC, the cheap bit is the hardware - the cose of workstation based applications make PC & Atari programs seem like PD.

>
>Or consider the DM 6000 (incl. tax) i paid for my 25 MHz SPARC clone w. 17x2.54
>cm grayscale monitor, 16 MB RAM, 422 MB DISK, SunOS 4.1.2 one year ago? This
>system is about as fast as the 32 MHz 68040 of the MEDUSA !!.

See above......

>
>Concluding: the MEDUSA is probably a very nice system, so nice that Atari should
>licence it and sell it under the official label (Atari: this might be cheaper than
>the development of the urgently needed powerful system, doesn't it?), but the
>prices have to drop a lot before the system will be competitive to the real world.
>(Atari was: power without the price. Now it seems to be the opposite).

We'll see. It seems likely that a friend of mine here at Newcastle is going to
buy a Medusa - so I'll get him to run some proper benchmarks.

>
>Michael Ritzert
>
>BTW: i still like my good old accelerated Mega ST!

And I still like my (soon to be accellerated) Falcon.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5838. Week Chips

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 10:42:38 UTC
From: sheppard_r@jethro
Message-ID: <2e4b2u$hik@golem.wcc.govt.nz>
Source record: 35589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can some one Help me..

***** WEAK CHIPS *****

When the MEGA ST came out there was a lot of talk about weak Chips,
in this computer and problems with the Mac-Sac/Spectre etc..

What were these weak chips and what were they replaced with...

Thanks.............

Roger.................. sheppard_r@kosmos.wcc.govt.nz

5839. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 10:48:49 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHpq1E.H5w@newcastle.ac.uk>
Source record: 35588
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e43cp$36u@disun41.epfl.ch>, monnier@di.epfl.ch (Stefan Monnier) writes:
>In article <2e2u7c$aif@news.rhrz.uni-bonn.de>,
>Michael Ritzert <mjr@geob7.geo.uni-bonn.de> wrote:
>> Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
>> machine. The Guy who constructed the beast specifies the MC68040 at its internal
>> clock rate which is twice the external (and Motorola-official) rate. To my
>> knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.
>
>Come on ! It's been centuries now we know the 68040 doesn't run
>internally at double clock speed, even though there is a little tiny
>small negligible part of the processor that uses a clock twice as
>fast. The 040 is NOT clock doubled. Go ask Motorola...
>
>

Actually - there is a clock doubled 68040 - Go ask motorola :)

> Stefan
>--

Craig.

5840. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 13:15:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Nhk&m1M3RFc@semprini.waterloo-rdp.on.ca>
Source record: 35495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bammi's port of GNU C/C++ 2.5.6 has moved out of New on atari.archive...
Hopefully I'll get to test it tonight.

So far, all of the 2.5.x C++ compilers have been severely broken on the
ST; they won't work at all on a 68k. My fingers are crossed for this
one!

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5841. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 13:27:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZT8uZzW2A&E@semprini.waterloo-rdp.on.ca>
Source record: 35494
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CHFB76.60q@world.std.com>, Yat W Siu writes:
> If anyone wants more info on the MEDUSE T40, then fell free to email me.
>
> The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is
> available through us as well as through Medusa Systems in Switzerland.

I really, REALLY wish you guys would stop calling it a "64Mhz" machine.
It's not. You can't attach an '040 to a 64Mhz bus. The '040 doesn't
use "clock-doubling" like the Intel monstrosities... in fact, it uses
the clock in a different way.

Didn't we explain this several times already?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5842. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 13:30:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2na8lGiAM2_@semprini.waterloo-rdp.on.ca>
Source record: 35493
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHGJHr.60B@lincoln.gpsemi.com>, Martin Kite writes:
> A while back, when someone was trying to sell a Mega STe they posted a
> "features list" which I know was a bit flawed, but they stated that the LAN
> socket on a Mega STe was "LocalTalk" compatible. Does this mean that this port
> can be used to network a Mega with Macs/Newtons ? or am I missing the point ?

This is indeed the point. The TT and Falcon also have this AppleTalk
port.

> Also, if this networking is possible, is there any software support for this,
> or information about what would be required to make this work ?

That's the one thing Atari overlooked... there is absolutely NO
software that I know of that will allow you to network with other
MegaSTe/TT/Falcon computers using the LAN port, let alone a Mac/PC using
AppleTalk.

Are you at all surprised?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5843. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 14:29:16 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHq08t.9yq@uc2372c.DaytonOH.NCR.COM>
Source record: 35502

In article <H.eg.6ht7ih06rME@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels) says:
>
[misc patch help]

>For MiNT 1.08 to 1.09 you'll need the switch -l (patch -l < diffs)
>because of incompatible characters at the end of each line.

Thanks. I noticed the "-l" and tried it (after first not using it).
Makes a difference, huh? ;-)

One thing I learned. If you're doing this on a minix partition, make sure the filenames are the proper case. Took me a day to realize why it wasn't patching right, because I had everything in upper case rather than lower case. Oops :-)

Rob

...proud owner of a MiNT 1.09 binary (and GCC 2.5.6 compiled too!)

5844. Re: Colour icons on non-new machines.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 15:13:35 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1993Dec8.151335.22974@cs.joensuu.fi>
Source record: 35590

tskuenne@cip.informatik.uni-erlangen.de (Thomas Kuenneth) writes:

>warwick@cs.uq.oz.au (Warwick Allison) writes:

>>It would need to work without any co-operation from the program (ie. a
>>program that gives colour icons on new AES's should give colour icons
>>if this TSR is installed on older machines).

>I doubt that this is easy to achieve... A TSR would have to provide
>enhanced versions of several AES-functions, i.e. rsrc_load() and
>objc_draw(). ...oh, and probably even appl_getinfo() as well.

>IMHO it is simpler to provide two resource files. Well, by the way
>this TSR already exists. It's called Multitos. :-)

Actually you can have color icons on a NeoDesk 3.0x (I am not sure,
but at least 4 colors) And I myself has tried it!!

Ville
>Regards,
>Tommi
>---
> || Thomas_Kuenneth@N.maus.de
>/||\ tskuenne@cip.informatik.uni-erlangen.de
>TT030 ...and nothing else...

5845. Re: Accessing a pipe in C++

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 17:05:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1IlbAxcGg82@semprini.waterloo-rdp.on.ca>
Source record: 35499

In <CHAIC7.5ns@sdf.lonestar.org>, Evan Langlois writes:
> [stuff deleted]
> IOstreams probably have their uses, but trying to convert the flags
> used by a semi-portable implementation of file-io into the equivalent
> for pipe io may just be too difficult.

There was a big iostreams vs stdio discussion on comp.lang.c++ a month
or so ago...

Personally, I _like_ iostreams; if you think they make a program large,
you should give Warwick's excellent GEM++ a try! :-) Throwing in ~20k
or so for iostreams into a typical program (ie, one that actually does
something useful) isn't that bad.

I define iostream input/output routines for all of my classes (well, the
ones that it's appropriate for anyway) to aid in debugging; under MiNT I
like to send my debugging output to another window, and its easy to do
that with a weenie little pipe server that I wrote in C.

> However, I'm wondering if anyone would be interested in starting a
> "group" project, either on the newgroup or by E-Mail somehow that would
> develope a simple life-simulation using C++. I was going to do this
> by ATARINET, but found that my write access was revoked, so i have full
> guidelines written up.

Sounds interesting... I'd volunteer (as a great way to force me to
learn C++'s more interesting concepts), but I'm way too busy... :-(

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5846. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 17:08:40 UTC
From: Lexicor@world.std.com
Message-ID: <CHq7MI.1z0@world.std.com>
Source record: 35491
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>>
>
>Actually - there is a clock doubled 68040 - Go ask motorola :)
>
>> Stefan
>>--
>
>Craig.
>

Oh nice :), so maybe THAT'S it :), I can just tell by the speed <grin>

Yat

5847. Re: Colour icons on non-new machines.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 17:09:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.BfZ8Mr5sn7_@semprini.waterloo-rdp.on.ca>
Source record: 35500

In <16575@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> Any ideas on how to provide support for colour icons on non-new machines?
>
> Drawing them is quite simple of course, and I could add it just to GEM++,
> but I imagine a TSR could also be written to handle this and other
> system-wide new object types.
>
> It would need to work without any co-operation from the program (ie. a
> program that gives colour icons on new AES's should give colour icons
> if this TSR is installed on older machines).

This sounds like a great idea... who can we con into writing it? Things like colour icons and hierarchical menus are LONG overdue on the Atari platform.

This would encourage people to actually _use_ the new AES objects, since any Atari would support them. Sounds too logical for Atari to do, someone else will have to.

WINX could do this, but RAM is terribly precious on wimpy 4M machines like mine!
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5848. Re: GNU on ST (was TT030)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 17:18:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DmpfWEUFWUo@semprini.waterloo-rdp.on.ca>
Source record: 35497

In <HESSDORF.93Nov29185642@sun.ph-cip.uni-koeln.de>, Joerg Hessdoerfer writes:
>
> > And for the bits it won't runs it's not the TT's fault, it's a more general
> > problem of the 68K's versions, like some GCCs...
> >
> > Or is anyone above 2.3.3 really reliable??? ;-)
> >
> > TeSche
>
> Yeah!
> At least the versions >=2.5.2 seem to be _VERY_ likeable now.
> I've even compiled MiNT with 2.5.3, I'm running 2.5.4 now, and everything's just fine.
> Also, G++ 2.5.4 runs very stable and produces running output. (I've spent some time
> on compiling the newest groff, which is mostly written in C++).
> So, the 2.5.X (x>=2) is really it!

cc1plus crashes with an ADDRESS ERROR (three bombs) on an ST; entropy's
veryfied this. I haven't tried 2.5.6 yet, but all of the previous ones
suffered from this problem.

I can't even compile hello.cc with it!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5849. Trouble with harware I sold

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-08 20:04:44 UTC
From: eggert@sun.lclark.edu
Message-ID: <1993Dec8.200444.19721@lclark.edu>
Source record: 35492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently sold a computer to a net user in San Francisco. The day
before I packed the computer and shipped it out, I tested it to make sure
it worked. Everything appeared fine. I played around with several disks
and even loaded Captain Blood for a quick little game.

David received the computer yesterday, and then sent this message to me.

>Hi. The computer came yesterday, but I was not home. It came
>again and I paid the COD in full. The monitor has not come yet.
>
>There is a problem though. I plugged the 1040ST into my Atari color
>monitor. I get the desktop, but no drive icon shows up. Even when
>I put a disk in the drive, nothing happens and no icon shows up.
>Also, when I turn on the system the drive light does not come on.
>Do you know what the problem is?
>
>-Dave Lee-
>ddlee@crl.com
>415-664-7336

I don't dispute that there is a problem with the machine. I assume the
drive was damaged in transit. David said that he opened the case and
checked all the connections but it did not help.

Can anyone suggest possibilities as to what the problem might be and ways
to fix it? Mr. Lee is going to try an external drive this evening, and
if the controller is okay, we'll probably assume that the trouble lies in
the drive mechanism.

We would both prefer an easy fix to trying to deal with UPS for insurance
coverage (I did have it insured).

Please send replies to both dave and myself.

eggert@lclark.edu
ddlee@crl.com

Thanks.
Jon.

5850. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 00:01:29 UTC
From: monnier@di.epfl.ch
Message-ID: <2e5psp$756@disun41.epfl.ch>
Source record: 35504
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHpq1E.H5w@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
> Actually - there is a clock doubled 68040 - Go ask motorola :)

Great ! What clocks are available ?
(and what's the name...I guess it isn't 68DX2040, is it ?)

Stefan
--

-- On the average, people seem to be acting normal --

5851. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 00:18:11 UTC
From: monnier@di.epfl.ch
Message-ID: <2e5qs3$76h@disun41.epfl.ch>
Source record: 35505
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHpM94.C7E@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
> But isn't that how Intel specify their chips ? A DX2/66 is only a clock doubled
> DX33.....but they always advertise the systems as "66 MHz 486". Only the
> inside of the processor is 66MHz - even the VESA bus is only 33MHz.

But then, would you call the alpha a 200Mhz or 40Mhz processor ?
(actually, I'm not sure about the 40, but it's close)
If the actual clock rate of the processor is 66Mhz, I guess it makes
sense to name it correspondingly, even if the memory bus is slower
(the memory bus is anyway still likely to be faster than the RAM
connected to it...even though HP can do miracles).
So, if the medusa actually uses a clock-doubled 040 at 64Mhz, ...
(funny how Motorola knows how not to make people aware of its new
products) (or is it intel who knows all too well how to take people in ?)

> Hmm...not sure about twice the speed there, Motorola chips are significantly
> faster than Intel chip of the same clock (they're better designed). And also
> note that in Intel based systems, only the VESA bus sections actually run at
> anything like processor speed, the rest of the system is on a seperate bus at
> a much lower clock. From what I hear the performance of the Medusa is more in
> the SPARC or high end MAC arena, not in the sub-Pentium PC arena.

Aha ! You may be interested in some benchmarks comparing DX2/66 to
sparcstation 2, because you could be surprised ! (I know, you're
right, fp sucks on intel...hopefully this will convince people to
switch to some more honorable architecture)

> You could also get a Sparc 2 cw 19" monitor & 32MB of RAM for 3,1936.50 inc vat
> (UK). But you have to bear in mind that for a SPARC, the cheap bit is the
> hardware - the cose of workstation based applications make PC & Atari programs
> seem like PD.

Hmmmm...let's see: gcc, latex, X, emacs, and what was the name of that
GNU spreadsheet again ? Oh well, you're right FrameMaker is a rip off !
But then, I wouldn't buy a workstation for running plain applications
(well, I wouldn't buy any computer to run plain applications, but
especially not a workstation)

> >BTW: i still like my good old accelerated Mega ST!
>
> And I still like my (soon to be accellerated) Falcon.
>
little thought for my poor old unaccelerated 520ST.

Stefan
--

-- On the average, people seem to be acting normal --

5852. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 00:32:39 UTC
From: Lexicor@world.std.com
Message-ID: <CHqs6G.2M5@world.std.com>
Source record: 35496
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry Chris, I'll correct you on this one :)

There is Software that supports the networking of Falcon and Mega STe or also just TT Lan.

It is called PowerNET and does exactly that..it's about a year or more old and you can setup your Atari's like a real networking system.

So you can have remote printers and print...midi net access...net mail, joint database with Hyperlink etc.

As for your 68040/64 opinion I am posting an offical post to settle this fun argument :)

Cheerio

5853. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 03:14:42 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <2e6573INNoo1@skink.cis.ohio-state.edu>
Source record: 35503
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.2na8lGiAM2_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <CHGJHr.60B@lincoln.gpsemi.com>, Martin Kite writes:
|| A while back, when someone was trying to sell a Mega STe they posted a
|| "features list" which I know was a bit flawed, but they stated that the LAN
|| socket on a Mega STe was "LocalTalk" compatible. Does this mean that this port
|| can be used to network a Mega with Macs/Newtons ? or am I missing the point ?
|
|This is indeed the point. The TT and Falcon also have this AppleTalk
|port.
|
|| Also, if this networking is possible, is there any software support for this,
|| or information about what would be required to make this work ?
|
|That's the one thing Atari overlooked... there is absolutely NO
|software that I know of that will allow you to network with other
|MegaSTe/TT/Falcon computers using the LAN port, let alone a Mac/PC using
|AppleTalk.
|
|Are you at all surprised?
|
I definitely know I am...
Especially considering the fact that I'm staring at an add for just
the product he seems to be looking for right now...
ST Informer, October 1993 Issue page 7

Universal NETwork... released April 91
available from
Application & Design Software
280 Peach St. PO Box 409
Merlin, OR 97532
1-800-800-2563

|--
|------------------==------------------
| cherborth@semprini.waterloo-rdp.on.ca
| Chris Herborth

5854. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 10:24:07 UTC
From: wallace_r@msbcs.enet.dec.com
Message-ID: <2e7g0p$hcf@nntpd.lkg.dec.com>
Source record: 35508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec8.200444.19721@lclark.edu>, eggert@sun.lclark.edu (Jonathan Eggert) writes...
>
>I recently sold a computer to a net user in San Francisco. The day
...
>>I get the desktop, but no drive icon shows up.
>>Also, when I turn on the system the drive light does not come on.
...
>David said that he opened the case and checked all the connections but it
>did not help.

One likely cause is one of the socketed chips is making bad contact to the socket. Unless he reseated all of the socketed chips when he checked the "connections", I would suggest you have him open the ST and press down firmly on all of the socketed chips. Sometimes you can't even feel the chips move, but the pressure is enough to fix a poor contact.

Ray Wallace
wallace_r@msbcs.enet.dec.com
(or) decwrl!msbcs.enet!wallace_r
(or) wallace_r%msbcs.enet@decwrl.dec.com

5855. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 14:12:21 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Dec9.141221.11378@gumby.cc.wmich.edu>
Source record: 35506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec8.200444.19721@lclark.edu> eggert@sun.lclark.edu (Jonathan Eggert) writes:
>
> I recently sold a computer to a net user in San Francisco. The day
> before I packed the computer and shipped it out, I tested it to make sure
> it worked. Everything appeared fine. I played around with several disks

Did you ship it with either a floppy disk or the original plastic insert in the drive? If not, it's possible that either the heads or the transport mechanism could have been damaged by shocks in shipping.

I'm dubious whether UPS would pay for this type of damage, since they'd probably consider it to be improperly packed.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5856. MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 14:25:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHruLo.3po@westminster.ac.uk>
Source record: 35507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello again dear netters,

Another problem from a learner in the Atari world ;-) Hope you all do not mind.

I am thinking of installing MiNT on my hard drive (using the Distrib kit by Simon Gornall), and have a choice of installing all the binaries and libraries etc on a Minix XFS partition.

What I want to know, is how stable this would be, and what size partition I should keep for this?

Or should I just scrap the idea, and install everything on TOS partitions? The good thing with a Minix XFS is the long filenames just like Unix.

I am going to install Gnu C, C++, Smalltalk, SB Prolog, Tex, and Ghostscript, along with EMACS and Vi, Heat n' Serve Sozobon C., tcsh, bash, csh. The Distrib Kit installs Gnu C 2.1 (I think), and at the mo, during the test stage of my installation, I have it as a Minix partition. Is it advisable to put all thewse under a Minix partition?

All other software is not really a problem as I will install them under TOS partitions (word processors, dtp, gdos fonts, screensavers, packers etc) Or should the packers go under Minix partition?

What are the pros and cons of using a minix partition, apart from the fact that I will not be able to access it without MiNT?

I have a 2.5 Mb STe (using a patch program), and would like to know what to avoid before I reformat my new 245 meg Hard Drive and install stuff on it. It is running TOS 2.06. I'm sure that MiNT uses a lot of memory and maybe I'll be pushing it trying to work Tex, GCC, Smalltalk and Ghostscript under it.

e-mail to Simon Gornall at King's doesn't help either, as it is returned with user unknown, even though the directory lists his name.

Anyone noticed with TOSWIN, that if you have a process running under it, and close the window, and try and inspect a text file, then only half the screen is displayed? Any ideas why?

Thanks in advance for any replies.

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5857. ? Libraries for C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 15:30:09 UTC
From: saj@chinet.chinet.com
Message-ID: <CHrxq9.Jtr@chinet.chinet.com>
Source record: 35509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm gradually getting a decent programming environment set up on my Falcon. The next step is setting up the libraries properly for the GNU compilers. How do the various freely-distributed libraries interact? Can the the GNU compilers use the Lattice C libraries? I presume that mintlib should be searched before gnulib, but do I need both? Any preferences between gemlib and gemfast, or have they in fact converged? For that matter, to what extent do I need to specify libraries in the command line or makefile, and what do gcc and friends search by default?

Does an attempt to add gem++ to the stew have any influence on the rest of this stuff?

Yeah, I collect compilers. Sometimes one does a better job than another for a particular purpose. Right now I'm focusing on getting the GNU C compiler from its present 'works' state to 'works well'. I read documentation, but right now I'm kinda overwhealmed by large amounts of it scattered in too many different places. Pointers may be even more useful than explanations.

Steve saj@chinet.chinet.com

5858. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 16:49:15 UTC
From: tkld@scott.cogsci.ed.ac.uk
Message-ID: <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>
Source record: 35511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> In article <CHqs6G.2M5@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
Lexicor> Sorry Chris, I'll correct you on this one :)
Lexicor> There is Software that supports the networking of Falcon and Mega
Lexicor> STe or also just TT Lan.

Lexicor> It is called PowerNET and does exactly that..it's about a year or
Lexicor> more old and you can setup your Atari's like a real networking system.
Lexicor> So you can have remote printers and print...midi net access...net
Lexicor> mail, joint database with Hyperlink etc.

But does it use AppleTalk, or something else ? If so, how much of it;
AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?

Can Spectre use it as a LocalTalk port ?

Does PowerNET work with MultiTOS/MiNT ?

I'd love to be able to get a new Falcon/TT and network it with my wife's
Mac LCII, or even the Macs at work (AppleTalk should run over PPP and a
modem link).

Lexicor> Cheerio

--
_____________Kevin__Davidson____
Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
2 Buccleuch Place, EH8 9LW. | +44 31 650 4447

5859. RAM upgrade help !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 16:53:40 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2e7l6k$b0j@ccpnws.in2p3.fr>
Source record: 35510

Bonjour,

Today a friend gave me 8 256K SIMMs (which makes 2Mo) and I would like to
upgrade my MEGAST1 computer BUT I have no idea of how to make it.
So if someone could help me, it would be great.
Merci beaucoup.

ACOUNIS Stephane - LPNHE Universite Pierre et Marie CURIE - PARIS
Email: acounis@lpnhp3.in2p3.fr
acounis@lpnaxp.in2p3.fr

5860. Hard drive for STFM520

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 16:56:03 UTC
From: jdd@rd.eng.bbc.co.uk
Message-ID: <CHs1pG.28t@bbc.co.uk>
Source record: 35512

Any one out there know of an easy way of connecting an IDE hard drive
to an Atari STFM520 without major purchaces

I.E make your own interface..I have plenty of time & a hard drive & psu
electronics no problem

Thanks in advance John Derbyshire
--

The Stickiest Situation Since ~~~
Sticky The Stick Insect Got Stuck On A Sticky Bun o o
^
\-/ Regards
Old computers never die they just get slower J.D

Email john.derbyshire@rd.eng.bbc.co.uk
ea868@freenet-in-a.cwru.edu

5861. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 18:09:30 UTC
From: Lexicor@world.std.com
Message-ID: <CHs53v.K2J@world.std.com>
Source record: 35513
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,

>
> But does it use AppleTalk, or something else ? If so, how much of it;
>AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?

Hmm..it goes via LAN to use the same Appletalk Connectors...however I don't
think you can interchange Mac-Atari if that is what you are looking for.

>
> Can Spectre use it as a LocalTalk port ?
>

dunno..don't use Spectre..

> Does PowerNET work with MultiTOS/MiNT ?

Yes...

Yat

5862. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 20:11:55 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Dec9.201155.4391@oz.plymouth.edu>
Source record: 35514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CHs53v.K2J@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,
>
>>
>> But does it use AppleTalk, or something else ? If so, how much of it;
>>AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?
>Hmm..it goes via LAN to use the same Appletalk Connectors...however I don't
>think you can interchange Mac-Atari if that is what you are looking for.

Why hasn't some brave soul looked into getting the Columbia Appletalk
Package (CAP) running over the LAN port on a TT/Mega STe/etc ? (I've asked
this question every 6 months or so for the past 2 years and have yet
heard anything....).

[Look over in Comp.protocols.appletalk for detailed info on CAP.]
CAP is a software suite that allows unix boxes to talk to Appletalk
devices on a network.

-AndyS-
--
E-mail un*x :oddjob@oz.plymouth.edu	Any "end-user" software that provides
*penVMS :astoffel@psc.plymouth.edu	NO avenue for user modification or
ALL-IN-1:astoffel@a1.plymouth.edu	programmability is NOT user friendly.

5863. zx81 & spectrum emulators: is source available?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-09 23:51:35 UTC
From: zafiris@rtsg.mot.com
Message-ID: <zafiris.755481095@navy16>
Source record: 35516
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recall mention of the existance of a Sinclair ZX81 (Timex/Sinclair in the states) simulator/emulator for the Atari ST. I also seem to recall that the same author had a Sinclair Spectrum (sp?) emulator also for the ST.

My impression is that both of these things came out of Germany at one time and that there were some legal difficulties in distributing them because of the copyrighted ROMs but that the emulators themselves were in the public domain.

I am interested in the Z80 emulator function itself: the CPU emulator not necessarily the ZX81 system emulator. I'd like to get a copy of the source code for these things if they exist. I presume they are written in either 68000 assembler or C.

Also, I would expect that there are also other such programs that do Z80 emulation for TRS80s or CPM that would also have to be based on a Z80 core. I'd be interested in hearing about them also.

I'd also heard of CPM emulators for PCs and I suppose they would also be useful if they were written in C so as to be portable to a 68000 but my guess would be that they take advantage of the similar 80x86 architecture and are hence written in 80x86 assembler.

So... if you know where I can get my hands on some source code for a Z80 simulator/emulator like those I described above please email me.

thanks... ...John

5864. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-10 00:06:23 UTC
From: tiemann@stud.ee.ethz.ch
Message-ID: <2e8ehv$9v6@elna.ethz.ch>
Source record: 35515
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

monnier@di.epfl.ch (Stefan Monnier) writes:

>In article <CHpM94.C7E@newcastle.ac.uk>,
>Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>> But isn't that how Intel specify their chips ? A DX2/66 is only a clock doubled
>> DX33.....but they always advertise the systems as "66 MHz 486". Only the
>> inside of the processor is 66MHz - even the VESA bus is only 33MHz.

>But then, would you call the alpha a 200Mhz or 40Mhz processor ?
>(actually, I'm not sure about the 40, but it's close)

The ratio bus speed vs. internal clock speed is programmable. But
40 MHz is a good value.

>If the actual clock rate of the processor is 66Mhz, I guess it makes
>sense to name it correspondingly, even if the memory bus is slower
>(the memory bus is anyway still likely to be faster than the RAM
>connected to it...even though HP can do miracles).
>So, if the medusa actually uses a clock-doubled 040 at 64Mhz, ...
>(funny how Motorola knows how not to make people aware of its new
>products) (or is it intel who knows all too well how to take people in ?)

Motorola specifies the 68040 as `33 MHz'. So why not use just
the name the manufacturer uses??

Greetings
Bjoern

5865. Re: How fast are your True color Polygons?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-10 02:40:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16747@uqcspe.cs.uq.oz.au>
Source record: 35517

wilsont@rahul.net (Timothy Wilson) writes:

> movew d0,a0@+ | 1 pixel
> movew d0,a0@+
> movew d0,a0@+

Try using moveml with lots of registers - that's the standard move-as-much-as-possible solution. You'll need more special-case code at the start of course (code to move the residual words). moveml can be used to move about 56 bytes per instruction (8 dregs + 6 aregs) * 4 bytes per long.

--
Warwick

_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5866. SEGATE 4144R

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-10 04:56:03 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CHsz1F.JE5@mach1.wlu.ca>
Source record: 35518

I need to know the layout of the jumpers for the SEGATE 4144R drive i am hooking up to my system. There is a set of 8 jumpers, and three other sets (3 pins, 4 pins and 2 pins) If anyone could telling how to set the jumbers to be the second drive (as well as last drive) on a system as 0,1 OR even Segates phone number would be great.

Keith

--
Mahler/Floyd/Jaguar/Hoff/Trudel/SCV/Molson/Yamaha/Lindberg/CSO/Wagner/Jazz/WLU
Solti/NYP/Mc Ewans/Unix/Dutch Boy/NBA Jam/Rush/Bernstein/Trombone/Shostakovich
California/OSM/Atari/Tolkien/Ozzy/Rickarts Red/Sibelius/Laruier/Internet/Bach
_/_/_/_/_/_/_/_/_/_/_/_/_/ Keith Bilinsky _______________

5867. How to E-mail to Compuserve?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-10 07:50:33 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Dec10.025034.25551@bsu-ucs>
Source record: 35524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If I have a friend's compuserve user ID (######.#####) what do I need to send him E-mail? What format does the mailing address have to be? (What do I use for username and host in the username@host?)

We already know that it'll cost extra and that stuff -- we just need the 'how?' of it....Thanks!!

--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5868. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-10 14:06:14 UTC
From: monnier@di.epfl.ch
Message-ID: <2e9vom$30s@disun41.epfl.ch>
Source record: 35519
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e8ehv$9v6@elna.ethz.ch>,
Bjoern Tiemann <tiemann@stud.ee.ethz.ch> wrote:
> Motorola specifies the 68040 as `33 MHz'. So why not use just
> the name the manufacturer uses??

Because some people claim that Medusa uses a clock-doubled 68040 and
hence motorola would also call it 66Mhz.
The only problem is that I still doubt there exist any 68040 that are
clock doubled (at least, I'm sure that Apple hasn't used any clock
doubled 68040 in any product I know of)

Stefan
--

-- On the average, people seem to be acting normal --

5869. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-10 14:30:25 UTC
From: monnier@di.epfl.ch
Message-ID: <2ea161$34i@disun41.epfl.ch>
Source record: 35520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CHruLo.3po@westminster.ac.uk>,
Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
> What I want to know, is how stable this would be, and what size partition I
> should keep for this?

Put as much as possible on MiniXFS. The TOS file system is just too lame.

> What are the pros and cons of using a minix partition, apart from the fact that
> I will not be able to access it without MiNT?

- It does have multiple users support. (you probably don't care,
but..)
- It is somewhat faster than TOS (you probaby won't feel the
difference anyway)
- doesn't have just longer file names but just "unrestricted" (as many
dots as you want, at any place. upper/lower case...

Problems:

Most of the problems aren't just minixfs related. The biggest problem
is the "/" vs "\" and minixfs handles it pretty well. The only
problems I could think of are:
- not accessible from plain TOS
- tools for it are rare (like fsck or defragmenting). I'd rather not
have to know what is actually available.

> I have a 2.5 Mb STe (using a patch program), and would like to know what to

If you don't expand your memory, forget about G++. Even GCC is painful
to use (useable, but painful)

Stefan
--

-- On the average, people seem to be acting normal --

5870. Re: Colour icons on non-new machines.

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-10 15:34:34 UTC
From: avg@cwi.nl
Message-ID: <CHtsLn.M5E@cwi.nl>
Source record: 35522

>tskuenne@cip.informatik.uni-erlangen.de (Thomas Kuenneth) writes:

>>IMHO it is simpler to provide two resource files. Well, by the way
>>this TSR already exists. It's called Multitos. :-)

I can imagine a TSR which is more compatible with the software around
for the ST/TT series. Of course there is the Falcon. Some of those
machines will eventually also 'terminate and stay resident' as Ataris
sometimes do.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

5871. dp v3.5 und patch

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-10 18:28:18 UTC
From: hiot@helios.rz.tu-clausthal.de
Message-ID: <1993Dec10.182818.8625@solaris.rz.tu-clausthal.de>
Source record: 35521

Hallo OM oder YL

DIGIPOINT v3.5 und der patch nach v3.5.01 ist nun auf dem FTP-Server
fuer HAM-Software zu finden:

ftp.tu-clausthal.de

73
--

____ ___
/ / / / Oliver Teuber hiot@sun.rz.tu-claustahl.de
/ / / / Schulweg 8
/___/ /__ _/_ D-37534 Badenhausen DH0OAE@DB0KG

ftp.tu-clausthal.de: FTP-Server fuer HAM-RADIO,ATARI,UNIX,DOS,LINUX,MAC,AMIGA

5872. Re: RAM upgrade help !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-10 19:37:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d08d7d7@daggskim.ct.se>
Source record: 35523

Stephane Acounis hacked the following on 09 Dec 93 (to All)...

> From: acounis@lpnhp3.in2p3.fr (Stephane Acounis)
> [...]
> Today a friend gave me 8 256K SIMMs (which makes 2Mo) and I would like
> to upgrade my MEGAST1 computer BUT I have no idea of how to make it.
> [...]

Well, at least the friend didn't _sell_ them to you...

The short message is: forget it! It's not worth the bother to even try and make it work. The long answer? Read on...

MegaST memory is based on 256Kbit DIL RAM chips for 1M machines, but 1Mbit DIL RAM chips as minimum to allow 2M (16 chips) or 4M (32 chips) memory.

Your 1M memory is in fact 32 x 256Kbit DIL filling out all the available socket space, which will cause you some considerable bother to just add more memory and correctly access 1M as 32 x 256K and the other M as 1 x 1M SIMM. It's rather similar to the problem of upgrading a 1040 STE to 2M or 4M, that first step up to 2M means getting 2M as 2 x 1M SIMMs and throwing out at least 2 of the 256K SIMMs that make up the 1M already there.

Ever wonder where all these 256K SIMMs are coming from? ... :-)

You _can_ wire in 1 SIMM (8bit wide) instead of 8 DIL chips, if you're handy with a soldering iron, and upgrade memory with SIMMs instead of discrete DIL chips, but the chip/SIMM sizes should match. In other words, your 256K SIMMs are great for going from 512K to 1M, but you'll need 1M SIMMs to go to 2M (replacing the existing 1M and adding another) or 4M (adding 2M to a 2M machine).

I've upgraded a MegaST 2 to a 4M memory in this way, wiring in 2 SIMMs to selected vacant socket holes. But then the bank selection was the same.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

5873. Backward

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-11 02:31:20 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2ebbdo$8qp@reseau.cict.fr>
Source record: 35528

```
Backward V 2.31 has just been released,
it works now correctly on Falcon with TOS 4.04.
Please Get registered.

Keep Coding and having a nice time.

C.Dupuydauby
```

5874. Prospero C - Changing stack size? Help...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-11 07:06:20 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.75B0RhXJWY6@elfhaven.ersys.edmonton.ab.ca>
Source record: 35424

Hi,

A few months ago, ST Format had Prospero C on their cover disk. I have
been experimenting with it, and I like it. I have run across one
problem that I cannot find a solution for, though. How do I change
the stack size?

I would like to convert MasterBrowse over to this compiler, but I cannot
do that if I am limited to the default stack size. Any help would be
greatly appreciated.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () Dragons? Why not "The ()
() mforget@elfhaven.ersys.edmonton.ab.ca () Tweety-Bird Reborn"? ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

5875. Help me please with DSP math!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-11 09:51:23 UTC
From: wilsont@rahul.net
Message-ID: <CHv7Dn.1yA@rahul.net>
Source record: 35526

I'm starting to learn the DSP in the Falcon, I got the motorola book on the 56k and attempted to write a routine that multiplies vectors and matrices together.

In my number system, i use 32767 as "1", so I can get a good resolution when doing sine and cosine.

is 68k I do this:
a0->vector x y z (short)
a1->matrix (shorts, but they use 32767='1')

```
movew a0@,d0 | get x
mulsw a1@,d0 |x * first column

movew a0@(2),d1 |get y
mulsw a1@(2),d1 | y * second column
....do z*third column

addl d1,d0
addl d2,d0 | nx= x*m[0][n] + y*m[1][n] + z*m[2][n]

asll #1, d0 ; set up to...
swap d0 ; shift right by 15. (-1 + 16)
```

Is DSP56k i expected to do this:

```
....loading X0, Y0 from the host....( x* m[0][n] )
mpy X0,Y0,A
....load X0, Y0 again, (y * m[1][n] )
mac X0,Y0,A
...do Z and thirdcolumn...
...

do #15,shifter
asr a
shifter
...
(send A0 to HTX)
```

I wasn't getting the results I wanted.

I also tried the DSP just doing a MPY on 2 numbers, and spit back the result. when numbers were 'big', they'd come back requiring a shift to the left, or to the right.

I'm using Dsp_BlkWords.

The big question is: what format does the DSP expect for its input numbers?
The DSP manual doesn't seem to mention anything about this.or did
I just not read a section? I figured the DSP was a 24 bit 'fixed point'
processor, but what does that mean exactly? why can't I just give it
'normal' numbers?

How would I send it 3.14156 as an example?

Where is a book that tells me all of this?

Help please!

email is appreciated, but not neccessary.

THank you!
--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~Falcon030, Unix and MS-DOS.

5876. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-11 10:37:39 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec11.103739.6031@ibr.cs.tu-bs.de>
Source record: 35525
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <2ea161$34i@disun41.epfl.ch>, monnier@di.epfl.ch (Stefan Monnier) writes:
|> In article <CHruLo.3po@westminster.ac.uk>,
|> Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
|>
|> Problems:
|>
|> Most of the problems aren't just minixfs related. The biggest problem
|> is the "/" vs "\" and minixfs handles it pretty well. The only
|> problems I could think of are:
|> - not accessible from plain TOS
|> - tools for it are rare (like fsck or defragmenting). I'd rather not
|> have to know what is actually available.
|>
FSCK is available since 0.60 i think. I use it once a month.
DEFRAG and DEFRAG2 are available (Defragmentation of V1 and V2 FS)
I used it once (without problems) and will repeat it from time to time.

|> ------------------------------------------------------
|> -- On the average, people seem to be acting normal --
|> ------------------------------------------------------

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de
```

5877. MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-11 12:03:02 UTC
From: Jan_Willekens
Message-ID: <2d09c58b@p12.f202.n281.z2.fidonet>
Source record: 35532

Hello All!

07 Dec 93 22:57, Michael Ritzert wrote to All:

|>> The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the
|>> machine is

MR> Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it
MR> is only a 32 MHz machine. The Guy who constructed the beast
MR> specifies the MC68040 at its internal clock rate which is twice
MR> the external (and Motorola-official) rate. To my knowledge, the

It's like with Intel's 486 CPUs. A 486DX66 system's motherboard runs at
33Mhz, the CPU runs at 66Mhz internally.

Greetings... - Jan -

--- GEcho 1.00
* Origin: Fidonet: 2:281/202.12 Internet: jan@nextjk.wlink.nl (2:281/202.12)

5878. Re: RAM upgrade help !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-11 12:40:19 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec11.124019.21332@t.hfb.se>
Source record: 35527

In article b0j@ccpnws.in2p3.fr, acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>Bonjour,
>
>Today a friend gave me 8 256K SIMMs (which makes 2Mo) and I would like to
>upgrade my MEGAST1 computer BUT I have no idea of how to make it.
>So if someone could help me, it would be great.
>Merci beaucoup.
>

You can't.... there is only 4 SIMM sockets in a M-STe...

Ofcourse, maybe, you can build your own RAM-card........

Advice: sell the 256K SIMMS and buy 1M SIMMS! (you can have 4 of them)

>ACOUNIS Stephane - LPNHE Universite Pierre et Marie CURIE - PARIS
>Email: acounis@lpnhp3.in2p3.fr
> acounis@lpnaxp.in2p3.fr

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

5879. Re: How to E-mail to Compuserve?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-11 16:34:07 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2ecspvINNu3k@sat.ipp-garching.mpg.de>
Source record: 35529
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

01mbmccabe@leo.bsuvc.bsu.edu wrote:
: If I have a friend's compuserve user ID (######.####) what do I need to send him
: E-mail? What format does the mailing address have to be? (What do I use for
: username and host in the username@host?)

From Ed Krol, The whole Internet User's Guide and Catalog, p. 97:

"Change the comma to a period and use that on the left-hand side of the
address. To the right of the @ use compuserve.com. So, a Compuserve
address of 76543,123 would be addressed 76543.123@compuserve.com."

I am not affiliated with O'Reilly, I just happen to like their books :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3975 */
/* "People are DNA's way of making more DNA." (R. Dawkins/anonymous) */

5880. Re: SCART Connector PINOUT

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-11 18:20:22 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <755755804.2@mettav.royle>
Source record: 35396

On 6 Dec 93 at 18:43:31 (Stephen Payne) wrote the
following:

> Could a kind soul please email me a scart pin-out coz I have lost
my
> only copy and I need to cobble together a NULL SCART cable (video
to
> telly (stereo) basically).

Go out and buy a Maplin catalogue, I would type it all in but I can't be
bothered right now, sorry. ;-) It does have alot of pins.

Christmas Greetings, -Paul-

--
~=~=~=

5881. Re: MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-11 18:52:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ykYr5Owxhy_@semprini.waterloo-rdp.on.ca>
Source record: 35399
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <SCHWAB.93Dec7110433@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> |> I've never actually seen that in action... When I run MiNT (1.08; 1.09
> |> soon) it doesn't load anything after it in the AUTO folder.
>
> It works for me. Are you sure that you have really anything
> *physically* located after MiNT? Or, you have renamed MiNT to
> something other than mint.prg or mintnp.prg.

Ah-ha! That's it... I've got mint108.prg and mint109.prg... I didn't
realise MiNT cared about its filename. :-\

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5882. Re: RAM upgrade help !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 02:05:50 UTC
From: balu@jaguar.oche.de
Message-ID: <2d0adc44667e@jaguar.oche.de>
Source record: 35536

In <2d08d7d7@daggskim.ct.se>,
Bo Leuf (bo_leuf@daggskim.ct.se) wrote:

BL>MegaST memory is based on 256Kbit DIL RAM chips for 1M machines, but 1Mbit DIL
BL>RAM chips as minimum to allow 2M (16 chips) or 4M (32 chips) memory.
BL>
BL>Your 1M memory is in fact 32 x 256Kbit DIL filling out all the available socket
BL>space, which will cause you some considerable bother to just add more memory
BL>and correctly access 1M as 32 x 256K and the other M as 1 x 1M SIMM. It's
BL>rather similar to the problem of upgrading a 1040 STE to 2M or 4M, that first
BL>step up to 2M means getting 2M as 2 x 1M SIMMs and throwing out at least 2 of
BL>the 256K SIMMs that make up the 1M already there.

Not quite right! My MegaST1 came with 4x256Kbit DIL (or is it 256x4??).
This, and the fact that the (IMP-)MCU is not able to address memory-banks of
different size, made it difficult to expand the MegaST1's memory.
I exchanged the DILs by 4x1Mbit DILs and added MAD9.

Ciao,
Arne
--
Arne Rudolph Salvatorstr. 2 52070 Aachen Germany
Home: balu@jaguar.oche.de Mausnet: Arne Rudolph @ AC

5883. ST BASIC/C

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 05:08:56 UTC
From: Lyle Raymond <94807713@uwwvax.uww.edu>
Message-ID: <755672641-0-369@chop.isca.uiowa.edu>
Source record: 35533

I need to know where I can get a hold of the ST Basic handbook and a C compiler. Are there any distributers out there from which I can get a catalog?

5884. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 07:21:53 UTC
From: ABARBIERO@delphi.com
Message-ID: <931212.08513.ABARBIERO@delphi.com>
Source record: 35534

Well, close... the DX2 (or the DX3 for that matter) talkes to the
motherboard at 33MHz... many PCs are not capable of bus speeds like that.

PCI is another matter, but this is far off topic,

IS the '040 capable of clock doubling, or is this just overdriving the
chip beyond the specs WAY beyond reality?

Andreas@AEO

5885. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 08:05:21 UTC
From: BONDSERVANT@delphi.com
Message-ID: <931212.11121.BONDSERVANT@delphi.com>
Source record: 35535

>And I still like my (soon to be accelerated) Falcon.
am also considering the accelerated Falcon add-on bit before I go 32mhz
is there any news over there about accelerators with 68040 for the Falcon.

Rick Ladage
Houston,Tx,USA

5886. Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 11:33:05 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Dec12.063305.25584@bsu-ucs>
Source record: 35537
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know what the Medusa (and the Eagle?) is designed to be compatible with -- the ST, STe, TT, or Falcon??
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5887. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 14:29:11 UTC
From: Lexicor@world.std.com
Message-ID: <CHxEwn.AG@world.std.com>
Source record: 35538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec12.063305.25584@bsu-ucs>,
<01mbmccabe@leo.bsuvc.bsu.edu> wrote:
>Does anyone know what the Medusa (and the Eagle?) is designed to be compatible
>with -- the ST, STe, TT, or Falcon??
>--
>

The Medusa is meant to be an ST/TT Compatible, which is also supposed to
have additional option to be Falcon Compatible with the DSP External
Board.

However with the ET-4000 the Medusa is already much more superior in
Graphics than a Falcon or TT (w/o Graphics Board).

Medusa works with TOS 3.06, don't know about the situation with the Eagle
yet as it is not available, to date.

Yat

>
>
> -=[Matt McCabe]=-
> -=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

5888. Re: How to E-mail to Compuserve?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 15:02:18 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Dec12.150218.15231@solaris.rz.tu-clausthal.de>
Source record: 35539
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
-----BEGIN PGP SIGNED MESSAGE-----

01mbmccabe@leo.bsuvc.bsu.edu wrote:
> If I have a friend's compuserve user ID (######.####) what do I need to send him
> E-mail? What format does the mailing address have to be? (What do I use for
> username and host in the username@host?)

Send email to "####.####@compuserve.com".

Bye,
Wolfgang.
- --
- ------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLQsyZ/YBdBEQoy/9AQHmxgP8DDTW+jX8hSo6YJUpKBMqh4ywU8R5Shre
pCSGnfSaJ2kzSc5aBNEy0DQEL5PTD/4Bqkr1Wrbvqs6PlwR6+IsFJsNu43zFH5bO
ZY56icOL1vXPVu2afAvFRK4u0n09OZrMYJNmyLH29OzpIglJC9ED5MqixR0zT8jn
4kFJutm0hUM=
=YGMN
-----END PGP SIGNATURE-----
```

5889. SM 124 Multiscan III

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 16:35:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2d0b498a@kockens.ct.se>
Source record: 35394

Hello..

Is there someone out there who have tried a SM 124 Multiscan III ???

Its a card you install in your SM 124 so that you can run both Medium and Low
resolution on your Monochrome monitor.. (Multisync with Greyscales).

I want some feedback before i buy one..

Grtz from Sweden:


```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

5890. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 17:46:34 UTC
From: gutschk@jacquard.uni-muenster.de
Message-ID: <2efldqINNnn5@jacquard.uni-muenster.de>
Source record: 35540
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec9.141221.11378@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>Did you ship it with either a floppy disk or the original plastic
>insert in the drive?

Years ago a friend of mine inserted the plastic thingy into his 1040STf (which was pretty new at that time) before transporting it. Later when he removed the insert he found out that the read/write heads of his disk drive had been torn off by the insert! The entire drive had to be replaced which was rather expensive in 1988. His dealer told him, that this damage was not covered by the warranty since the plastic insert was *not* supposed to be replaced into the disk drive! Even though nowadays disk drives are not that expensive any more and you might be lucky to either not damage the drive or have a friendly dealer who is willing to replace the broken drive, I would highly recommend *not* to use the original plastic insert! If you really think, you need to protect the drive somehow, insert a floppy disk --- though from experience I would not think this neccessary.

Markus

5891. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 19:00:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CHxrH4.J8t@cix.compulink.co.uk>
Source record: 35391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
*In message <CHxEwn.AG@world.std.com>, Lexicor@world.std.com said:
>
>The Medusa is meant to be an ST/TT Compatible, which is also supposed to
>have additional option to be Falcon Compatible with the DSP External
>Board.

But what about the XBIOS, 3.06 has no DSP support. And it's not only the
DSP that makes the Falcon a powerful music/sound computer, there's the
CODEC as well.

>
>However with the ET-4000 the Medusa is already much more superior in
>Graphics than a Falcon or TT (w/o Graphics Board).
>
>
>Medusa works with TOS 3.06, don't know about the situation with the Eagle
>yet as it is not available, to date.
>
>
>Yat

What I don't understand is why they didn't put TOS 4.04 in there. It has a
much nicer AES with popup menus and 3D objects and of course all the DSP
support.

Ofir ogal@cix.compulink.co.uk
```

5892. Re: A common error. Please watch

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 20:44:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59910@M4.maus.de>
Source record: 35433

```
>Please remember that:
>
> vro_cpyfm(handle,0,pxy,src,dest);
>
>Is NOT the correct way to set an area to colour 0. TOSWIN does this, and
>so it fills the window with as *BLACK* (bitmap 0). Replace it with:
>
> ... set fill to solid colour 0 ...
> vr_recfl(handle,pxy)
>
>Don't worry, it should be just as fast is your VDI has any brain at all.

That's for TrueColor display modes.

The difference is: The above vro_cpyfm() call will use color _index_ zero
in palette based display modes, which is "current background color", and
RGB color _representation_ 0-0-0 in true color modes, which is ALL BLACK.

The workaround, according to Atari, is:

Use vrt_cpyfm(). If both background and foreground color pen numbers are
set to the same value when calling, the pointer in the source MFDB won't
be used. So, make it point to the same location as the destination MFDB's
adress pointer. Then, call vrt_cpyfm():

MFDB sourceMFDB, destMFDB;
WORD colors[2];

/* ...setup MFDBs here... */

color[0] = color[1] = 0; /* for current background color */

vrt_cpyfm( handle, MD_REPLACE, pxyarray, &sourceMFDB, &destMFDB, &colors
);

This is documented to work in any display mode on any graphics card or
machine with full VDI functionality.

bye, Peter
```

5893. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 21:26:23 UTC
From: drpiper@cix.compulink.co.uk
Message-ID: <CHxy7z.Lt4@cix.compulink.co.uk>
Source record: 35392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>What I don't understand is why they didn't put TOS 4.04 in there. It has a
>much nicer AES with popup menus and 3D objects and of course all the DSP
>support.

The ROMs for TOS 3.06 are arranged to give 32 bit data. The ROM from the
Falcon passes data on 16 bit wide bus, so it ain't compatible. This is
assuming the Medusa will use a 32 bit bus, which it should. You can
officially buy TOS 3.06 roms, but programming your own roms from the TOS
4.04 image sounds a bit dodgy to me.

Bye everyone....

--

Darryl

| email through the InterNet to :- drpiper@cix.compulink.co.uk |
��
����������

5894. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-12 22:35:54 UTC
From: Lexicor@world.std.com
Message-ID: <CHy1Fu.8HA@world.std.com>
Source record: 35393
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CHxrH4.J8t@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>*In message <CHxEwn.AG@world.std.com>, Lexicor@world.std.com said:
>>
>>The Medusa is meant to be an ST/TT Compatible, which is also supposed to
>>have additional option to be Falcon Compatible with the DSP External
>>Board.
>
>But what about the XBIOS, 3.06 has no DSP support. And it's not only the
>DSP that makes the Falcon a powerful music/sound computer, there's the
>CODEC as well.

It is a modified versioy nof 3.06, licensed by Atari benelux, exactly
what has been changed I cannot tell you, mainly because (DSP wise) the
DSP board is not ready yet, so we will see then.
>>
>>
>>Medusa works with TOS 3.06, don't know about the situation with the Eagle
>>yet as it is not available, to date.
>>
>>
>>Yat
>
>What I don't understand is why they didn't put TOS 4.04 in there. It has a
>much nicer AES with popup menus and 3D objects and of course all the DSP
>support.

Hmm...isn't it also possible to do that Software Wise? with Multitos. It
should work just fine like that too...

Yat

>
>Ofir ogal@cix.compulink.co.uk
>

5895. Mega St parts question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 05:56:13 UTC
From: kerkhoff@emx.cc.utexas.edu
Message-ID: <2eh05tINN3va@emx.cc.utexas.edu>
Source record: 35395

I just acquired a Mega ST and it seems to be missing a chip. The chip is designated "U12" and sits just to the left of the MMU chip (as viewed from the front of the board). It is a 14 pin chip. The board is designated "CA200019" and is populated for 2 mBytes. Can anyone tell what chip I need to put in? Better yet, can anyone supply me with a schematic?

Thanks
Jim

5896. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 09:31:05 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2ehcopINNg45@tom.rz.uni-passau.de>
Source record: 35397
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec12.063305.25584@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>Does anyone know what the Medusa (and the Eagle?) is designed to be compatible
>with -- the ST, STe, TT, or Falcon??

Strange question, somehow. The Medusa is compatible with CLEAN applications
written for the 680x0 range of Atari computers. This means, you will face
SOME problems if you want to run some hacks on it (Spectrum 512 or similar).
In addition, many games and demos will not run (or does the Medusa have
a compatibility mode (68000@8MHz) ?).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

5897. GEMINI -- new version?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 10:33:09 UTC
From: i2020123@ws.rz.tu-bs.de
Message-ID: <1993Dec13.103309.23710@ibr.cs.tu-bs.de>
Source record: 35398

Hi!

Who knows something about a new Version of GEMINI/MUPFEL? I'd like to contact
the author by email, so I need his adress.

Ruediger.

5898. Re: MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 13:54:17 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec13145417@issan.informatik.uni-dortmund.de>
Source record: 35400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.ykYr5Owxhy_@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> In <SCHWAB.93Dec7110433@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
|>> |> I've never actually seen that in action... When I run MiNT (1.08; 1.09
|>> |> soon) it doesn't load anything after it in the AUTO folder.
|>>
|>> It works for me. Are you sure that you have really anything
|>> *physically* located after MiNT? Or, you have renamed MiNT to
|>> something other than mint.prg or mintnp.prg.

|> Ah-ha! That's it... I've got mint108.prg and mint109.prg... I didn't
|> realise MiNT cared about its filename. :-\

There is no other way how this can be implemented, since you cannot
get the precise name how a program is invoked (at least not portable).
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5899. How to kill process group?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 14:25:00 UTC
From: benni@phil15.uni-sb.de
Message-ID: <2ehtvsINN2ue@coli-gate.coli.uni-sb.de>
Source record: 35401

Hello!

I've written software for remote login so that I can log into my TT over
the modem. It work's well, but there's still one BIG problem:

If the modem closes the connection DURING a login session - for example
because the other computer crashes - the last login shell remains working with
all it's subprocesses.

In this case, a "kill -1" should be sent to all processes that were started
after the last login.

I 've had a look at several manpages and learned that "killpg" would do
the job. With "ioctl" I found out that the process group ID is always
identical with the PID of the login shell (is this correct?).

But "killpg(pgid,1)" only kills the shell itself and NOT the "less", "elm"
or "gzip" that are running under that shell. It doesn't matter if these
processes are running in the foreground or in the background; they ALWAYS
stay alive. :-(

My simple question now: How can I kill ALL processes with ONE command?
Thanks for your help!

Benni

--
Benjamin Lorenz, Brunnenweg 33, 66133 Saarbruecken
E-mail: belo@stud.uni-sb.de, Phone: +49 681 815702

5900. Upgrades for more memory...?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 14:29:06 UTC
From: wi40756@rz.tu-ilmenau.de
Message-ID: <1993Dec13.142906.21256@news.tu-ilmenau.de>
Source record: 35402

Keywords:

Howdy folks,

I've a question to all hardware-freax here:
How can I make a 2 MB-(or more)-520ST+ with Chips called 41256.
I've got 36 of these Chips free of charge from a PC-AT-Board.
My ST is an 520ST+, also a 1MB-machine.
I think using a soldering iron is not a problem for me, because
I think the soldering iron is the most imporant thnig for any
computeruser...;-).
And there is also another question of mine: How can I connect
a PC486 with the ST using the serial ports of them?
I tried to install Nortoncommanderlink on both of them, but
it was not working?
And my last question is about a HD-3.5"-Floppy on ST's: Is there
a cheap possibilty for doing that?

Many thanx to all, who want to answer me.
Hendrik

5901. Re: Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 17:37:39 UTC
From: woodford@esca.com
Message-ID: <1993Dec13.173739.10816@esca.com>
Source record: 35406

Paul.Civati@mettav.royle.org (Paul Civati) writes:

>On 28 Nov 93 at 22:21:49 (Hallvard Tanger&#65533;s) wrote the following:

>> You might install some resistors to be on the safe side. I have an
>> NEC Multisync II, and from the info file I found about making the
>> switchbox for it, it showed three resistors (that were optional). I
>> used them to be on the safe side. I can't remember how many ohms they
>> were on, but I think they were
>> connected to the R, G and B signals. I have the circuit at home if you
>> need it.

>I have just aquired an NEC MultiSync II, although it looks rather
>old.

>Am I right in thinking you've managed to connect this to your ST, if so how
>please?

I'm assuming all this is about getting switchable mono/colour on a multi-sync.
If not, just ignore...

I made my own switchbox a while ago, _without_ resitors. Basically, I used a
two position rotary switch with '4' poles. I connected the H-sync & V-sync
straight through to the monitor (not through the switch). The following
diagram should show how the RGB & MONO signals go through the switch.

```
(ST)MONO ---------o-----------o
| \
| S1/1 o------------------- RED (Monitor)
|
(ST)RED ---------+-----------o
|
o-----------o
| \
| S1/2 o------------------- GREEN (Monitor)
|
(ST)GREEN ---------+-----------o
|
o-----------o
\
S1/3 o------------------- BLUE (Monitor)

(ST)BLUE ----------------------o

(ST)MDETECT --------------------o
\
S1/4 o---------- 0v on ST DIN connector
```

o

Don't ask me about pin connections, I don't have my ST docs. handy. Also,
don't flame about how I've done this.... It works great for me!!!

Check if your monitor has an under/over-scan switch. You may need to use
that to get the picture the right size in mono mode.

Cheers, Steve

--
/ Steve Woodford : "Wee sleekit, timorous, cowerin' beastie, \
| woodford@esca.com : Oh what a panic's in thy dumpfile..." |
| The above opinions are mine, : = Robert_Burns++ |
| and not those of ESCA Corp. : Thought for the day: Chaste makes waste |

5902. Re: STacy and an external HD

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 17:53:04 UTC
From: hopp@ireq.hydro.qc.ca
Message-ID: <CHzJ0G.AE5@ireq.hydro.qc.ca>
Source record: 35403

Could somebody tell me how to disable the bell that rings at each keystroke (in GFA if possible)? Please reply at hopp@ireq.hydro.qc.ca. Thanks in advance.

Olivier

5903. Keyboard Bell

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 18:01:07 UTC
From: hopp@ireq.hydro.qc.ca
Message-ID: <CHzJDv.AHL@ireq.hydro.qc.ca>
Source record: 35404

Sorry for my first post. I made a mistake concerning the subject.

Hello. May someone tell me how to disable the bell that rings at each keystroke (in GFA if possible). Please reply at hopp@ireq.hydro.qc.ca. Thanks in advance...

Olivier

5904. Ad Speed info wanted !

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 19:00:44 UTC
From: scastro@tortel.dcc.uchile.cl
Message-ID: <1993Dec13.190044.4854@dcc.uchile.cl>
Source record: 35405

Hi ... I'm wanna buy an accelerator board ... and thought of ICD AdSpeed as good (cheap :^)) choice ... can someone gimme some info 'bout this product or recommend me another one ???? ... please send me also some benchmarks on C compiling rates if you can ... :^)

Seba.

Sebastian A. Castro Miranda.
Universidad de Chile (F.C.F.M)
Dpto. de Ciencias de la Computacion.
Santiago de CHILE.

5905. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 21:27:56 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CHzsyK.93o@taligent.com>
Source record: 35410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.Nhk&m1M3RFc@semprini.waterloo-rdp.on.ca> Chris Herborth,
cherborth@semprini.waterloo-rdp.on.ca writes:
> Bammi's port of GNU C/C++ 2.5.6 has moved out of New on atari.archive...
> Hopefully I'll get to test it tonight.
>
> So far, all of the 2.5.x C++ compilers have been severely broken on the
> ST; they won't work at all on a 68k. My fingers are crossed for this
> one!

Does GCC support templates or exceptions yet? Last time I checked they
didn't,
but it has been awhile since I checked on this.

-- John Townsend
John_Townsend@taligent.com

5906. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 21:46:17 UTC
From: eggert@lclark.edu
Message-ID: <1993Dec13.214617.14087@lclark.edu>
Source record: 35407
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2efldqINNnn5@jacquard.uni-muenster.de> gutschk@jacquard.uni-muenster.de (Markus Gutschke) writes:
>In article <1993Dec9.141221.11378@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>>Did you ship it with either a floppy disk or the original plastic
>>insert in the drive?
>
>Years ago a friend of mine inserted the plastic thingy into his
>1040STf (which was pretty new at that time) before transporting it.
>Later when he removed the insert he found out that the read/write
>heads of his disk drive had been torn off by the insert! The entire
>drive had to be replaced which was rather expensive in 1988. His
>dealer told him, that this damage was not covered by the warranty
>since the plastic insert was *not* supposed to be replaced into the
>disk drive! Even though nowadays disk drives are not that expensive
>any more and you might be lucky to either not damage the drive or have
>a friendly dealer who is willing to replace the broken drive, I would
>highly recommend *not* to use the original plastic insert! If you
>really think, you need to protect the drive somehow, insert a floppy
>disk --- though from experience I would not think this neccessary.
>
>Markus

Turns out, it was a loose chip in one of the sockets. He hadn't pushed down hard enough the first time he tried reseating them. It's all been worked out now.

BTW I didn't ship it with anything in the drive. Most computers that I have seen come with not insert so I figured it was safe enough.

Jon.

5907. DIGITAL AUDIO LIBRARY on a.a.u.e (NAUDIO.LZH)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 23:29:27 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <2eitsnINNkkj@rs18.hrz.th-darmstadt.de>
Source record: 35408
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Finally I managed to get this out on the net. It was sitting idly on my harddisk waiting to be released, but I had to send this to a friend to upload this on an intermediate machine.

Anyway...

```
----------------------------------------
NAUDIO Evaluation Version available
----------------------------------------
```

NAUDIO is the first and only (?) library for the ST/STE/TT/FALCON, that gives PURE Programmers full portable digital audio capability. Now you can incorporate digital sound effects in your own program, without much concern about the underlying hardware.

NAUDIO features 4/8 track Tracker software, for playing NaTracker and ProTracker modules. But of course you can also "only" play samples. The performance ranks with the best on all output devices. Even on the ST NAUDIO runs in "the background".

There is MUCH more to NAUDIO than just this. So download your evaluation version from your nearest server, as there are:

World: atari.archive.umich.edu atari/Newitems
(atari/Sound/Players)
Europe: ftp.uni-kl.de pub/atari/incoming
(pub/atari/other_demos)
Frankfurt: Fred Box: 06181-52941 Atari Area

there are also two sample NAUDIO applications, that demo NAUDIO, in the NAUDIEMO.LZH archive near the other archive.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Time Machine VfL Bochum: "Nur einmal nach Meppen"

5908. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 23:30:00 UTC
From: Wilfred_Kilwinger@f.maus.de
Message-ID: <A30417@F.maus.de>
Source record: 35430

YWS>If anyone wants more info on the MEDUSE T40, then fell free to email
YWS>me.
YWS> The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is
YWS>available through us as well as through Medusa Systems in Switzerland.
YWS> If you want..I'll post it here instead *smile*

It can't be available since they haven't signed a TOS Licence with me so
far.

Regards,

Wilfred Kilwinger
Support Manager
Atari Benelux,
European Distribution Center

5909. Re: Voice-Mail on the Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 23:35:00 UTC
From: Wilfred_Kilwinger@f.maus.de
Message-ID: <A30418@F.maus.de>
Source record: 35431

Compo Software (with offices in Germany, UK, USA and Holland) will release a Falcon030 Voicemail system soon. They are currently using it in their German office for test.

Mfg,

Wilfred Kilwinger

5910. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-13 23:38:00 UTC
From: Wilfred_Kilwinger@f.maus.de
Message-ID: <A30419@F.maus.de>
Source record: 35432

Hello Annius,

AG>I regret but have to say: MultiTOS = MultiCRASH.

If that is true than I wonder were your Bug Reports are ?

Regards,

Wilfred Kilwinger
Support Manager
Atari Benelux,
International Support Center

5911. HELP! How 2 add HD to ancient 520ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 00:03:18 UTC
From: metalhed@kaiwan.com
Message-ID: <CI005J.C4u@kaiwan.com>
Source record: 35409

Hello there! I'm an old hand at computers, but my knowledge of Hard Drives on the Atari is minimal... I should soon be getting, soon...

1-4 RLL drives, or
1-2 RLL and 2 MFM drives.
(One RLL is definate, the others depend on what kinds of deals I can cut).
Mini-tower case with 200w power supply

Okay. I have an *original* 520ST, TOS 1.04, 1/2 meg RAM.
What *Exactly* do I need to get the HDs connected to my Atari, and get them formatted and running? I'm on a *tight* budget right now, so am looking for lowest cost way to do this.

I know I need a host adaptor and controller(s). Can I use IBM-type controllers? Or do I need Atari-specific ones? What about software? Is AHDI good enough to get started? IF not, what would you reccommend that I can anon FTP or otherwise download for free (or phone call cost)?

I understand you can put two controllers on one host adaptor? Can you put one MFM and one RLL controller? How reliable would RLLing an MFM drive be? Any good way to test on an IBM? (the MFMs would likely be coming from a friend across the continent from me, an IBM user, but he's could likely hook the drives up to his IBM and play around with /em before sending.)

Please get back to me, Email preferred to save bandwidth but here OK. Thanks in advance!

<---===The /\/\etal]-[ead===--->

5912. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 01:44:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16769@uqcspe.cs.uq.oz.au>
Source record: 35411
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> Just curious what's the main changes between 2.3.3 and 2.5.5?

I can only speak for the C++ component, since I don't use C, and
the changes there have been phenomenal. 2.3.3 had some terrible
bugs, but 2.4.5 was MUCH better. 2.5.5 seems to have more bugs
though. 2.5.6 fixes most of those (maybe all - I worked around
them, so they don't show up anyway).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5913. Newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 02:47:50 UTC
From: pelletier@Nyongwa.CAM.ORG
Message-ID: <CI07rq.J5D@Nyongwa.CAM.ORG>
Source record: 35412

Perhaps someone here knows this:

I've installed "less" (the text file reader) in my newdesk.inf file.
I.e., I've got it set up so that I can double-click on a given
text file (with a standard extender) to read it with "less".

I only have one minor problem, which is that I would like to run
"less -C" instead of just "less". Is there a way to pass parameters
to a program in newdesk.inf? I tried a few things, to no avail.

Thank you for any help.

Yves

--

Yves Pelletier
pelletier@nyongwa.cam.org

5914. Re: Newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 09:25:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI0q5y.71F@cix.compulink.co.uk>
Source record: 35420

*In message <CI07rq.J5D@Nyongwa.CAM.ORG>, pelletier@Nyongwa.CAM.ORG said:

>I only have one minor problem, which is that I would like to run
>"less -C" instead of just "less". Is there a way to pass parameters
>to a program in newdesk.inf? I tried a few things, to no avail.

Not as fasr as I know. You could write a small loader that will run
instead then load less passing it a parameter.

Ofir ogal@cix.compulink.co.uk

5915. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 09:46:39 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec14104639@issan.informatik.uni-dortmund.de>
Source record: 35413
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CHzsyK.93o@taligent.com>, John Townsend <John_Townsend@taligent.com> writes:

|> Does GCC support templates or exceptions yet? Last time I checked they
|> didn't,
|> but it has been awhile since I checked on this.

Templates: yes, getting better and better
Exceptions: not yet, although you can test what is already there with
-fansi-exceptions

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5916. Re: How to kill process group?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 10:06:57 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec14110657@issan.informatik.uni-dortmund.de>
Source record: 35414

In article <2ehtvsINN2ue@coli-gate.coli.uni-sb.de>, benni@phil15.uni-sb.de (Benjamin Lorenz) writes:

|> Hello!
|> I've written software for remote login so that I can log into my TT over
|> the modem. It work's well, but there's still one BIG problem:

|> If the modem closes the connection DURING a login session - for example
|> because the other computer crashes - the last login shell remains working with
|> all it's subprocesses.

|> In this case, a "kill -1" should be sent to all processes that were started
|> after the last login.

|> I 've had a look at several manpages and learned that "killpg" would do
|> the job. With "ioctl" I found out that the process group ID is always
|> identical with the PID of the login shell (is this correct?).

|> But "killpg(pgid,1)" only kills the shell itself and NOT the "less", "elm"
|> or "gzip" that are running under that shell. It doesn't matter if these
|> processes are running in the foreground or in the background; they ALWAYS
|> stay alive. :-(

|> My simple question now: How can I kill ALL processes with ONE command?
|> Thanks for your help!

The problem is that every program can change its process group to
itself, putting it into its own group, or, the normal case, the shell
does this when running a program to enable job control. I don't see
any way to get this working. There should be a way to get all
processes that have this tty as its control terminal.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5917. Re: Newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 10:24:43 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec14112443@issan.informatik.uni-dortmund.de>
Source record: 35415

In article <CI07rq.J5D@Nyongwa.CAM.ORG>, pelletier@Nyongwa.CAM.ORG (Yves Pelletier) writes:

|> Perhaps someone here knows this:
|> I've installed "less" (the text file reader) in my newdesk.inf file.
|> I.e., I've got it set up so that I can double-click on a given
|> text file (with a standard extender) to read it with "less".

|> I only have one minor problem, which is that I would like to run
|> "less -C" instead of just "less". Is there a way to pass parameters
|> to a program in newdesk.inf? I tried a few things, to no avail.

Look at the "Install Application" dialogue. There is a line where you can set initial parameters. Try this out and look where this will go in the line in newdesk.inf. I think this is the second field after the application name, i'm not sure. Then you can change the line for less accordingly. It works for me. As an alternative, you can set the environment variable LESS to the default options.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5918. Autoscan monitor to 520STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 11:03:12 UTC
From: censjg@caledonia.hw.ac.uk
Message-ID: <1993Dec14.110312.13722@cee.hw.ac.uk>
Source record: 35417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry for re-treading old ground here...

I have a colour multisync monitor, (I think it's rebadged)
I think I might be able to use it with the ST in Mono or maybe
mono & colour modes. I hashed a cable together to try colour,
but no joy, just a wibbly vertical line appeared. I'm a bit
suspicious of the sync rates, but I'm no technician.

Connections were straight through, Atari RGB, Hsync & Vsync
and ground to same on the monitor. The monitor has 5 bnc's
and I have a VGA type cable for the monitor too which works
with a PC.

Anyone got any comments?

Monitor spec:
Resolution modes: 640x480, 400, 350
800x600, 1024x768, 1280x1024

Sync: Horizontal: 30-75 KHz
Vertical: 50-90 Hz, 25-45 (I) Hz

--
Simon
censjg@clust.hw.ac.uk
Voice: +44 31 451 3265 Fax: +44 31 451 3261

5919. GEM books wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 11:14:38 UTC
From: censjg@caledonias3.caledonia.hw.ac.uk
Message-ID: <1993Dec14.111438.13810@cee.hw.ac.uk>
Source record: 35418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone got any books on GEM programming for the ST lying around
gathering dust?

I'm developing some MIDI code, currently under TOS, and would like
to use a graphical front end. Seems a lot of the GEM stuff is
either expensive or out of print.

If you have GEM programming manuals you'd like to sell (condition
is not important provided most of the pages are there :) please
mail me at the address below noting the title & how much you want.

Thanks

--
Simon
censjg@clust.hw.ac.uk
Voice: +44 31 451 3265 Fax: +44 31 451 3261

5920. Re: Autoscan monitor to 520STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 11:22:24 UTC
From: censjg@caledonias3.caledonia.hw.ac.uk
Message-ID: <1993Dec14.112224.13954@cee.hw.ac.uk>
Source record: 35419
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec14.110312.13722@cee.hw.ac.uk>, censjg@caledonia.hw.ac.uk (Simon Greaves) writes:
|> Sorry for re-treading old ground here...
|>
|> I have a colour multisync monitor, (I think it's rebadged)
|> I think I might be able to use it with the ST in Mono or maybe
|> mono & colour modes. I hashed a cable together to try colour,
|> but no joy, just a wibbly vertical line appeared. I'm a bit
|> suspicious of the sync rates, but I'm no technician.
|>
|> Connections were straight through, Atari RGB, Hsync & Vsync
|> and ground to same on the monitor. The monitor has 5 bnc's
|> and I have a VGA type cable for the monitor too which works
|> with a PC.
|>
|> Anyone got any comments?
|>
|> Monitor spec:
|> Resolution modes: 640x480, 400, 350
|> 800x600, 1024x768, 1280x1024
|>
|> Sync: Horizontal: 30-75 KHz
|> Vertical: 50-90 Hz, 25-45 (I) Hz
|>
|> --
|> Simon
|> censjg@clust.hw.ac.uk
|> Voice: +44 31 451 3265 Fax: +44 31 451 3261
|>

Err... forgot to ask for email replies if possible, our News server has a vicious expiry rate and I don't get to read it that often :(.

censjg@clust.hw.ac.uk (SMTP & Janet)
censjg@caledonia.hw.ac.uk (SMTP only)

(latter host preferred up to 17/12/93, then former preferred (cos I can read it from home :-))

Thanks (again)

--
Simon
censjg@clust.hw.ac.uk

Voice: +44 31 451 3265 Fax: +44 31 451 3261

5921. Re: Newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 11:30:14 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Dec14.113014@cs.bham.ac.uk>
Source record: 35416

In article <CI07rq.J5D@Nyongwa.CAM.ORG>, pelletier@Nyongwa.CAM.ORG (Yves Pelletier) writes:
|> Perhaps someone here knows this:
|>
|> I've installed "less" (the text file reader) in my newdesk.inf file.
|> I.e., I've got it set up so that I can double-click on a given
|> text file (with a standard extender) to read it with "less".
|>
|> I only have one minor problem, which is that I would like to run
|> "less -C" instead of just "less". Is there a way to pass parameters
|> to a program in newdesk.inf? I tried a few things, to no avail.
|>
|> Thank you for any help.
|>
|> Yves
|>
|> --
|> ---
|> Yves Pelletier
|> pelletier@nyongwa.cam.org
|> ---

No problem, you're using newdesk.inf so I assume you have TOS >=2 ??

This is how to do it...

When you install the application (click on icon, then select Install Application... menu entry) you'll be presented with a dialog box with from the top...

Program Name: (I think thats what it is...)
Parameters:
Document type:

Just stick "-C " on the parameters line (the space is important) and all will come up smelling of roses.

Hope I explained that OK...

Ian

5922. AES versions: A query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 12:27:00 UTC
From: djs@jet.uk
Message-ID: <1993Dec14.122700.12374@jet.uk>
Source record: 35421

In front of me I have HiSoft's ``Modern Atari System Software'' book, which
came with the Lattice C v5.6 upgrade I got at the Haydock Park show. I am
reading the section on AES enhancements, and don't fully understand the
first page: Is it really true that v3.3 and v3.4 of the AES are *newer*
then v4.00? That is what I understood from reading page 107. Is
all of v4 in v3.4, or vice versa?
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5923. Re: Newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 12:43:31 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CI0zCK.A11@newcastle.ac.uk>
Source record: 35423

In article <CI07rq.J5D@Nyongwa.CAM.ORG>, pelletier@Nyongwa.CAM.ORG (Yves Pelletier) writes:
>Perhaps someone here knows this:
>
>I've installed "less" (the text file reader) in my newdesk.inf file.
>I.e., I've got it set up so that I can double-click on a given
>text file (with a standard extender) to read it with "less".
>
>I only have one minor problem, which is that I would like to run
>"less -C" instead of just "less". Is there a way to pass parameters
>to a program in newdesk.inf? I tried a few things, to no avail.
>

You don't say which desktop you're using? The falcon/multiTOS desktop allows
you to specify parameters to be passed in the install application dialog.
(I use this for auto-extracting archive files when you click on them)

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5924. RE:Medusa compatible w/ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 13:15:03 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Dec14.081503.16415@desire.wright.edu>
Source record: 35422

Do you have any information on this "Eagle" you mentioned?

5925. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 14:33:52 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.755879632@mi.el.utwente.nl>
Source record: 35428
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHzsyK.93o@taligent.com> John Townsend <John_Townsend@taligent.com> writes:

>Does GCC support templates or exceptions yet? Last time I checked they
>didn't,
>but it has been awhile since I checked on this.

Template support currently is reasonable. Support for exceptions is
deferred to the spring '94 (2.6.X) release.

The above applies for the SunOS 4.1.X sparc version, as my ST has only
1 Meg...

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

5926. Re: Keyboard Bell

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 15:48:32 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2ekn8gINN1ase@rs1.rrz.Uni-Koeln.DE>
Source record: 35425

In <CHzJDv.AHL@ireq.hydro.qc.ca> hopp@ireq.hydro.qc.ca (Olivier Hopp ETUDIANT mar93-jui94) writes:

>Hello. May someone tell me how to disable the bell that rings
>at each keystroke (in GFA if possible).

You have to modify the conterm variable directly (address: $484), at least I know of no other way of modifying the key click. In GFA, this would be something like:

```
' Disable key click
SPOKE &H484, PEEK(&H484) AND &HFE
' Enable key click
SPOKE &H484, PEEK(&H484) OR &H01
```

As you see, bit #0 of conterm switches the key click. Likewise, bit #1 switches the key repeat, and bit #2 switches the bell.

I hope you can use this info

Greetinx, Jan

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

5927. Re: Newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 15:56:53 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2ekno5INN2agb@rs1.rrz.Uni-Koeln.DE>
Source record: 35426

In <CI07rq.J5D@Nyongwa.CAM.ORG> pelletier@Nyongwa.CAM.ORG (Yves Pelletier) writes:

>I only have one minor problem, which is that I would like to run
>"less -C" instead of just "less". Is there a way to pass parameters
>to a program in newdesk.inf? I tried a few things, to no avail.

What TOS version are you using? At least, TOS 2.06 and TOS 3.06
have a line for parameters in the dialog for installing
applications. In the German version, this line is just below the
title which indicates tha name of the application being
installed.
Be sure to enter a space after the last commandline argument,
otherwise it gets ligated to the name of the calling file. This
means, if you just enter "-C" (as opposed to "-C ") here, less
will get confused by being called with "less -Cfoo.txt", and not
be able to figure out you want to read foo.txt

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

5928. GFA prg execution

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 16:48:46 UTC
From: lannie@ins.infonet.net
Message-ID: <2ekqpe$fq4@insosf1.infonet.net>
Source record: 35427
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How do I execute a program from GFA? I would like to
load a ttp program into memory, then call it when
needed. I need to know how to give it the required
parameters when executed. When I try this, it just
runs the ttp program, and displays it's help screen
as if it never received any baspage values.

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

5929. Re: Medusa compatible w/ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 17:21:07 UTC
From: Lexicor@world.std.com
Message-ID: <CI1C79.1B1@world.std.com>
Source record: 35429

In article <1993Dec14.081503.16415@desire.wright.edu>,
Big Guy <cse0947@desire.wright.edu> wrote:
> Do you have any information on this "Eagle" you mentioned?
>
Hardly because it is not released yet, all I do know is that its a
68030/50 and that's all, with a few minor modifications it is a faster
TT CLone. However the release date has been re-scheduled to a later date
so I am afraid I do not know.

Yat

5930. Help me please with DSP math!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 17:25:58 UTC
From: Jorn.Moe@f100.n30.z47.byte.bbs.no
Message-ID: <755910233.AA02175@byte.bbs.no>
Source record: 35435

```
You are not out of topic (IMHO) but you might find better (or at least
more) DSP expertise in the newsgroup 'comp.dsp'

Jorn Moe | Email: jorn.moe@byte.bbs.no
```

5931. Medusa compatible w/ST?,STe?,TT?,Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 17:26:02 UTC
From: Jorn.Moe@f100.n30.z47.byte.bbs.no
Message-ID: <755910233.AA02176@byte.bbs.no>
Source record: 35436

(Lexicor@world.std.com (Yat W Siu) writes:)

>The Medusa is meant to be an ST/TT Compatible, which is also supposed
>have additional option to be Falcon Compatible with the DSP External
>Board.

I think they listed the DSP96000 as DSP alternative for Medusa. This is not a DSP56002 compatible DSP (neither source or binary). It's much more powerfull with floating point support, 96 bit internal precission and multiple 32 bit bus's! This DSP is a real number chruncher, (almost) matching the Alpha chip's performance in many ways, even at lower clock rates!

So, the Medusa DSP is not a 'make it FALCON compatible' upgrade, more a number chruncing upgrade I guess....

Jorn Moe | Email: jorn.moe@byte.bbs.no

-- ReadMail ST

5932. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 17:30:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nM22Afr_fc2@semprini.waterloo-rdp.on.ca>
Source record: 35447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1571@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> In article <H.eg.6jLpTYU_jO_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
> >
> >I'll try 2.5.5 as soon as it moves out of New on a.a.u.e; I've heard
> >that 2.5.x also have sever problems on Linux and other x86 and 0x0
> >architectures... from the sound of things, they were being pretty
> >optimistic when they said 2.5.5 would be the last 2.5.x...
>
>
> Just curious what's the main changes between 2.3.3 and 2.5.5?
> Well, since I'm asking, anyone know the difference between GCC
> 2.5.5 and 2.5.6 that are at atari.archive?

I think it's mostly changes in the C++ end of things, as well as
squashing bugs and misc. improvements. 2.4.5 is the last Atari version
that will produce workable 68000 code though. :-(2.4.x add templates
to C++ (very handy!) and fix some nasty C++ bugs over 2.3.x

> And I just learned how to use "patch." I think I'll buy
> myself a pizza for that one :-)

Hey, all right! Now, if you'll just ship one of those Safari notebooks
up from Dayton to my office here in Waterloo.NCR.COM... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5933. Re: Upgrades for more memory...?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 17:53:18 UTC
From: woodford@esca.com
Message-ID: <1993Dec14.175318.9647@esca.com>
Source record: 35439

wi40756@rz.tu-ilmenau.de (Hendrik Merkel) writes:

>I've a question to all hardware-freax here:
>How can I make a 2 MB-(or more)-520ST+ with Chips called 41256.
>I've got 36 of these Chips free of charge from a PC-AT-Board.
>My ST is an 520ST+, also a 1MB-machine.
I take it that your ST has already been upgraded to 1Mb. In which case, you won't be able to upgrade it any further using your other 41256 chips.

>I think using a soldering iron is not a problem for me, because
>I think the soldering iron is the most imporant thnig for any
>computeruser...;-).
^^^^^^^^^^^^???????
How do you *use* your computer?! B-]

>And there is also another question of mine: How can I connect
>a PC486 with the ST using the serial ports of them?
>I tried to install Nortoncommanderlink on both of them, but
>it was not working?
Get a null-modem cable from any good computer shop. Without knowing what you want to connect them for, however, I can't recommend which software you'll need....

>And my last question is about a HD-3.5"-Floppy on ST's: Is there
>a cheap possibilty for doing that?
System Solutions in the UK (address is in an earlier posting, I can't recall it from memory) supply a simple conversion for an HD drive on an ST. I made the change to my ST and it does work, although because of how it's done, it can be a bit unreliable when the machine is cold! I guess that's what happens when you drive the poor FDC at 16MHz ! ;)

Cheers, Steve

--
/ Steve Woodford : "Wee sleekit, timorous, cowerin' beastie, \
| woodford@esca.com : Oh what a panic's in thy dumpfile..." |
| The above opinions are mine, : = Robert_Burns++ |
| and not those of ESCA Corp. : Thought for the day: Chaste makes waste |

5934. Re: GEM books wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 17:56:35 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Dec14.175635.19537@unix.brighton.ac.uk>
Source record: 35260
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If you have no luck...download the gem programming tutorial series
progem from any good archive. Its very good.

Pads

--

```
_____________________________________________________________________________
Desk File Options
-----------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

5935. Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 18:28:58 UTC
From: trojan@spuddy.uucp
Message-ID: <CI1FB1.Exu@spuddy.uucp>
Source record: 35442

Hello World!
Can somebody send me some compression routines, in C sourcecode form,
as I have been asked to write a program that requires it.
Please send though UseNet EMail, as I haven't the time to pour though
the newsgroup.

Greatly Appreciated!
Long Live the ST!

trojan@spuddy.uucp
David Williams

P.S. If anybody wants to send me a Medusa T40 for christmas...

--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

5936. Re: Newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 19:15:35 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec14.191535.29788@t.hfb.se>
Source record: 35262

In article 71F@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>*In message <CI07rq.J5D@Nyongwa.CAM.ORG>, pelletier@Nyongwa.CAM.ORG said:
>
>>I only have one minor problem, which is that I would like to run
>>"less -C" instead of just "less". Is there a way to pass parameters
>>to a program in newdesk.inf? I tried a few things, to no avail.
>
>Not as fasr as I know. You could write a small loader that will run
>instead then load less passing it a parameter.
>

Why answer then.... If knew about tos > 2, you would know that you can install applications to start with arguments (parameters!).

>Ofir ogal@cix.compulink.co.uk

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

5937. Re: AES versions: A query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 19:56:55 UTC
From: alex@falcon.demon.co.uk
Message-ID: <755899015snz@falcon.demon.co.uk>
Source record: 35453

In article <1993Dec14.122700.12374@jet.uk> djs@jet.uk writes:

>
>In front of me I have HiSoft's ``Modern Atari System Software'' book, which
>came with the Lattice C v5.6 upgrade I got at the Haydock Park show. I am
>reading the section on AES enhancements, and don't fully understand the
>first page: Is it really true that v3.3 and v3.4 of the AES are *newer*
>then v4.00? That is what I understood from reading page 107. Is
>all of v4 in v3.4, or vice versa?

4.0 is the same vintage is 3.4 if you have a release version of MultiTOS,
some dev. versions were effectively AES 3.3 w/ multi-tasking extensions.

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

5938. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 21:00:51 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2el9i4$f5i@news.rhrz.uni-bonn.de>
Source record: 35264
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHovu3.530@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:

|> Your prices are 15 Months old too :) 6000, DM is about 4,000 U$D am I right?

It is less than that.

|> 8 Megabyets of RAM and 240 MB Ide harddrive for the T40 is around 3,000 U$D
|> ok, ok ok, so its in the USA :) but that's still 1,000 U$D Cheaper...and has
|> an ET-4000..

In Germany, the list price of the MEDUSA is DM 6000,-. Let's wait how actual
prices will develop.

|>
|> >
|> >Or, consider a SPARC Classic clone. Recently i saw 6900 DM for a system with
|> >15x2.54-cm monitor (in germany it is illegal to write inches :-)), 16 MB RAM, 1
|> >GB Disk, Solaris 1.x or 2.x (+15 % tax).
|> >
|> >Or consider the DM 6000 (incl. tax) i paid for my 25 MHz SPARC clone w. 17x2.54
|> >cm grayscale monitor, 16 MB RAM, 422 MB DISK, SunOS 4.1.2 one year ago? This
|> >system is about as fast as the 32 MHz 68040 of the MEDUSA !!.
|> >
|>
|> Is that a brandnew SPARC or a second hand? Anyway, yes, SPARC is nice too!

Both SPARC systems have been new. I quoted the lowest prices available in
Germany (to my knowledge, but i don't believe there are any significantly
better offers around.

|> I mean...an INDY costs 5,000 U$D only...and THAT's REALLY nice :) if you're

In Germany, the INDY starts at approx 15000,- DM (incl. TaX). Usable standalone
systems are above 20000,-

|> I would agree, but that is not Atari's style now is it ;)

Atari did so with MiNT, the Multitos kernel. I Hope they come with an affordable
powerful system soon (better yesterday than tomorrow).

cheers,

Michael

5939. Re: Newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 21:05:42 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2el9r6$r6l@mailer.fsu.edu>
Source record: 35263

Yves Pelletier (pelletier@Nyongwa.CAM.ORG) wrote:
> Perhaps someone here knows this:
>
> I've installed "less" (the text file reader) in my newdesk.inf file.
> I.e., I've got it set up so that I can double-click on a given
> text file (with a standard extender) to read it with "less".
>
> I only have one minor problem, which is that I would like to run
> "less -C" instead of just "less". Is there a way to pass parameters
> to a program in newdesk.inf? I tried a few things, to no avail.
>
> Thank you for any help.

If this TOS supports environmental variables, you can just set the variable
LESS to whatever command line arguments you desire. I use Neodesk 3, and it
works fine (LESS=-meqw, I think).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5940. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 21:23:25 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2elasd$f5i@news.rhrz.uni-bonn.de>
Source record: 35434

In article <A30417@F.maus.de>, Wilfred_Kilwinger@f.maus.de (Wilfred Kilwinger) writes:
|> YWS>If anyone wants more info on the MEDUSE T40, then fell free to email
|> YWS>me.
|> YWS> The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is
|> YWS>available through us as well as through Medusa Systems in Switzerland.
|> YWS> If you want..I'll post it here instead *smile*
|>
|> It can't be available since they haven't signed a TOS Licence with me so
|> far.
|>
|> Regards,
|>
|> Wilfred Kilwinger
|> Support Manager
|> Atari Benelux,
|> European Distribution Center

==> something might be wrong with these people: no legal TOS licence, i.e., a patched TOS, wrong advertisements on the clock speed (i repeat: the fastest 68040 available is a 40 MHz chip, nothing more).

BTW, the problems with the availability of powerful 68040's was one of the reasons of HP to prematurely drop its Motorola support in favour of their RISC technology. And Apple probably
has good reasons to switch to the POWER-compatible RISC chip, too...

M. Ritzert

5941. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-14 22:46:09 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2elfnh$ri6@news.dmpe.CSIRO.AU>
Source record: 35480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

An atari dealer told me a long time ago that you indeed sholu throw away the plastic shipping disk. He said more damage was done by people putting it in and bringing their machines in for repairs than anything else to with the drives. And yes, it will destroy your read/write heads, WITHOUT MERCY!

In Short, Turf the plastic disk.

Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

5942. Re: AES versions: A query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 01:07:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI1xsx.C53@cix.compulink.co.uk>
Source record: 35437

*In message <1993Dec14.122700.12374@jet.uk>, djs@jet.uk said:

>In front of me I have HiSoft's ``Modern Atari System Software'' book, which
>came with the Lattice C v5.6 upgrade I got at the Haydock Park show. I am
>reading the section on AES enhancements, and don't fully understand the
>first page: Is it really true that v3.3 and v3.4 of the AES are *newer*
>then v4.00? That is what I understood from reading page 107. Is
>all of v4 in v3.4, or vice versa?

AES 3.xx is the Falcon AES which is newer than AES 4.xx. AES 4.xx is the
one that comes with MTOS and while slightly older has more features -
mainly the ability to multitask. There is also 4.10 beta which is
documented in the Compendium but not in the HiSoft book.

Ofir ogal@cix.compulink.co.uk

5943. Re: Newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 02:08:46 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI20MM.CoF@cix.compulink.co.uk>
Source record: 35441

*In message <1993Dec14.191535.29788@t.hfb.se>, d93rkr@t.hfb.se said:

In article 71F@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>*In message <CI07rq.J5D@Nyongwa.CAM.ORG>, pelletier@Nyongwa.CAM.ORG said:
>
>>I only have one minor problem, which is that I would like to run
>>"less -C" instead of just "less". Is there a way to pass parameters
>>to a program in newdesk.inf? I tried a few things, to no avail.
>
>Not as fasr as I know. You could write a small loader that will run
>instead then load less passing it a parameter.
>

Why answer then.... If knew about tos > 2, you would know that you can install applications to start with arguments (parameters!).

>Ofir ogal@cix.compulink.co.uk

Sorry, I thought he meant TOS 1.4.

Ofir ogal@cix.compulink.co.uk

5944. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 02:13:02 UTC
From: miff@apanix.apana.org.au
Message-ID: <2elrre$574@olivaw.apanix.apana.org.au>
Source record: 35303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>I am thinking of installing MiNT on my hard drive (using the Distrib kit by
>Simon Gornall), and have a choice of installing all the binaries and libraries
>etc on a Minix XFS partition.

An excellent idea - watch out though, from memory minit.ttp is missing from
the install disk. (My copy of the dist kit is quite old, I don't know
if they've been updating it regularly or whether Simon has dropped out..?)

>What I want to know, is how stable this would be, and what size partition I
>should keep for this?

Well, my system looks like this :

```
asharak:/>df
Filesystem 1024-blocks Used Available Capacity Mounted on
a: 353 265 88 75% u:/ (ahem...)
c: 15286 10128 5158 66% u:/ (TOSfs, boot stuff)
d: 31935 25162 6773 79% u:/ (TOSfs, misc rubbish)
e: 102288 72288 30000 71% u:/ (TOSfs, working archives)
f: 63632 30791 32841 48% u:/ (MFS, /usr, /usr/local)
g: 123327 804 122523 1% u:/ (MFS, /tmp, etc)
h: 82856 49072 33784 59% u:/ (TOSfs, storage arch.)
```

The first two partitions are the TT's internal drive, and they contain
a minimal set of stuff to run plain TOS so I can trasnport the system.
My default environment is MiNT/MFS, and it's very stable.

>Or should I just scrap the idea, and install everything on TOS partitions? The
>good thing with a Minix XFS is the long filenames just like Unix.

You're missing one other thing - the newer versions of MFS are _much_ faster
than a TOS filesystem.

>...Is it advisable to put all these under a Minix partition?

As a general rule, yes. Most unix-derived software will handle the long
filenames and soforth quite happily - mind you, I've run CalamusSL off
an MFS partition without any drama.

>What are the pros and cons of using a minix partition, apart from the fact
>that I will not be able to access it without MiNT?

Pro : Speed, long filenames, soft and hard links
Con : can't read it without MiNT, occasional software incompatability

>Danny.
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

5945. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 03:22:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.KW0U6biKNdw@semprini.waterloo-rdp.on.ca>
Source record: 35448

In <1993Dec7.231909.3502@esca.com>, Steven Woodford writes:
> I find that games which access the floppy using their own routines (i.e.
> bypassing xbios) fall over at 16Mhz due to timing problems; presumably they
> use their own routines as part of copy protection...
> Same thing with most 'Smart' formatters (what am I saying, even the 1.04
> xbios formatter fails!).

Definitely... To the original poster... get the hard drive! It'll make
your ST MUCH more useful!

> PS. I've only just got access to the 'net, so a big hello to everyone still
> going with the ST. One question: All this talk of humungous hard-disk drives
> on the ST and very little (commercial) SCSI tape backup stuff.... You can't
> seriously backup 120Meg to floppies, even with compression... What does
> everyone else _do_?

I have about 250M online (in four disks)... I backup to 1.64M floppies
using Diamond Back II -- its compression gets me about 2M/disk.
Luckily, I have a fair bit of disk space free... :-\ I'd love a
streamer, but there doesn't seem to be any decent software (hell, I'd
settle for tar!) that works with both TOS and MiNT, and TOS fs
partitions and minix fs partitions.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5946. Re: MiNT 1.09 bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 03:24:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.zdfEl5J9zic@semprini.waterloo-rdp.on.ca>
Source record: 35449

In <CHq08t.9yq@uc2372c.DaytonOH.NCR.COM>, Robert.Anisko@daytonoh.ncr.com writes:
> ...proud owner of a MiNT 1.09 binary (and GCC 2.5.6 compiled too!)
^^^^^^^^^^^^^^^^^^^^^^^^^^^

I take it you own a TT or Falcon? Or did bammi succeed in tracking down
the elusive (and ANNOYING) gcc 2.5.x feature of creating '030
instructions when the target machine is an '000?

2.4.5 will do for me... because I don't have a choice! :-\

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5947. Re: Prospero C - Changing stack size? Help...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 04:16:05 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2em325$195@vulcan.nrlssc.navy.mil>
Source record: 35452

In comp.sys.atari.st.tech, mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi,
>
>A few months ago, ST Format had Prospero C on their cover disk. I have
>been experimenting with it, and I like it. I have run across one
>problem that I cannot find a solution for, though. How do I change
>the stack size?
>

Michel -

I bought Prospero several years ago, which had the advantage of
a (vast!) manual set. The trick to changing the default stack
size is to use a linker file. Now, the format of this file is
arguably the absolute worst I have ever encountered, but
one of the lines lets you define whatever stack size you want.
I don't know what came in the magazine-cover version. Is there
anything in the drop down menus in the workbench that walk you
through building a linker file? I haven't used it recently
but could dig up the manuals if needed... (Were there any
sample linker files included? I thought one of the sample
programs which came with the commercial version had one (I
think it helped me figure out what the manual was (poorly)
trying to say on this subject.))

- dan.

--
+---+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+---+

5948. SC1224 Problems.... please help!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 04:41:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93348.234121STIRRE31@MAINE.MAINE.EDU>
Source record: 35438

Hello. As the subject suggests, I'm having difficulties
with my SC1224. The volume decided to go wacky on me
one day. When I turn on my machine, the volume is
tolerable (yet louder than it should be). After awhile
of use, the volume is blaring and unbearable. Does
anyone know what could cause this? I am using it with
my STe. I have never had any problems before.
thanks,
scott tirrell

5949. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 06:31:22 UTC
From: healy@nosc.mil
Message-ID: <1993Dec15.063122.14945@nosc.mil>
Source record: 35440
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e43cp$36u@disun41.epfl.ch> monnier@di.epfl.ch (Stefan Monnier) writes:
>In article <2e2u7c$aif@news.rhrz.uni-bonn.de>,
>Michael Ritzert <mjr@geob7.geo.uni-bonn.de> wrote:
>> Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
>> machine. The Guy who constructed the beast specifies the MC68040 at its internal
>> clock rate which is twice the external (and Motorola-official) rate. To my
>> knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.
>
>Come on ! It's been centuries now we know the 68040 doesn't run
>internally at double clock speed, even though there is a little tiny
>small negligible part of the processor that uses a clock twice as
>fast. The 040 is NOT clock doubled. Go ask Motorola...
>

We use Force CPU-40 VME boards, and they run 68040s at 24 MHz. They
also have this enormous heat sink glued directly onto the '40 chip.
They had heat problems with the early '40s. The CPU-40s spew an awful
lot of heat, much more than CPU-30s.

When I think of a '40 running at 64 MHz, I get this picture in my
head of a red-hot horseshoe on a blacksmith's anvil :-)

Mike Healy

healy@nosc.mil

5950. Re: AES versions: A query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 09:43:30 UTC
From: djs@jet.uk
Message-ID: <1993Dec15.094330.17181@jet.uk>
Source record: 35446

In <CI1xsx.C53@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>*In message <1993Dec14.122700.12374@jet.uk>, djs@jet.uk said:

>>In front of me I have HiSoft's ``Modern Atari System Software'' book, which
>>came with the Lattice C v5.6 upgrade I got at the Haydock Park show. I am
>>reading the section on AES enhancements, and don't fully understand the
>>first page: Is it really true that v3.3 and v3.4 of the AES are *newer*
>>then v4.00? That is what I understood from reading page 107. Is
>>all of v4 in v3.4, or vice versa?

>AES 3.xx is the Falcon AES which is newer than AES 4.xx. AES 4.xx is the
>one that comes with MTOS and while slightly older has more features -
>mainly the ability to multitask. There is also 4.10 beta which is
>documented in the Compendium but not in the HiSoft book.

OK, 3.xx is newer than 4.xx (!). *But* the important question is 'Are
all features of 3.40 (say) in 4.1?' Or vice versa? Or neither? That iis
the important information that I have failed to find so far.

Both of the books (HiSoft and Compendium) use phrases like 'available in
AES >=3.3', but it is still unclear to me whether 4.1 > 3.3 or
3.3 > 4.1

Obviously, I can start writing some code and run them under the various
versions of the AES that I have, but I thought that someone might already
know the answer.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5951. WEAK CHIPS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 11:24:00 UTC
From: sheppard_r@jethro
Message-ID: <2ems4g$82l@golem.wcc.govt.nz>
Source record: 35443

**** WEAK IC CHIPS ****

I never got a reply to my last posting..

There was some talk some years back about weak IC chips in the Mega's
to do with Dave Smalls Spectre/Gcr etc..

One brand would give problems, it sugest changing the brand or replacing
with higher output device..

I think is was the 74LS373 but could be wrong, and fitting 74AS373,
can some one Please help or point me to were I can get this info..

Thanks........

Roger..... sheppard_r@kosmos.wcc.govt.nz

5952. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 11:33:37 UTC
From: monnier@di.epfl.ch
Message-ID: <2emsmh$j8i@disun41.epfl.ch>
Source record: 35450
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <1993Dec15.063122.14945@nosc.mil>,
Mike Healy <healy@nosc.mil> wrote:
> When I think of a '40 running at 64 MHz, I get this picture in my
> head of a red-hot horseshoe on a blacksmith's anvil :-)

Don't worry. No 040 is running at 64Mhz and certainly not the one in
Medusa systems.

Stefan
--

------------------------------------------------------
-- On the average, people seem to be acting normal --
------------------------------------------------------
```

5953. Re: GEMINI -- new version?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 12:54:52 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2en1es$14ba@obelix.uni-muenster.de>
Source record: 35445

```
In article 23710@ibr.cs.tu-bs.de, i2020123@ws.rz.tu-bs.de (Franz) writes:
>
> Hi!
>
> Who knows something about a new Version of GEMINI/MUPFEL? I'd like to contact
> the author by email, so I need his adress.
>
> Ruediger.
>

Stefan Eissing's address is se@ac.maus.de. Gemini 2.0 will be available in
a few weeks (I think).

---
--------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
--------------------------------------------------
```

5954. How to format a SCSI drive to use with GE-soft interface?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 12:59:02 UTC
From: sangers@nat.vu.nl
Message-ID: <1993Dec15.125902.22921@nat.vu.nl>
Source record: 35444

```
System:
Atari 1040STE
GE-soft interfacing to SCSI
Maxtor 120MB SCSI alreday connected and working

How can we connect a second SCSI drive (for instance
a Quantum) and format it. What software will be needed
to format any SCSI drive to use it with Atari 1040STE?

Any suggestions and experiences please to
sangers@nat.vu.nl
```

5955. ICD Utilities....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 16:55:33 UTC
From: vctec@westminster.ac.uk
Message-ID: <CI35oL.AGu@westminster.ac.uk>
Source record: 35451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Atarians,

I have got the ICD Link for use with my Hard Drive, and also got the utilities, but are version 6.0.8

Now I recall seeing version 6.2.4 at an Atari show, and have seen someone post a message about 6.2.3

No, I only got the Link about a month ago, and have this old version. So how do I go about getting the newer versions?

Are ICD on internet? If so, would someone kindly forward me there address.

Or is there any site on the net from wher I can ftp the latest utilities?

Thanks.

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5956. Re: AES versions: A query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 17:36:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI37Kq.7u9@cix.compulink.co.uk>
Source record: 35454

*In message <1993Dec15.094330.17181@jet.uk>, djs@jet.uk said:

>OK, 3.xx is newer than 4.xx (!). *But* the important question is 'Are
>*all* features of 3.40 (say) in 4.1?' Or vice versa? Or neither? That iis
>the important information that I have failed to find so far.

As far as I know, all AES 3.xx features are available in AES 4.xx. In
general AES 4.xx is more advanced.

Ofir ogal@cix.compulink.co.uk

5957. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 19:27:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A60238@M4.maus.de>
Source record: 35275

>I find that games which access the floppy using their own routines (i.e.
>bypassing xbios) fall over at 16Mhz due to timing problems; presumably
>they
>use their own routines as part of copy protection...
>Same thing with most 'Smart' formatters (what am I saying, even the 1.04
>xbios formatter fails!).

Not necessarily. With drives that spin up very fast, it works fine. My A:
drive is a NEC 1037 - doesn't work. My B: (noisy Chinon) formats fine.

With critical drives, press "Retry" on the error message while the drive
still spins.

The bug in 1.04 is: The drive spin-up delay is done by a CPU loop, cutting
the delay in half at 16 MHz :-(

5958. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 19:58:17 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CI3E55.2In@uc2372c.DaytonOH.NCR.COM>
Source record: 35455

In article <A30419@F.maus.de>, Wilfred_Kilwinger@f.maus.de (Wilfred Kilwinger) says:
>
>Hello Annius,
>
>AG>I regret but have to say: MultiTOS = MultiCRASH.
>
>If that is true than I wonder were your Bug Reports are ?

I'm curious which version of MiNT is being used in the setup? I've noticed
that I get a *lot* less crashes under pure MiNT with version 1.09 than
I did with 1.08 (and I'd imagine this could roll over within MTOS as
well)...

Rob

5959. Re: DIGITAL AUDIO LIBRARY on a.a.u.e (NAUDIO.LZH)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-15 22:56:38 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <2eo4n6lNNh4p@rs18.hrz.th-darmstadt.de>
Source record: 35456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If you have an STE and it didn't work for you, please email me,
as there is a possiblity that I might still have a problem with
plain vanilla STEs.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Time Machine VfL Bochum: "Nur einmal nach Meppen"

5960. Authors of MacRead/See

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 00:33:43 UTC
From: erlingh@idt.unit.no
Message-ID: <2eoad7$aq2@ugle.unit.no>
Source record: 35457

Does anybody know if the authors of MacRead/MacSee has an email address ?

I would *really* like to see their software being able to read HFS-formatted CD-roms, and would gladly assist them in doing so.

Erling Henanger

• ATP/Unix 1.40 • Give me a break.

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Oh well.
```

5961. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 01:17:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.J3QDupLh7hc@semprini.waterloo-rdp.on.ca>
Source record: 35477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHxy7z.Lt4@cix.compulink.co.uk>, "Darryl Piper" writes:
> The ROMs for TOS 3.06 are arranged to give 32 bit data. The ROM from the
> Falcon passes data on 16 bit wide bus, so it ain't compatible. This is
> assuming the Medusa will use a 32 bit bus, which it should. You can
> officially buy TOS 3.06 roms, but programming your own roms from the TOS
> 4.04 image sounds a bit dodgy to me.

Luckily, with all that RAM you can dump in the Medusa, running MiNT and
MultiTOS (face it, if it's not MiNT/MultiTOS compatible, it probably
won't run on the Medusa at all) with it's new and improved AES is no
problem.

Unless, of course, you want to make the same mistake most PC owners
do... get a fast processor, and starve it for RAM (4M is NOT enough for
Windoze, let alone real operating systems like Linux with X and OS/2).

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5962. Re: newdesk.inf question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 01:29:21 UTC
From: pelletier@Nyongwa.CAM.ORG
Message-ID: <CI3tGy.67M@Nyongwa.CAM.ORG>
Source record: 35459

Thank you to all who posted responses to my query.

As many of you surmised, I have TOS > 2, with the not-so-new-anymore
argument-passing installation menu.

Less now works just the way I want it to. :)

Cheers,

Yves

--

Yves Pelletier
pelletier@nyongwa.cam.org

5963. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 01:48:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nhKWORMUhow@semprini.waterloo-rdp.on.ca>
Source record: 35478
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHqs6G.2M5@world.std.com>, Yat W Siu writes:
> Sorry Chris, I'll correct you on this one :)
>
> There is Software that supports the networking of Falcon and Mega STe or
> also just TT Lan.
>
> It is called PowerNET and does exactly that..it's about a year or more old
> and you can setup your Atari's like a real networking system.

Someone told me about PowerNET in email; I'm glad to hear there is
some software that works with the LAN port.

Pity none of it works with AppleTalk, making it useless if you want to
attach to a Mac network. :-\ Which was my point, really.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5964. telex 078 display termina

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 02:09:00 UTC
From: Peter.Jeffery@mettav.royle.org
Message-ID: <756015316.4@mettav.royle>
Source record: 35461

Can anyone out there help me ?
I have been given a TELEX 078 green screen display terminal .Is there any
way of connecting my 1meg STE up to it . It has a five pin din socket on
the back and also a bnc socket on it.On the front panel it has a test
switch , which when turned on the screen fills with letters and
characters.
Good eh!! Somebody suggested it may be an intelligent monitor .Is
that
one of those that can spell?
Hope someone can help .
Pete Jeffery

* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)

5965. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 04:23:51 UTC
From: cysco@tyrell.net
Message-ID: <1993Dec16.042351.21775@TYRELL.NET>
Source record: 35458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

: Dear Atarians,

: I have got the ICD Link for use with my Hard Drive, and also got the utilities,
: but are version 6.0.8

: Now I recall seeing version 6.2.4 at an Atari show, and have seen someone post
: a message about 6.2.3

: No, I only got the Link about a month ago, and have this old version. So how do
: I go about getting the newer versions?

: Are ICD on internet? If so, would someone kindly forward me there address.

: Or is there any site on the net from wher I can ftp the latest utilities?

: Thanks.

: Danny.
: --
: <===>
: < Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
: < MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
: < University of Westminster, London | snail-mail : on application >

Danny:

First off, the Link has different software than is available publicly.
You need to upgrade by sending ICD $10.00 for the Link versions.

They are currently working on version 6.3.x. The last version available
on GEnie is 6.2.4. I don't know the difference between Link versions and
general ICDHost versions that they release to GEnie.

You can email them on GEnie at: ICDINC@genis.genie.com
They also have a BBS with they post their software to if you don't have
access to GEnie. I don't know if the software can be sent from GEnie.

Hope this is helpful!

Jeffrey A. Krzysztow

5966. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 05:59:32 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec16.055932.158974@zeus.aix.calpoly.edu>
Source record: 35460
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec11.103739.6031@ibr.cs.tu-bs.de>,
Axel Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
>FSCK is available since 0.60 i think. I use it once a month.
>DEFRAG and DEFRAG2 are available (Defragmentation of V1 and V2 FS)
>I used it once (without problems) and will repeat it from time to time.

Do you use the mfs XFSs? Does it run stable for you? I try each new
version as they come out on a.a., but they are always unstable - I get
intermittant "Exiting MiNT" errors on my MTOS (and thats with it running as
MINTNP.PRG - it bombs faster with it on MINT.PRG). Thats a real bummer
because I would _love_ to use the V2 filesystem - the 32MB limit is a pain.

BTW, I recall a that there was a way to increase the buffer size for
read/writes to Minix partitions - does anybody remember this, or were they
perhaps talking about something else (perhaps directory cacheing? something
else?)?

>|> --
>|> -- On the average, people seem to be acting normal --
>|> --
>
>--
>Axel Kielhorn
>
>The blue wizzard
>
>c0031098@ws.rz.tu-bs.de

5967. Re: GEM books wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 09:28:07 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CI4Fz6.AnD@ryn.mro4.dec.com>
Source record: 35241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec14.111438.13810@cee.hw.ac.uk>, censjg@caledonias3.caledonia.hw.ac.uk (Simon Greaves) writes...
>Anyone got any books on GEM programming for the ST lying around
>gathering dust?
>
>I'm developing some MIDI code, currently under TOS, and would like
>to use a graphical front end. Seems a lot of the GEM stuff is
>either expensive or out of print.
>

Hi Simon,

Depending on what you need to do with MIDI, GEM and TOS
may not work for you without major modifications.

I have developed a graphical front end, and new MIDI handlers
for the ATARI ST platform.

If you wish to check out my front end, I have uploaded an
icon editor to UMich, called icon.arc. The icon editor
doesn't have any MIDI functionality, but it is a good
demo of my front end.

I have can post a barebones MIDI recorder / THRU, with a
real-time keyboard display (61 keys, hardcoded to channel 1)
if you or anyone else is interested.

Things have been so busy at work, I have not been able to spend
time on the ST like I used to, recently...

And, I haven't creaked open my Sybex GEM programmimg book for
a couple years. It is in great condition, and since I never
plan to use it again, make me a small offer and it's yours!

I believe there is a public domain manual on GEM programming
(tutorial format) out there on the net somewhere also, but
I don't have the details. I think I may even have it online
here at work somewhere, and I'll look for it if you are
interested.

John Miskinis

5968. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 10:30:00 UTC
From: djs@jet.uk
Message-ID: <1993Dec16.103000.22807@jet.uk>
Source record: 35464

In <H.eg.KW0U6biKNdw@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>> ...One question: All this talk of humungous hard-disk drives
>> on the ST and very little (commercial) SCSI tape backup stuff.... You can't
>> seriously backup 120Meg to floppies, even with compression... What does
>> everyone else _do_?
I back up to SCSI tape. The drive was cheap (albeit second hand, but they're fairly cheap new too), and the software is free and reliable. And I am told that the next version of Diamond Back supports tapes too. My QIC tape is one of the best invesments I have made for my Atari system.

>I have about 250M online (in four disks)... I backup to 1.64M floppies
>using Diamond Back II -- its compression gets me about 2M/disk.
>Luckily, I have a fair bit of disk space free... :-\ I'd love a
>streamer, but there doesn't seem to be any decent software (hell, I'd
>settle for tar!) that works with both TOS and MiNT, and TOS fs
>partitions and minix fs partitions.
I use gtar with TOS and with MiNT. I don't know about minix partitions; I would guess that it's OK. And if it isn't, you get the source, so you can fix it.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5969. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 10:53:51 UTC
From: em09@liverpool.ac.uk
Message-ID: <CI4JLr.9nH@liverpool.ac.uk>
Source record: 35462

Brian Rost (rost@tecrus.enet.dec.com) wrote:

: I'm still running a pretty archaic system: vanilla 1040STF with two floppies.
: Hard drive prices have fallen so far that I can now get a complete 130 meg
: drive package from Toad for less than $400, which is more than reasonable.

: I've heard things about TOS 1.0 being lousy with HDs, and wondering what that
: means in reality.

: Brian Rost @tecrus.enet.dec.com

: 508-568-6115

: **
: * *
: * The above does not reflect the opinions of *
: * my employer. *
: * *
: * If music is outlawed, only outlaws will be *
: * musicians. *
: * *
: **

I too am wondering what this means in reality and I *HAVE* a
45 Mb hard disk on my Atari ST with TOS 1.0

I cannot have a partition greater than 16 Mb and people tell me that
disk access would be faster with a higher version of TOS but, when
what you are used to is floppy speed, it seems fast enough for me.

I think that careful planning of partitions and avoiding fragmentation
helps a lot.

--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

5970. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 11:02:10 UTC
From: tkld@scott.cogsci.ed.ac.uk
Message-ID: <TKLD.93Dec16110210@scott.cogsci.ed.ac.uk>
Source record: 35463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> In article <CHs53v.K2J@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
Lexicor> In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,
>>
>> But does it use AppleTalk, or something else ? If so, how much of it;
>> AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?

Lexicor> Hmm..it goes via LAN to use the same Appletalk Connectors...however
Lexicor> I don't think you can interchange Mac-Atari if that is what you
Lexicor> are looking for.

So it uses the same physical cabling as LocalTalk, but can't print
on LocalTalked LaserWriters, can't use AppleShare fileservers and
can't use TCP/IP through a Kinetics FastPath etc. ?

Looks like someone should port CAP (Columbia AppleTalk Package) to
MiNT. I've built this on our Suns so they print to LaserWriters and
act as AppleShare fileservers, but I don't have the time (or disk
space) to do it myself.

Lexicor> Yat

--
_____________Kevin__Davidson____
Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
2 Buccleuch Place, EH8 9LW. | +44 31 650 4447

5971. Floppy Disk Noise ??????? Help....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 11:44:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <CI4Ls7.5Jq@westminster.ac.uk>
Source record: 35465
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi again,

Another problem....I remember posting a similar message a few weeks ago, but did not receive any replies......so here goes again.... B-)

Since upgrading to TOS 2.06, my internal and external floppies have been making weird noises when accessed. Like a crunching, loud sound !!!

Now, I've asked a few experts in the fiels, namely System Solutions in the UK, and they told me that 2.06 was built for Hard Drives and High Dens floppies, so basically when the floppy drive is accessed, it looks for a high dens drive, and when it does not find one, it changes the step rate to accomodate the low dens floppy, and it keeps on doing this when the drive is accessed.

They said that they do not know of any patch program available that will keep the step rate to what it should be, but I recall reading on the net that there is one somewhere.

Anyone know where I can get it?

Any help would be appreciated.

BTW, I want to change to a high dens module soon, but the price I can not afford at the mo. I've heard that this months ST Doormat.....sorry ST Format will have a feature on building your own. It's supposed to be out today, so I'll go and buy it. Maybe I can build one of my own, without spending too much money.

Thanx in advance for people who reply.... ;-)

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5972. ftp

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 12:07:41 UTC
From: petep@info.isbiel.ch
Message-ID: <2epj2d$mml@vega.info.isbiel.ch>
Source record: 35466

hello, i need some information about ftp.

i need a program (tcsh-script) for ftp (i call it listdir).
now listdir should log me automatically in an ftp site, make a listing of
all files in the directories and subdirectoris, put them in one local file
and finally logoff.

first i wrote the following shell-script:
#! bin/tcsh
ftp <ftp-site>

then in the .netrc i put:
machine <ftp-site>
login anonymous
password petep@info.isbiel.ch
now my problem:
how can i force the ftp.program to create the listings?

any idea?

please mail to petep@info.isbiel.ch. i will post the solution later.

thanks in advance.

patrick peter

5973. Joysticks for Sale.....Cheap

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 12:25:41 UTC
From: vctec@westminster.ac.uk
Message-ID: <CI4npI.87C@westminster.ac.uk>
Source record: 35482
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,demon.ip.support.atari

I have a few joysticks for sale...cheap...oh well, just repeated the subject message B-)

Anyway, I have :

The Bug,

Cheetah 125+

Quickshot II Turbo

Quickshot I (Yes, These too....but very cheap)

Cheetah Bollistick...for people who like the console type joypad

and also, a Snes joypad called Quickshot Intruder.

These are brand new and have never been used...I think they are shrink wrapped, so why not mail me and get one by Christmas.

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5974. Re: Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 14:12:19 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Dec16.141219.28452@unix.brighton.ac.uk>
Source record: 35468

You can get source for quite a few compressors off of one of the archives.

Pads

--


```
_____________________________________________________________________________
Desk File Options
-----------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

5975. 50hz/60hz

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 14:21:00 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <93350.092100SAW151@psuvm.psu.edu>
Source record: 35469

....Due to the software that is imported from other countries...I have found a problem that I cannot fix. The screen Flipping!!! because of the 50hz/60h difference. Does anybody know what I am talking about?...If so ..Can I build something that will fix this?

==========
Scott Weiland - SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"In choosing not to make a decision, you have indeed made a decision."
==========

5976. Re: AES versions: A query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 14:35:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CI4tvz.9xI@cs.bham.ac.uk>
Source record: 35467

djs@jet.uk (David Stevenson) writes:
>In <CI1xsx.C53@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>>*In message <1993Dec14.122700.12374@jet.uk>, djs@jet.uk said:
>
>>>In front of me I have HiSoft's ``Modern Atari System Software'' book, which
>>>came with the Lattice C v5.6 upgrade I got at the Haydock Park show. I am
>>>reading the section on AES enhancements, and don't fully understand the
>>>first page: Is it really true that v3.3 and v3.4 of the AES are *newer*
>>>then v4.00? That is what I understood from reading page 107. Is
>>>all of v4 in v3.4, or vice versa?
>
>>AES 3.xx is the Falcon AES which is newer than AES 4.xx. AES 4.xx is the
>>one that comes with MTOS and while slightly older has more features -
>>mainly the ability to multitask. There is also 4.10 beta which is
>>documented in the Compendium but not in the HiSoft book.
>
>OK, 3.xx is newer than 4.xx (!). *But* the important question is 'Are
>*all* features of 3.40 (say) in 4.1?' Or vice versa? Or neither? That iis
>the important information that I have failed to find so far.
>
>Both of the books (HiSoft and Compendium) use phrases like 'available in
>AES >=3.3', but it is still unclear to me whether 4.1 > 3.3 or
>3.3 > 4.1
>
>Obviously, I can start writing some code and run them under the various
>versions of the AES that I have, but I thought that someone might already
>know the answer.
>

Presumably an AES version of 3.3 means 0x0330 in the AES global array?

What AES does the Falcon TOS have?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5977. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 14:42:13 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CI4u6E.6JE@hpbbrd.bbn.hp.com>
Source record: 35248

My name is Brian Rost (rost@tecrus.enet.dec.com) wrote:
> I'm still running a pretty archaic system: vanilla 1040STF with two floppies.
> Hard drive prices have fallen so far that I can now get a complete 130 meg
> drive package from Toad for less than $400, which is more than reasonable.
>
> I've heard things about TOS 1.0 being lousy with HDs, and wondering what that
> means in reality.

Unbearable performance when a partition fills up, and danger of
data loss due to bugs in GEMDOS, especially in the internal
memory handling ("folder problem").

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5978. Re: Hard drive or accelerator?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 15:07:28 UTC
From: monnier@di.epfl.ch
Message-ID: <2eptjg$o41@disun41.epfl.ch>
Source record: 35471

In article <1993Dec16.103000.22807@jet.uk>, David Stevenson <djs@jet.uk> wrote:
> In <H.eg.KW0U6biKNdw@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> >I have about 250M online (in four disks)... I backup to 1.64M floppies
> >using Diamond Back II -- its compression gets me about 2M/disk.
> >Luckily, I have a fair bit of disk space free... :-\ I'd love a
> >streamer, but there doesn't seem to be any decent software (hell, I'd
> >settle for tar!) that works with both TOS and MiNT, and TOS fs
> >partitions and minix fs partitions.
> I use gtar with TOS and with MiNT. I don't know about minix partitions; I
> would guess that it's OK. And if it isn't, you get the source, so you
> can fix it.

I use gtar to backup my drive on floppies and to exchange files with
the workstation at school (for ftp...). It's very reliable, compresses
really well (with gzip) and works best with minixfs (soft links,
long filenames, etc..). Gzip is not too fast, that's true but then
floppies aren't that fast either. (I still wish the floppy driver was
interrupt driven so that I could overlap IO and CPU work, of course)

And moreover it also works with streamers and is free.

Stefan
--

-- On the average, people seem to be acting normal --

5979. Re: 50hz/60hz

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 15:09:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI4vG4.5LJ@barclays.co.uk>
Source record: 35470

Get a multistandard TV or a monitor that can handle 50/60Hz. Most can. There have been several utilities for switching frame rates but not all games like the change.....

--

+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

5980. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 15:33:49 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1993Dec16.103355.23900@news.cs.indiana.edu>
Source record: 35472

rost@tecrus.enet.dec.com (My name is Brian Rost) writes:

>I've heard things about TOS 1.0 being lousy with HDs, and wondering what that
>means in reality.

There are bugs in the memory manager so that you run the risk of wiping out much of your data on the disk. The risk is small on a per run basis. Most likely you will notice programs malfunctioning before you wipe out any data on disk. However, you probably don't want to go very long putting up with (say) a 0.001 change on each run that you will wipe out important infromation on your disk. (I used TOS 1.0 with a hard disk for a while and not much bad happened, but it was nerve racking.)

5981. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 15:55:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI4xKJ.8Jz@barclays.co.uk>
Source record: 35473

```
In article <1993Dec16.103355.23900@news.cs.indiana.edu>, "Paul Purdom"
<pwp@cs.indiana.edu> writes:
|> rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
|>
|> >I've heard things about TOS 1.0 being lousy with HDs, and wondering what that
|> >means in reality.
|>
|> There are bugs in the memory manager so that you run the risk of wiping out
|> much of your data on the disk. The risk is small on a per run basis. Most
The performance of 1.0 is awful on HDs. !.4 will show about a four fold
increase in speed.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

5982. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 17:18:45 UTC
From: Lexicor@world.std.com
Message-ID: <CI51FA.M8o@world.std.com>
Source record: 35474
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <TKLD.93Dec16110210@scott.cogsci.ed.ac.uk>,
Kevin Davidson <tkld@scott.cogsci.ed.ac.uk> wrote:
>>>>>> In article <CHs53v.K2J@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
>Lexicor> In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,
>>>
>>> But does it use AppleTalk, or something else ? If so, how much of it;
>>> AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?
>
>Lexicor> Hmm..it goes via LAN to use the same Appletalk Connectors...however
>Lexicor> I don't think you can interchange Mac-Atari if that is what you
>Lexicor> are looking for.
>
> So it uses the same physical cabling as LocalTalk, but can't print
>on LocalTalked LaserWriters, can't use AppleShare fileservers and
>can't use TCP/IP through a Kinetics FastPath etc. ?

It uses the same physical cabling. I only said you most likely cannot
interchange MAC-Atari. You can print LocalTalked, Laser writers share
the same rpinter, same drives, same modems etc. etc. THAT is possible.

However there is no software driver to work with the MAC..but you could
call up Dragonware and ask them about it.

CHeer

Yat

>
> Looks like someone should port CAP (Columbia AppleTalk Package) to
>MiNT. I've built this on our Suns so they print to LaserWriters and
>act as AppleShare fileservers, but I don't have the time (or disk
>space) to do it myself.
>
>
>Lexicor> Yat
>
>--
>_____________Kevin__Davidson____
>Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
>University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
>2 Buccleuch Place, EH8 9LW. | +44 31 650 4447

5983. Re: AES versions: A query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 20:41:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI5Atn.13L@cix.compulink.co.uk>
Source record: 35475

*In message <CI4tvz.9xI@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:

>Presumably an AES version of 3.3 means 0x0330 in the AES global array?

Yes.

>What AES does the Falcon TOS have?

TOS 4.01 has AES 3.30, TOS 4.02-4.04 have AES 3.40.

Ofir ogal@cix.compulink.co.uk

5984. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 20:57:49 UTC
From: sheppard_r@jethro
Message-ID: <2eqi4d$l13@golem.wcc.govt.nz>
Source record: 35479

In article <CHMo7B.3s8@ryn.mro4.dec.com>, rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
>
>I'm still running a pretty archaic system: vanilla 1040STF with two floppies.
>Hard drive prices have fallen so far that I can now get a complete 130 meg
>drive package from Toad for less than $400, which is more than reasonable.
>
>I've heard things about TOS 1.0 being lousy with HDs, and wondering what that
>means in reality.
>
> Brian Rost @tecrus.enet.dec.com

Well Atari state that if you are running a Hard Drive DON'T use any thing less than TOS 1.4..

I have been using TOS 1.4 for a number of years and I do agree with this statement, if you are using a Hard Drive with any thing less than TOS 1.4 then you have a hole in your head....

So Please upgrade to TOS 1.4, you will never regret it...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5985. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-16 22:13:47 UTC
From: erlingh@idt.unit.no
Message-ID: <2eqmir$qrd@ugle.unit.no>
Source record: 35476

Robert.Anisko@daytonoh.Nc,
In a message on 15 December, wrote :

RM> In article <A30419@F.maus.de>, Wilfred_Kilwinger@f.maus.de (Wilfred Kilwi
RM> ys:
RM> >
RM> >Hello Annius,
RM> >
RM> >AG>I regret but have to say: MultiTOS = MultiCRASH.
RM> >
RM> >If that is true than I wonder were your Bug Reports are ?
RM>
RM> I'm curious which version of MiNT is being used in the setup? I've no
RM> that I get a *lot* less crashes under pure MiNT with version 1.09 than
RM> I did with 1.08 (and I'd imagine this could roll over within MTOS as
RM> well)...

I found 1.08 to be quite stable if I turn *off* memory protection. I have great difficulties with 1.09, but I am almost certain that this is gcc's fault as I get different kind of bugs when I change compilation flags/gcc versions.

Does anyone know which version of gcc that infact DOES make a good version of MiNT ? I've tried 2.4.5, 2.5.0, and 2.3.3 with no success :-(I even tried to recompile the PL41 libraries with the respective gcc-versions, but no success :-(((

Anyone willing to send me a purec compiled 1.09 if I send them a gcc-compiled 68030 mint-1.09 (Just to prove that I *am* capable of patching+compiling the thing...)

On a sidenote - is the newest PureC multiTOS compatible/friendly ? I've been long thinking of buying this, and I am especially tempted now that gcc is really acting up on me. But I definitely won't buy it if it doesn't work 100% with multiTOS. (It doesn't have to use all it features - I just want it to work without a hassle)

Erling

• ATP/Unix 1.40 • Give me a break.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

5986. GCC: Request for details of malloc()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 00:30:10 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2equiiINN26c8@rs1.rrz.Uni-Koeln.DE>
Source record: 35481

Hello fellow hackers,

could anybody give me details about the way malloc() works in the MiNTlibs pl 35? Is there any tool to monitor what blocks are allocated and what are free? I have run into a problem, which I'll try to describe:

I have a TT with 8 MB of RAM (4 ST + 4 TT), running MultiTOS on the basis of MiNT 1.0. I use gcc 2.4.5 (plain C, no C++), and mintlibs pl 35. My application muses malloc() quite a lot: It allocates several arrays initially, among which there is an array of pointers to the key structs used in the simulation. These structs contain arrays, which makes them pretty large. When such a struct is actually needed, memory is allocated and the pointer is stored in the array. When the struct is no longer needed, that block is freed. Of course, the freeing does not occur in the reverse order of the allocating -- the typical memory fragmenting scenario so far. It should not be too bad, though, since the size of the allocated objects is constant so far.
To make things more complicated ;-), there is one function in my program that allocates a temporary array which it frees before returning. With the input I give to the program, this array tends to be huge (compared to the size of the structs mentioned above). The problem is, now, that this allocation starts failing after the program has run for a while. My estimates indicate, though, that the peak total size of allocated memory should still easily fit into the memory of the TT.
The most obvious thing to suspect was a memory leak, of couse. But there seems to be none. I hacked up wrapper functions for malloc() and free() that increment a counter upon successful allocation and decrement it upon freeing. After a fairly extended program run, during which allocation failures occurred, this counter was zero when the program exited. So I conclude there is no memory leak.
I now suspect that the problem originates from the way how malloc() is implemented by the mintlibs, or by the way MiNT handles memory allocation. It adds to my suspicion that, after a longer hacking session with several starts of editors and gcc, my program sometimes refuses to run altogether, printing the message "insufficient memory". The only way to fix that is rebooting, closing down all applications and restarting tcsh does not help.
Did anybody else make similar experiences? Are there any explanations for this behavior?

Many thanx for reading all this, and even more thanx for
following up!

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

5987. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 03:11:33 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1993Dec17.031133.14731@mnemosyne.cs.du.edu>
Source record: 35483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec16.055932.158974@zeus.aix.calpoly.edu>,
Juxtaposer <mbaffoni@flute.aix.calpoly.edu> wrote:
>In article <1993Dec11.103739.6031@ibr.cs.tu-bs.de>,
>Axel Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
>>FSCK is available since 0.60 i think. I use it once a month.
>>DEFRAG and DEFRAG2 are available (Defragmentation of V1 and V2 FS)
>>I used it once (without problems) and will repeat it from time to time.
>
> Do you use the mfs XFSs? Does it run stable for you? I try each new
>version as they come out on a.a., but they are always unstable - I get
>intermittant "Exiting MiNT" errors on my MTOS (and thats with it running as
>MINTNP.PRG - it bombs faster with it on MINT.PRG). Thats a real bummer
>because I would _love_ to use the V2 filesystem - the 32MB limit is a pain.
>
> BTW, I recall a that there was a way to increase the buffer size for
>read/writes to Minix partitions - does anybody remember this, or were they
>perhaps talking about something else (perhaps directory cacheing? something
>else?)?
Sorry to hear about the problems, but alas until I get some more cash I have
to rely on my old STE to develop Minixfs (donations of hardware would of
course help :-) You can up the cache sizes by editing 'config.h' (the place
should be obvious) and recompiling. If I ever release the binary config program
you wont need to recompile.
Steve.
PS This is a bit odd, it's the first time I've heard of such problems, are you
using MiNT 1.09, 1.04 had a few problems as I recall.

5988. Re: Floppy Disk Noise ??????? Help....

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 04:31:50 UTC
From: wells_s@jethro
Message-ID: <2ercnm$n9t@golem.wcc.govt.nz>
Source record: 35484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

TOS 2.06 trys to read disks at a (I think) 2ms seek rate, whereas
normal 720K drives are only supposed to read at 3ms seek rate.

There is a patch for this on atari.archive.umich.edu

directory (Should be)

atari/Ste/ or atari/Diskutils/

the file should be in one or the other, and is called 'seekup.???'
(probably an LZH or ZIP). Hmmm, maybe I'll be luck and the system
won't crash if I try to look at my index file....

Wow, yep, it is in the atari/Diskutils/ directory - filename seekup10.lzh!

Bart:/

send ./Diskutils/seekup10.lzh
quit

(Just in case!)

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

5989. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 09:15:40 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Dec17.091540.17394@zaphod.earth.ox.ac.uk>
Source record: 35485

In article <2eqmir$qrd@ugle.unit.no>,
Erling Henanger <erlingh@idt.unit.no> wrote:
>I found 1.08 to be quite stable if I turn *off* memory protection. I have
>great difficulties with 1.09, but I am almost certain that this is gcc's
>fault as I get different kind of bugs when I change compilation flags/gcc
>versions.
>
>Does anyone know which version of gcc that infact DOES make a good version
>of MiNT ? I've tried 2.4.5, 2.5.0, and 2.3.3 with no success :-(I even
>tried to recompile the PL41 libraries with the respective gcc-versions, but
>no success :-(((

Hmm... MiNT 1.09 compiled with 2.3.3 works fine on my TT.. even when
compiled with mintlib32.

>Erling
>---
> ATP/Unix 1.40 Give me a break.
>
>--
> _____ _____ o ____ Erling Henanger
> /___ /____/ / / /| / / Norwegian Institute
> / /\ / / / | / | ___ of Technology. (NTH)
> ------ / \ /____ / / |/ ____| o Oh well.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

5990. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 11:55:47 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Dec17.115547.24164@unix.brighton.ac.uk>
Source record: 35486

I have used MTOS extensively since may and I have to say that I have had some crasheing but not as bad as people seem to be saying.

Sure alot of s/w does not work, but then there was no guarantee that it would. Besides, alot of s/w is being updated to cope with mtos/speedo etc now so its just a matter of upgrading.

IMHO :)

Pads

--

```
_____________________________________________________________________________
Desk File Options
-----------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
-----------------------------------------
```

5991. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 12:41:10 UTC
From: em09@liverpool.ac.uk
Message-ID: <CI6J8o.82t@liverpool.ac.uk>
Source record: 35487

Mr. J. Boyes (em09@liverpool.ac.uk) wrote:
: Brian Rost (rost@tecrus.enet.dec.com) wrote:

: : I'm still running a pretty archaic system: vanilla 1040STF with two floppies.
: : Hard drive prices have fallen so far that I can now get a complete 130 meg
: : drive package from Toad for less than $400, which is more than reasonable.

: : I've heard things about TOS 1.0 being lousy with HDs, and wondering what that
: : means in reality.

: : Brian Rost @tecrus.enet.dec.com

: : 508-568-6115

: : **
: : * *
: : * The above does not reflect the opinions of *
: : * my employer. *
: : * *
: : * If music is outlawed, only outlaws will be *
: : * musicians. *
: : * *
: : **

: I too am wondering what this means in reality and I *HAVE* a
: 45 Mb hard disk on my Atari ST with TOS 1.0

: I cannot have a partition greater than 16 Mb and people tell me that
: disk access would be faster with a higher version of TOS but, when
: what you are used to is floppy speed, it seems fast enough for me.

: I think that careful planning of partitions and avoiding fragmentation
: helps a lot.

Thanks to all who emailed with advice about using TOS 1.0 with
a hard disk (apart from the guy who said I had a hole in my head).

I installed FATSPEED last night as someone suggested and it seems
to have made a difference in that there is now no pause before it
goes off to look for a file. Unfortunately, when I load Cubase, it
does some very quick disk access and then I have to stare at a
'busy bee' for a few seconds - I assume some sort of decompression
is going on. This also applies to other s/w I load.

Still it has speeded things up a bit in the loading of song and
arrangement files so I am grateful for the suggestion.

John.
--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

5992. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 13:45:40 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CI6M85.G9B@uc2372c.DaytonOH.NCR.COM>
Source record: 35243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.nhKWORMUhow@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) says:
>
>Someone told me about PowerNET in email; I'm glad to hear there is
>_some_ software that works with the LAN port.

I believe that CoNnect also will let you use the LAN port for telecomm,
but I haven't tried this out (the option exists though)...

Rob

...uh oh, a new mini-FAQ for LAN stuff? ;-)

5993. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 13:50:40 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CI6MGH.GE2@uc2372c.DaytonOH.NCR.COM>
Source record: 35244

In article <CI4JLr.9nH@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) says:
>
>I too am wondering what this means in reality and I *HAVE* a
>45 Mb hard disk on my Atari ST with TOS 1.0
>
>I cannot have a partition greater than 16 Mb and people tell me that
>disk access would be faster with a higher version of TOS but, when
>what you are used to is floppy speed, it seems fast enough for me.

If you must stick with TOS 1.0, there is one program you SHOULD have
(absolutely should). It is FATSPEED. It will increase your disk access
tremendously. You won't be used to floppy speed for long after that :-)
It should be available at atari.archive.umich.edu and other fine
FTP sites...

Rob

...I dunno if MiNT/minixfs works under TOS 1.0, but a minix partition in
TURBO mode flies even faster than a normal partition (FATSPEEDed or
TOS 1.4'd and above)...

5994. Re: AES versions: A query

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 13:53:37 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CI6MLD.GLo@uc2372c.DaytonOH.NCR.COM>
Source record: 35245

In article <CI4tvz.9xI@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) says:

>What AES does the Falcon TOS have?

Dunno. But I've noticed that Geneva (version 1.1 or 1.2, I forget which I have) returns AES 4.0 (seen through a Sysinfo program)...

Rob

5995. Where to get an ATARI 1.44 Mb drive ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 14:01:45 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CI6Myy.KMw@lincoln.gpsemi.com>
Source record: 35488
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Quick question - does anyone know where I might get an official ATARI high density floppy drive from ? - preferable UK but I'm not too fussy ! :-) I know that System Solutions do one, but that's not an ATARI one and I don't want to have to cut the case on my Mega STe.

Thanks,

Martin
--

```
=========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
============================ (from Janet - mkite@com.gpsemi.lincoln) ==
=========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

5996. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 14:07:19 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CI6n88.H58@uc2372c.DaytonOH.NCR.COM>
Source record: 35246

In article <1993Dec16.103355.23900@news.cs.indiana.edu>, pwp@cs.indiana.edu (Paul Purdom) says:
>
>rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
>
>>I've heard things about TOS 1.0 being lousy with HDs, and wondering what that
>>means in reality.
>
>There are bugs in the memory manager so that you run the risk of wiping out
>much of your data on the disk. The risk is small on a per run basis. Most
>likely you will notice programs malfunctioning before you wipe out any data
>on disk. However, you probably don't want to go very long putting up with
>(say) a 0.001 change on each run that you will wipe out important infromation
>on your disk. (I used TOS 1.0 with a hard disk for a while and not much bad
>happened, but it was nerve racking.)

Oops, you reminded me of one more thing. I addition to FATSPEED
(which will make using a hard drive bearable under TOS 1.0), another
very necessary (for sanity?) program to use under TOS 1.0 (well, most TOS's
anyways) is FOLDRXXX which will help avoid the (in)famous
"40-folder" bug. In later TOS's I think hitting this bug would produce an
error message - in earlier TOS's (like 1.0) this could corrupt part of the
disk, if I recall right...

Rob

5997. Re: GCC: Request for details of malloc()

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 14:09:20 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CI6nBK.E3r@hermes.hrz.uni-bielefeld.de>
Source record: 35489

In article <...>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

|> ...
|> I now suspect that the problem originates from the way how
|> malloc() is implemented by the mintlibs, or by the way MiNT
|> handles memory allocation. It adds to my suspicion that, after a
|> longer hacking session with several starts of editors and gcc, my
|> program sometimes refuses to run altogether, printing the message
|> "insufficient memory". The only way to fix that is rebooting,
|> closing down all applications and restarting tcsh does not help.
|> ...

This behaviour is known as a bug in MiNT's memory managing routines,
which is fixed by now int 1.09 plus some patches.

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

'If you have enjoyed the experience of this drink,' continued the machine,
'why not share it with your friends?'
'Because,' said Arthur tartly, 'I want to keep them.'

5998. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 14:55:55 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1993Dec17.145555.11176@solaris.rz.tu-clausthal.de>
Source record: 35242
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
-----BEGIN PGP SIGNED MESSAGE-----

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

> Dear Atarians,
[...]
> Are ICD on internet? If so, would someone kindly forward me there address.
> Or is there any site on the net from wher I can ftp the latest utilities?

Hi!

It is not allowed to distribute the ICD-Utilities outside their BBS.
You are able to get the latest ICD-utils by connecting to one of their
BBS (not on the internet). Don't know the actual phone numbers (Ask you
Atari dealer).

Bye,
Wolfgang.
- --
- ------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLRHIa/YBdBEQoy/9AQF5ZAQAkBB/5sijA7x4EE3eGxccBYWhDdZ1TTKv
3eaVanYBH01MRg73gSGAfB4AIiVGLkuHfzVtqxYb+6xFe/6TGVTq3UL1Y71e3eXU
XqZvqHEfowJ2AZZlol0EsEEmARH/3LN/WLd1Wksrx9Ba4fuk+owncsX69VrpZYuK
wUEfo+LBZqc=
=Vh0Z
-----END PGP SIGNATURE-----
```

5999. I've got Gemview, but...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 15:20:14 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <2esine$k6j@usenet.INS.CWRU.Edu>
Source record: 35490

AAARGH!
I've got Gemview, but my unLZH ttp says it can't de-arc
the LZH file. I got a message saying that I need a new version
of ARC? My current version of LZH is Questor LZH201i. Is this
now outdated? What might the problem be?

Thanks,
G. II. L.
###|
--
"I'll let you in on a little secret.
The whole universe is totally INSANE!!!!"
Mr. Natural

6000. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 17:08:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.k3imxpFkUWA@semprini.waterloo-rdp.on.ca>
Source record: 35255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Dec16.055932.158974@zeus.aix.calpoly.edu>, Juxtaposer writes:
> Do you use the mfs XFSs? Does it run stable for you? I try each new
> version as they come out on a.a., but they are always unstable - I get
> intermittant "Exiting MiNT" errors on my MTOS (and thats with it running as
> MINTNP.PRG - it bombs faster with it on MINT.PRG). Thats a real bummer
> because I would _love_ to use the V2 filesystem - the 32MB limit is a pain.

I use the Minix fs XFS under MiNT 1.08 (and 1.09 now); the 0.6 versions
are very stable, and I'm even using the strange ICD host utilities
(which have persistant bugs and their own way of doing things). I
haven't had a messed up filesystem yet with the 0.6 versions of the XFS.

BTW, this is on an ST with memory protection explicitly turned off (via
recompilation with no_mem_prot = 1 in one of the source files).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

6001. Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 17:23:23 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <CI6wAz.n40@newcastle.ac.uk>
Source record: 35247
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if a demo version of Interface (from SHIFT) is available.

I would like to try out this product but cannot find an ftp site that has it.

Thanks for any info.

- Chris

e-mail: Chris.Forker@newcastle.ac.uk	Computer Systems Manager
voice: +44 91 222-8557	Engineering Design Centre
fax: +44 91 2616059	Newcastle University
	NE1 7RU ENGLAND

6002. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 17:45:59 UTC
From: tkld@scott.cogsci.ed.ac.uk
Message-ID: <TKLD.93Dec17174559@scott.cogsci.ed.ac.uk>
Source record: 35258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> In article <CI51FA.M8o@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
Lexicor> In article <TKLD.93Dec16110210@scott.cogsci.ed.ac.uk>,
Lexicor> Kevin Davidson <tkld@scott.cogsci.ed.ac.uk> wrote:
>>>>>>> In article <CHs53v.K2J@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
Lexicor> In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,
>>>>
[About PowerNET]

Lexicor> It uses the same physical cabling. I only said you most likely cannot
Lexicor> interchange MAC-Atari. You can print LocalTalked, Laser writers share
Lexicor> the same rpinter, same drives, same modems etc. etc. THAT is possible.

Lexicor> However there is no software driver to work with the MAC..but you
Lexicor> could call up Dragonware and ask them about it.

So it *does* use at least part of the AppleTalk protocol, if it can speak
to LaserWriters. Why make the file sharing different from Apple's AFP
specs then ?
If only I had the time to write an AppleShare.XFS...

Who and where are Dragonware ?

Lexicor> Yat

--
_____________Kevin__Davidson____
Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
2 Buccleuch Place, EH8 9LW. | +44 31 650 4447

6003. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 18:13:00 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Dec17.181300.18246@iplmail.orl.mmc.com>
Source record: 35269

In article <2eqi4d$l13@golem.wcc.govt.nz>, sheppard_r@jethro writes:
[Stuff deleted...]

|> Well Atari state that if you are running a Hard Drive DON'T use any thing less
|> than TOS 1.4..
|>
|> I have been using TOS 1.4 for a number of years and I do agree with this
|> statement, if you are using a Hard Drive with any thing less than TOS 1.4
|> then you have a hole in your head....
|>
|> So Please upgrade to TOS 1.4, you will never regret it...
|>

The only problem that I had was with write speed (I am using TOS 1.2).
I now use fatspeed and pinhead with my 520STFM, and my harddrive speed
is very acceptable. I have not had a problem with harddrive access
using these TSR's.

|>
|> Roger.............. sheppard_r@kosmos.wcc.govt.nz
|>

Larry Richardson
richards@foghron.orl.mmc.com

6004. HD drives

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 22:54:25 UTC
From: ssolutions@cix.compulink.co.uk
Message-ID: <CI7BMp.GA4@cix.compulink.co.uk>
Source record: 35249

[No readable article body recovered]

6005. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-17 23:22:28 UTC
From: alex@falcon.demon.co.uk
Message-ID: <756170548snz@falcon.demon.co.uk>
Source record: 35257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <TKLD.93Dec16110210@scott.cogsci.ed.ac.uk> tkld@scott.cogsci.ed.ac.uk writes:

> Looks like someone should port CAP (Columbia AppleTalk Package) to
>MiNT. I've built this on our Suns so they print to LaserWriters and
>act as AppleShare fileservers, but I don't have the time (or disk
>space) to do it myself.

Sigh, why didn't I know about this 12 months ago when I had the time/
inclination to port such things... :-(

[Not your fault of course!]

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

6006. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-18 00:41:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI7GL2.I7q@cix.compulink.co.uk>
Source record: 35250

*In message <CI6J8o.82t@liverpool.ac.uk>, em09@liverpool.ac.uk said:

>I installed FATSPEED last night as someone suggested and it seems
>to have made a difference in that there is now no pause before it
>goes off to look for a file. Unfortunately, when I load Cubase, it
>does some very quick disk access and then I have to stare at a
>'busy bee' for a few seconds - I assume some sort of decompression
>is going on. This also applies to other s/w I load.

Cubase is shipped compressed with PFXPAK. Just get hold of PFXPAK and
unpack it. It's available from many ftps.

Ofir ogal@cix.compulink.co.uk

6007. Re: Mega St parts question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-18 02:04:54 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <Yh4aJ6a00iV106KvZ8@andrew.cmu.edu>
Source record: 35251

Excerpts from netnews.comp.sys.atari.st.tech: 12-Dec-93 Mega St parts question by Jim Kerkhoff@emx.cc.utex

> I just acquired a Mega ST and it seems to be missing a chip. The chip
> is designated "U12" and sits just to the left of the MMU chip (as
> viewed from the front of the board). It is a 14 pin chip. The board is
> designated "CA200019" and is populated for 2 mBytes. Can anyone tell what
> chip I need to put in? Better yet, can anyone supply me with a schematic?

It might not be a missing chip after all. If you look into a couple of computer motherboards, some of them will have empty slots. I supposed this is because the designers were too lazy to take the slots out of a new revision and the empty slots are meant to be that way and the computer should still work fine.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

6008. Storm's BASIC window

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-18 03:16:03 UTC
From: Lyle Raymond <94807713@uwwvax.uww.edu>
Message-ID: <756184272-0-25272@chop.isca.uiowa.edu>
Source record: 35253

What is the version of BASIC used in the STORM communications program?
I'd like to create a file or two of my own to regulate modem dialing, but
I can't even get started. Who knows the tricks/special commands? Is there
some sort of related documentation?

NuWanda
94807713@uwwvax.uww.edu

6009. Re: 50hz/60hz

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-18 03:46:08 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2etue0$per@mailer.fsu.edu>
Source record: 35252

SAW151@psuvm.psu.edu wrote:
> ....Due to the software that is imported from other countries...I have found a
> problem that I cannot fix. The screen Flipping!!! because of the 50hz/60h diff
> erence. Does anybody know what I am talking about?...If so ..Can I build somet
> hing that will fix this?

I had to make a one-time adjustment to my SC1224 when I first bought it.
It can now display 50/60 with no flipping, as I think most can. Did you try
to adjust the vertical hold knob on the back?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6010. Re: MultiTos Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-18 11:55:32 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CI8BsK.3ty@cix.compulink.co.uk>
Source record: 35254

In message <2eqmir$qrd@ugle.unit.no>, erlingh@idt.unit.no said:
>Does anyone know which version of gcc that infact DOES make a good version
>of MiNT ?

Errmm, Lattice C 5.52 (and probably 5.6, though I haven't recompiled mint
under it yet). Not much use to you I know, but it compiles perfectly, and
I've yet to have crash that wasn't due to my own software with it. Only
hassle I do get is that I get an insufficient memory to run application
alert box when I exit Mint.

>Anyone willing to send me a purec compiled 1.09 if I send them a
>gcc-compiled 68030 mint-1.09

Hypothetically, of course, since that isn't allowed in the distribution
conditions 8-)

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

6011. Re: I've got Gemview, but...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-18 12:33:18 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.uoD_c8cnTF_@nasim.sta.sub.org>
Source record: 35256

an938@cleveland.Freenet.Edu (George II Lenzer) writes:

>AAARGH!
> I've got Gemview, but my unLZH ttp says it can't de-arc
>the LZH file. I got a message saying that I need a new version
>of ARC? My current version of LZH is Questor LZH201i. Is this
>now outdated? What might the problem be?

Go and get LHarc 2.32.

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

6012. HELP: HP deskwriter + Spectre GCR??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-19 01:10:02 UTC
From: yonder@netcom.com
Message-ID: <yonderCI9CKr.DCo@netcom.com>
Source record: 35259

Somebody _please_ help:

I'm trying to hook my 1040ST+SpectreGCR to an HP DeskWriter.

(1) Will it work? Please let me know if you have this working.

(2) How do I make it work? (hopefully the answer to (1) is yes!).

I've constructed a cable as described in appendix C of my Spectre docs: which is an Atari serial (DB25) to ImageWriter II (8-pin DIN) printer.

I configured spectre to use the serial port as the printer port under the "printer" menu.

My Spectre GCR is version 3.0.

I've loaded all the software from the deskwriter installation disks (release 2) -- including screen fonts and printer fonts.

symptoms: I go to print a document (in MS Word 4.0) and I can access the page setup and print resources fine. When the Spectre attempts to print, it looks like everthing is working fine (the hard disk is accessed, the "hit command-. to stop" dialogue comes up, and I can still move the cursor (now a stopped watch), but nothing ever happens at the printer. At this point I must reboot.

If you don't mind, please send e-mail. I'll be watching the group from time to time though too.

....Thanks Chris (yonder@netcom.com)

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

6013. AEOPJ2, PRO GEM Series

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-19 16:13:30 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Dec19.161330.22911@jupiter.sun.csd.unb.ca>
Source record: 35265

In the last issue of AEOPJ there was user feedback concerning user interface design. One person suggested that all programers should consider reading the PRO GEM series to aid them is understand and developing GUIs. I contacted the writer in search of this series, but his only source was GEnie. Does any body have this series on the Internet which has anonymous FTP?

6014. Falcon hardware questions

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-19 17:27:11 UTC
From: ATWARECK@ELECTRICAL.watstar.uwaterloo.ca
Message-ID: <ATWARECK.5.2D148EEE@ELECTRICAL.watstar.uwaterloo.ca>
Source record: 35266
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

My recently purchased Falcon is exhibiting some strange behavior; I am curious if any other Falcon owners have had similar experiences:

1) The sound output is REALLY noisy, especially during boot-ups; nowhere near the advertised 'CD' quality (CD quality is rougly 96dB S/N ratio, and audibly, the Falcon is nowhere close to it)

2) The monochrome mode sometimes boots with a 'wrap-around' screen, similar to what some ST's experience. This also ocasionally happens after a video mode change (to monochrome).

3) All four colour modes and ST LOW mode have narrow white borders directly on the left and right sides of the display area, rougly 16 pixels in 640 horizontal rezolution, although these borders are not the same size on both sides.

Any comments are welcome!
Thanks,
--
Art Twarecki | "I have become comfortably numb..."
<atwareck@watserv1.uwaterloo.ca> | -Pink Floyd

6015. mega 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-19 18:46:18 UTC
From: KAI_MING@bdt.COM
Message-ID: <CIApH6.G48@bdt.com>
Source record: 35267

Whoever has upgraded a mega st2 to 4 megs of ram, please tell me
how it's done.

The catch is that this Mega 2 has no space on the mother board for
any more ram, can I solder some simms in there? or piggyback 1
meg chips? All answers will be appreciated. (at least the useful ones)

6016. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-19 20:14:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lLbWxdH2BtE@semprini.waterloo-rdp.on.ca>
Source record: 35278
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHzsyK.93o@taligent.com>, John Townsend writes:
> In article <H.eg.Nhk&m1M3RFc@semprini.waterloo-rdp.on.ca> Chris Herborth,
> cherborth@semprini.waterloo-rdp.on.ca writes:
> > Bammi's port of GNU C/C++ 2.5.6 has moved out of New on atari.archive...
> > Hopefully I'll get to test it tonight.
> >
> > So far, all of the 2.5.x C++ compilers have been severely broken on the
> > ST; they won't work at all on a 68k. My fingers are crossed for this
> > one!
>
> Does GCC support templates or exceptions yet? Last time I checked they
> didn't,
> but it has been awhile since I checked on this.

Templates -> yes, pretty good in fact
Exceptions -> no, not yet

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

6017. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-19 20:55:30 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2f2f42$bp3@golem.wcc.govt.nz>
Source record: 35268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I suppose the only other way to update ICD software if you can't call GEnie
or ICD BBS is to send the disk to them every 2 months for an update!?

Pretty slack service if they don't distribute it properly....

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

6018. Re: IC required

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-19 21:47:16 UTC
From: Steve.Taylor@mettav.royle.org
Message-ID: <756620102.0@mettav.royle>
Source record: 35313

Hi Duncan, on 18 Dec 93 you
wrote...

> Hi Steve, Have you tried
Rapid?

Nope, that was another company I'd forgotten all about since I was last
involved in sourcing electronic
components.

I've been pressured into using a liberal sprinkling of more expensive 512x9
FIFOs now but I have to admit the design looks much the better for it in terms
of features
:-)

Merry Christmas,

Steve.

* Origin: Steve Taylor's Point at <<<InterNet>>> (100:100/0.11)

6019. Re: Connecting ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-19 22:24:44 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756447302.0@mettav.royle>
Source record: 35284

On 13 Dec 93 at 17:37:39 (Steven Woodford) wrote the following:

>>> You might install some resistors to be on the safe side. I have an
>>> NEC Multisync II, and from the info file I found about making the
>>> switchbox for it, it showed three resistors (that were optional).
>
>> I have just aquired an NEC MultiSync II, although it looks rather
>> old.
>
>> Am I right in thinking you've managed to connect this to your ST, if
>> so how please?
>
> I'm assuming all this is about getting switchable mono/colour on a
> multi-sync.
> If not, just ignore...
>
> I made my own switchbox a while ago, _without_ resitors. Basically, I
> used a two position rotary switch with '4' poles. I connected the H-
> sync & V-sync straight through to the monitor (not through the switch).
> The following diagram should show how the RGB & MONO signals go through
> the switch.

Ok, followed most of that, basically the switch toggles the mono detect and
connects the PC<->ST RGB's together or all 3 to the ST mono line.

> Don't ask me about pin connections, I don't have my ST docs. handy.
> Also, don't flame about how I've done this.... It works great for
> me!!!

Don't worry, I'm not the kind of person to flame someone who's trying to help
me, then again I'm not the kind of person to flame someone. ;-)

I have the ST pinouts in the manual what I _do_ need are the NEC MII pinouts
(9-pin), as I have no manual for the monitor.

> Check if your monitor has an under/over-scan switch. You may need to
> use that to get the picture the right size in mono mode.

Erm, nope don't know, the NEC MultiSync II has a few switches on the back,
guess I'll just have to fiddle with them when I wire it up.

Christmas Greetings, -Paul-

--
~=~=~=

/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / | \
~=~=~=

6020. TOS 2.06 and slider click bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 05:22:37 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Dec20052237@hal.cerfacs.fr>
Source record: 35274
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

I am sure that this has been discussed here before, but is there a patch which corrects that a single click is taken as two clicks? This happens to me now that I have upgraded to TOS 2.06. Are there any other patchs out for 2.06?

Thanks folks,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

6021. Re: mega 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 10:37:46 UTC
From: Paul_Tuijnman
Message-ID: <2d15834a@p2123.f130.n500.z2.fidonet>
Source record: 35281

> Whoever has upgraded a mega st2 to 4 megs of ram, please tell me
> how it's done.
>
> The catch is that this Mega 2 has no space on the mother board for
> any more ram, can I solder some simms in there? or piggyback 1
> meg chips? All answers will be appreciated. (at least the useful
> ones)

This one probably won't fall within that category:
I have a Mega2 which has been upgraded to 4 last year. My dealer made it sound like he sold me a state of the art RAM expansion board, but it turned out to be a louzy piggyback job indeed. (so, beware of Atlantis, Groningen, Holland! :))
Anyway, I started losing one 2 meg bank and could find the flaw, no matter what I tried and how hard I piggybacked myself. Finally I decided to have it re-done (not by Atlantis) and finally I'm the proud owner of a Real Xtra RAm Expansion Card with two 1 meg SIMM's.
My advice: get it done the right way.

merry christmas,

Paul

--- Bermuda v1.20
* Origin: *--No Point in Yelling--* (2:500/130.2123)

6022. No Support from Gribnif...??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 10:41:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f3vh3$gsf@golem.wcc.govt.nz>
Source record: 35270
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I keep reading about NEODESK 3.04, were does one get this version..??

I have had a look on GEnie but no mention of this at all...

I am a registered user of Neodesk but have never been contacted about this
Upgrade or even about Geneva at all..

I contacted Gribnif on GEnie about getting the Beta version of Geneva,
but was more or less told to get lost and wait till October..

But I am still waiting...!!

You see I live in New Zealand, we don't count...!!!

But think again Gribnif, my money counts..!!

No wonder people are droping Atari by Storm, with support like this....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

This is so simple, no Atari support = no Atari..........

6023. NMOS RAMS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 11:11:29 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f4191$gt3@golem.wcc.govt.nz>
Source record: 35271
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

NMOS RAMS = CMOS RAMS....?????

Hi I have a Mega ST 2 with a stuffed Nmos Ram (M411024HP -15C AT & T..)

No one sells Nmos Rams here but only Cmos Rams, can I use a Cmos Ram
in its place...??

Thanks.....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

6024. Re: AEOPJ2, PRO GEM Series

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 12:25:03 UTC
From: schelaus@vati.fmi.uni-passau.de
Message-ID: <2f45ivINNmo4@tom.rz.uni-passau.de>
Source record: 35272

d3hq@jupiter.sun.csd.unb.ca (GREEN P) writes:

>design. One person suggested that all programers should consider reading the
>PRO GEM series to aid them is understand and developing GUIs.
>Does anybody have this series on the Internet which has anonymous FTP?

ftp.cs.tu-Berlin.de: puib/atari/Doc/:
-rw-rw-r-- 1 hesche atarimod 213420 Apr 5 1993 ../Doc/profgema.zoo
-rw-rw-r-- 1 hesche atarimod 188836 Apr 5 1993 ../Doc/profgemp.lzh
-rw-rw-r-- 1 hesche atarimod 331185 Apr 5 1993 ../Doc/profgemt.lzh

profgema.zoo Professional GEM, ASCII (chapter 1-17)
profgemp.lzh Professional GEM, PROFF (Bami) (chapter 1-17)
profgemt.lzh Professional GEM, TeX/DVI (chapter 1-17)

Ciao
Herwig
--
Herwig Schelauske, Schwanthaler Str. 3, 94034 Passau, Germany | MAUS: @ B
Phone: +49 851.44 768 | InterNet: schelaus@vati.fmi.uni-passau.de
Please send flames to /dev/null

6025. Replacing a Noisy Seagate/ICD Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 12:59:04 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Dec20.075904.16546@desire.wright.edu>
Source record: 35279

I have an ICD SCSI+ 65 MB Hardrive with a Seagate mechanism that vibrates a lot. Can I just buy another Seagate mechanism and replace the old one?

cse0947@desire.wright.edu

PS.- Could someone post how to install a nonatari 1.44 MB disk drive into a Mega ST.

6026. email of Mr.Kilwinger

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 13:40:46 UTC
From: mikega@serverinformatik.uni-siegen.de
Message-ID: <2f4a0u$r1e@si-nic.hrz.uni-siegen.de>
Source record: 35273

Hi!
I'm searching for the email-address of Mr.Kilwinger in Netherlands.
Does anyone know his email-address or his fax-number?
mike :-)

--

****
* hierarchical systems are for computers *
* *
* and not for humans *
****
mikega@server.informatik.uni-siegen.de

6027. SIMMS in Regular ST

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 14:23:00 UTC
From: lannie@ins.infonet.net
Message-ID: <2f4cg4$4go@insosf1.infonet.net>
Source record: 35276

I just aquired some 256K SIMM's. Is there a way to solder these devils
into a stock ST? Soldering is a brease, so this won't be a problem.
Any ideas accepted. I have a 1040ST, 1Meg.
Thanks
LAnnie Schafroth
LAnnie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

6028. PROGRAM LAUNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 14:44:16 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2f4do0$srt@charm.magnus.acs.ohio-state.edu>
Source record: 35277

Is there a way to launch a program from within another program in GFA
without having to muck around with the EXEC command?

If not, how does one USE the EXEC command? I can't quite figure it out.

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

6029. How do I write ISR's on a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-20 20:54:32 UTC
From: khan@obelix.gaul.csd.uwo.ca
Message-ID: <1993Dec20.205432.12358@julian.uwo.ca>
Source record: 35280

Hello everybody. I'm writing a program that interfaces to a Robot Arm controller via the serial port. What I need is to be able to detect if the program-defined Emergency Brake key is pressed at any time during execution (say, the space bar). So when I get a keyboard interrupt I want to check if the key is the space bar and stop all motors immediately if it is.

The keyboard is hooked up to the MFP which sends interrupts at level 6. I used the appropriate entry in the EVT to point to my routine on interrupt, but it was never called. I know I'm missing something, and the book on Atari ST Internals didn't seem to help. Ideally, I'd like my routine to be one of the User Interrupt Vectors (say 80) in case the system uses the auto-vectoring routines, but how could it be invoked asynchronously?

I may also find it necessary to write an interrupt for information coming from the serial port instead of polling for responses from the Robot Arm. Information on that would also be appreciated.

Any ideas, suggestions, or information is welcome. You can get in touch with me at khan@gaul.csd.uwo.ca. I need help on this stuff as soon as possible.

Thanks in advance,

Itrat Khan
3rd-year Computer Science
University of Wester Ontario
London, CANADA

6030. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 04:38:31 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec21.043831.195605@zeus.aix.calpoly.edu>
Source record: 35282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec17.031133.14731@mnemosyne.cs.du.edu>,
Stephen Henson <shenson@nyx10.cs.du.edu> wrote:
[stuff deleted]
>Sorry to hear about the problems, but alas until I get some more cash I have
>to rely on my old STE to develop Minixfs (donations of hardware would of
>course help :-) You can up the cache sizes by editing 'config.h' (the place
>should be obvious) and recompiling. If I ever release the binary config program
>you wont need to recompile.

I'll try that...when I have gotten GCC up to snuff.

>Steve.
>PS This is a bit odd, it's the first time I've heard of such problems, are you
>using MiNT 1.09, 1.04 had a few problems as I recall.

I'm using plain ol' MTOS. I believe that is MiNT 1.04. Guess I should
get get that compiler working on the latest MiNT...

-MikeB

6031. asm statement in gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 04:45:50 UTC
From: bnell@scr.siemens.com
Message-ID: <CIDBwE.DK@scr.siemens.com>
Source record: 35283

Anyone out there have a pointer to detailed documentation of the asm
command in gcc? (ST specific of course). I've tried to look at some of
the include files that use it (e.g. osbind.h, linea.h) and had some success.
Now I am getting some wierd compiler errors and I don't know what to do about
them. Any help would be greatly appreciated!

Thanks,
Bill

--
bnell@scr.siemens.com | Anytime something screeches and flies across
Siemens Corporate Research | the room and attaches itself to some guy's neck
755 College Road East | and he can't get it off, I just have to laugh.
Princeton, NJ 08540 | Because, what is that thing?

6032. Re: ftp (Solution)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 08:29:47 UTC
From: petep@info.isbiel.ch
Message-ID: <2f6c5r$hoc@vega.info.isbiel.ch>
Source record: 35285

some days ago i posted the following problem:

> i need a program (tcsh-script) for ftp (i call it listdir).
> now listdir should log me automatically in an ftp site, make a listing of
> all files in the directories and subdirectoris, put them in one local file
> and finally logoff.

i was surpriesed, how many answers i got. some of the writers asked me why
i need that, because almost every ftp-site has their NEWFILES and INDEXFILES.
well, i became the moderator of the Atari archive on our school. unfortuna-
tely it runs on a novell server. i prefer working on our suns, so the only
way to access to the ftp archive is via ftp. thats why i'm writing now some
tools to create the index and news files automatically.

many thanks to everyone how replied to me, specially to:
Ate Brink, Georg Thimm, Girardin Luc, Georg Kraemer, Stampf Nicolas,
Ken Yap, Christian Masopust, Konstantinos XONIS, Robert Anisko,
Wolfgang Ley, Thomas Gusset, Richard Czech,

here also some of the solutions i got:

Try using ncftp. I know you can get a file directly from the command
line. You may be able to feed it from a script. Ask archie where
ncftp 1.6 is kept.

---
define a macro in your .netrc called 'init' (executed after connection
establishment) which does the dir command.

---
ftp can use a inline script like
```
#! bin/tcsh
ftp [ftpsite] <<END
dir * [localfilename]
bye
END
```

---
i got even some programs which creates a whatsnew-file i don't post them
here because they are to big or because i don't know if the author would
be pleased to see his program published.

To capture your session, you may want to redirect the output to a file.
Something like this:

```
ftp 128.252.135.4 > ftplog
-OR-
ftp 128.252.135.4 | tee ftplog
```

The first form should redirect everything to "ftplog" (but unfortunately not to the screen).
The second form should redirect everything to "ftplog" AND to the screen (I say should as I've had variable results on different systems, but I usually pipe my "archie" sessions to a file this way so it should work).

A complete description (incl. example) is included in the file /pub/README on ftp.tu-clausthal.de (139.174.2.10). Access via FTP, FSP (port 21) or email ("mail-server@ftp.tu-clausthal.de").

```
#! bin/tcsh

ftp -n <<ftpcmds >output
open ftp.isbiel.ch
user anonymous password petep@info.isbiel.ch
cd atari
verbose
dir sound
dir unix
dir grafik
:
:
:
quit
ftpcmds
```

6033. St_mods

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 11:17:06 UTC
From: atheno@sleepy.cc.utexas.edu
Message-ID: <2f6lvi$otk@sleepy.cc.utexas.edu>
Source record: 35286

First of all, has anyone done the 32,768 color st modifications(I have the docs
and scematics for it). It uses two shifter chips.
Does anyone know if it's possible to use hardware PC Ditto II with AddSp
eed. (Piggi back the add speed on the ICD sup. 6800)
Has anyone ever tried to rig the st up to use as test Equipment ? Freq.
counter, scope, meter etc.. Through any of the i/o's
What is a good PCboard designer and circuit maker prog. for the ST.
What would be faster and better to use ? Pc Ditto software version
with AddSpeed or use the Hardware PCditto II
I have many mods and have done many.
Please call (512)478-6710 or leave mail.
Thanks

6034. Re: email of Mr.Kilwinger

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 12:54:25 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2f6rm1$1hs8@info2.rus.uni-stuttgart.de>
Source record: 35314

In <2f4a0u$r1e@si-nic.hrz.uni-siegen.de> mikega@serverinformatik.uni-siegen.de writes:
^^^^^^^^^^^^^^^^

> mikega@server.informatik.uni-siegen.de
^^^^^^^^^^^^^^^^^^
There's something wrong.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

6035. 6 or 12 meg STe ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 14:10:24 UTC
From: vctec@westminster.ac.uk
Message-ID: <CIE20r.MvF@westminster.ac.uk>
Source record: 35287
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dear friends,

Hi again. :-)

I recently saw in a magazine.....ST Doormat...sorry ST Format (Just what David Encil from Titan Designs said...stuck with me), an advert by Marpet, the memory upgrade specialist !!! and of Forget Me Clock fame.

It said that the Xtra RAM board was now available for the STe, and required TOS2.06....support for earlier versions being available soon. And only 60 pounds for the unpopulated board. Not bad I thought, and gave them a call to find out more.....

My main query was about where the board would fit....and this was what is sad for me. It is supposed to sit on the 68000.

Now my 2.06 installed in my STe, is via a switcher board by Compo, which itself sits on the 68000. The only other expansion being for a PC emulator, which I was considering buying. Otherwise the board is a dead end for any other expansions onto the 68000.

I was told that the 2.06 would have to be socketed onto the motherboard and my 1.06 ROMs removed. Great, I thought.....the 1.06 are actually soldered onto the motherboard. and I am no genius at soldering :-(

Is anyone familiar with this board by Compo? Is there any way that I can keep the board as well as the install the Xtra RAM board? Marpet told me that they were incompatible. If so, then how would I install any PC emulator, as they require an adaptor to fit over the 68000? I can chuck the existing switcher board and go for a seperate adaptor for an emulator, but I thought that they too fit over the 68000.

What about accelerators.....don't they too fit over the 68000?

Any ideas on this topic would be helpful.

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

6036. Re: PROGRAM LAUNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 14:36:02 UTC
From: lannie@ins.infonet.net
Message-ID: <2f71ki$eed@insosf1.infonet.net>
Source record: 35288

In article <2f4do0$srt@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:
> Is there a way to launch a program from within another program in GFA
>without having to muck around with the EXEC command?
>
> If not, how does one USE the EXEC command? I can't quite figure it out.
>
>_
>--
>Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
>President | P.O.BOX 29103 | 8-bit
>of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
> * 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

I am having the same problem. Any information would be much appreciated!
Thanks

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

6037. Re: 6 or 12 meg STe ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 14:48:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIE3so.9Bs@barclays.co.uk>
Source record: 35289
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CIE20r.MvF@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
|> It said that the Xtra RAM board was now available for the STe, and required
|> TOS2.06....support for earlier versions being available soon. And only 60
|> pounds for the unpopulated board. Not bad I thought, and gave them a call to
|> find out more.....
|> Now my 2.06 installed in my STe, is via a switcher board by Compo, which itself
|> sits on the 68000. The only other expansion being for a PC emulator, which I
|> was considering buying. Otherwise the board is a dead end for any other
|> expansions onto the 68000.
|> I was told that the 2.06 would have to be socketed onto the motherboard and my
|> 1.06 ROMs removed. Great, I thought.....the 1.06 are actually soldered onto the
|> motherboard. and I am no genius at soldering
|> What about accelerators.....don't they too fit over the 68000?
It sounds like you need to put your ST in a tower case to help expand it. call System Solutions and discuss options with them.
--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

6038. Re: 6 or 12 meg STe ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 16:19:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <CIE80M.134@westminster.ac.uk>
Source record: 35290
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

To: Iain.Laskey@barclays.co.uk
Subject: Re: 6 or 12 meg STe ????
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st
In-Reply-To: <CIE3so.9Bs@barclays.co.uk>
References: <CIE20r.MvF@westminster.ac.uk>
Organization: University of Westminster
Cc:
Bcc:

In article <CIE3so.9Bs@barclays.co.uk> you write:
>In article <CIE20r.MvF@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
>|> It said that the Xtra RAM board was now available for the STe, and required
>|> TOS2.06....support for earlier versions being available soon. And only 60
>|> pounds for the unpopulated board. Not bad I thought, and gave them a call to
>|> find out more.....
>|> Now my 2.06 installed in my STe, is via a switcher board by Compo, which itself
>|> sits on the 68000. The only other expansion being for a PC emulator, which I
>|> was considering buying. Otherwise the board is a dead end for any other
>|> expansions onto the 68000.
>|> I was told that the 2.06 would have to be socketed onto the motherboard and my
>|> 1.06 ROMs removed. Great, I thought.....the 1.06 are actually soldered onto the
>|> motherboard. and I am no genius at soldering
>|> What about accelerators.....don't they too fit over the 68000?
>It sounds like you need to put your ST in a tower case to help expand it. call
>System Solutions and discuss options with them.

I already have a tower case Iain.

The problem is not one of space, but of where the things go... After installing
a Xtra RAM board on top of the 68000, there is no provison of installing
anything else onto the 68000, hence no Compo TOS Switcher, PC emulator, or even
accelerator.

Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >
<===>
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >

< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

6039. Re: Replacing a Noisy Seagate/ICD Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 17:27:49 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec21.172749.12697@t.hfb.se>
Source record: 35292

In article 16546@desire.wright.edu, cse0947@desire.wright.edu (Big Guy) writes:
> I have an ICD SCSI+ 65 MB Hardrive with a Seagate mechanism that
>vibrates a lot. Can I just buy another Seagate mechanism and replace the old
>one?
>
You should be able to use any SCSI hardrive to the ICD host adaptor.

>cse0947@desire.wright.edu
>
>PS.- Could someone post how to install a nonatari 1.44 MB disk drive into a
>Mega ST.
>
Sorry, I don't no!

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

6040. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 17:28:31 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f7bnv$142@darkstar.UCSC.EDU>
Source record: 35291
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2f3vh3$gsf@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (roger sheppard) writes:
Well, I think the betatesting of Geneva was on for quite a while, plus it is
hard for small companies to contintually ship beta copies in the mail at
airmail rates to New Zealand. They would probably prefer to do it via Email,
since that would be easiest, and you cannot semd binary files from Genie to
Internet. Gribnif does fantastic support of their products; it's not just
a New Zealand attitude (except the cost of postage)

>This is so simple, no Atari support = no Atari.....

True, which is why I'm thankful that there _IS_ such great support for it!

~Chris

6041. Re: PROGRAM LAUNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 17:59:10 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2f7dhelNN1kht@rs1.rrz.Uni-Koeln.DE>
Source record: 35293

In <2f71ki$eed@insosf1.infonet.net> lannie@ins.infonet.net writes:

>In article <2f4do0$srt@charm.magnus.acs.ohio-state.edu>,
jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:
>> Is there a way to launch a program from within another program in GFA
>>without having to muck around with the EXEC command?

Not really. Unless you want to BLOAD the file and relocate the
code yourself.

>> If not, how does one USE the EXEC command? I can't quite figure it out.

>I am having the same problem. Any information would be much appreciated!
>Thanks

The EXEC command has always worked for me for loading and running
programs right away. Just use

EXEC 0,"FOO.PRG","",""

to run "FOO.PRG" from the current directory. You may include
drive and path info in the second argument to EXEC as well.
There's one snag I can think about, which doesn't have anything
to do with the EXEC command directly. The problem is, the program
to be EXEC-ed needs some memory, of course, and you have to free
that before any attempt to EXEC can be successful. The GFA
interpreter (and compiled GFA programs) get all available memory
from the system upon startup (to be precise, they get the largest
contiguous chunk, but with SingleTOS, that's all memory almost
always), and they don't give any of it back to the OS unless you
instruct them to. In the interpreter, use the RESERVE command.
When preparing compiled programs, put the compiler instruction
$m<num. of bytes> at the beginning of your code. You'll have to
estimate how much memory your program actually needs, which can
be tricky or even impossible if you use arrays dimensioned
depending on user input or the like.
So, to be able to EXEC a program of any appreciable size from the
interpreter, you have to do something like:

RESERVE -100000 !free up 100000 bytes for program to be EXEC-ed
EXEC 0,"FOO.PRG","",""

and in a program for compilation:

' Hopefully, this GFA code needs no more than 500000 bytes...
$m500000
...

```
EXEC 0,"FOO.PRG","",""
```

Btw, the problem of no memory being available to the OS also gets you when trying to ~RSRC_LOAD() larger resource files, or when trying to MALLOC() chunks of appreciable size.
Btw2: Frequent calls of RESERVE can sometimes mess up certain versions of the interpreter when used with newer TOS versions (particularly TOS 2.06), so save your work frequently when developing code and doing lots of test runs.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

6042. Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 18:00:30 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756515133.AA02269@byte.bbs.no>
Source record: 35300

I have an old upgraded 520 STM with a problem...
No disk-drive or hard-disk icons at boot (only trash-can :-)
Test-kit reports DMA-counter error, but replacement of DMA, GLUE and
MMU didn't help at all. All other functions work, but no disks :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

6043. mega 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 18:00:34 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756515133.AA02270@byte.bbs.no>
Source record: 35301

> The catch is that this Mega 2 has no space on the mother board for
>any more ram, can I solder some simms in there? or piggyback 1

Strange, all MEGA ST2's I've upgraded had room for more chips
(just put them and some resistors and stuff in and solder).

All the 520 STF's and STFM's too had extra space for upgrade
(both the ones with 256 kbits and the ones with 4x256 kbits)

Maybe you can "piggy-back" them like in the old 520 ST's
(but that's a real tricky job and can go very wrong :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

6044. Re: Replacing a Noisy Seagate/ICD Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 18:53:19 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2f7gmv$k79@mailer.fsu.edu>
Source record: 35294

Big Guy (cse0947@desire.wright.edu) wrote:
> I have an ICD SCSI+ 65 MB Hardrive with a Seagate mechanism that
> vibrates a lot. Can I just buy another Seagate mechanism and replace the old
> one?

Yes, you can buy any SCSI unit (of similar physical dimensions) and stick it
in. However, you might try tightening up the mounting screws (with a bit
of blue loctite), installing some nylon bushings, and perhaps getting a
quiet fan. These little things can really quiet down a noisy drive.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6045. DSP Memory

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 19:06:52 UTC
From: thom0031@gold.tc.umn.edu
Message-ID: <thom0031.756500812@gold.tc.umn.edu>
Source record: 35295

Can anyone tell me how the memory is setup in the DSP chip? How much is there? And is the program memory actually just X and Y memory??

--
---
radparker <thom0031@gold.tc.umn.edu>

6046. GFA EXec

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 19:10:33 UTC
From: lannie@ins.infonet.net
Message-ID: <2f7hn9$gh5@insosf1.infonet.net>
Source record: 35296

I can get GFA's exec to load all the PRG files I want, but how
do you execute the TTP files? It loads it as if I gave it the -H
qualifier, then exits.
What am I doing wrong?

LAnnie
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

6047. Re: I've got Gemview, but...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 19:50:17 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec21.195017.14171@ibr.cs.tu-bs.de>
Source record: 35297

In article <H.eg.uoD_c8cnTF_@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels) writes:
|> an938@cleveland.Freenet.Edu (George II Lenzer) writes:
|>
|>
|> >AAARGH!
|> > I've got Gemview, but my unLZH ttp says it can't de-arc
|> >the LZH file. I got a message saying that I need a new version
|> >of ARC? My current version of LZH is Questor LZH201i. Is this
|> >now outdated? What might the problem be?
|>
|> Go and get LHarc 2.32.
|>
|> Bye,
|> Knarf
|> --
|> +---+
|> | Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
|> +---+

Get a new Gemview (3.01 is released)
It is compressed with PAX and comes with an install program called
inst3.app (or something like that)

Gemview >=3.0 is able to print! (to 9 and 24 pin printers)

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

6048. Re: TOS 2.06 and slider click bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 21:39:35 UTC
From: vij@vnet.ibm.com
Message-ID: <2f7qen$nqd@tornews.torolab.ibm.com>
Source record: 35298
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

In <RALPH.93Dec20052237@hal.cerfacs.fr>, ralph@cerfacs.fr (Ralph Sobek) writes:
>I am sure that this has been discussed here before, but is there a
>patch which corrects that a single click is taken as two clicks? This
>happens to me now that I have upgraded to TOS 2.06. Are there any
>other patchs out for 2.06?
>
>Thanks folks,
>

I believe the patch you're looking for is called BUTFIX (or BUTTFIX,
or maybe BFIX). Anyway you should be able to find it on A.A.

Another option is the ACC extender (I also forgot what it's called,
MAXIFILE or something???) It has the button fix built in and you
can toggle it on or off...

VIJ...

6049. STACY SPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-21 22:23:31 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2f7t13$4sm@charm.magnus.acs.ohio-state.edu>
Source record: 35299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Any of you STacy owners out there have an AdSpeed in it? I'm curious as to what you did (or what was done) to get it to fit.

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

6050. Re: GFA EXec

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-22 01:12:28 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2f86tsINN1ot4@rs1.rrz.Uni-Koeln.DE>
Source record: 35302

In <2f7hn9$gh5@insosf1.infonet.net> lannie@ins.infonet.net writes:

>I can get GFA's exec to load all the PRG files I want, but how
>do you execute the TTP files? It loads it as if I gave it the -H
>qualifier, then exits.
>What am I doing wrong?

Exiting as though it was called with the -H option is probably the default behavior of the ttp in question (presumably some sort of archiver). Options have to be passed in the third argument of the EXEC command. The little trick here is that the first character of the command line has to be the length of the commandline. This is due to way GEMDOS expects things. Anyway, here's an example of which I think it will work (untested, that is):

```
commandline$="e// foo.zoo"
EXEC 0,"zoo.ttp",CHR$(LEN(commandline$))+commandline$,""
```

If zoo.ttp and foo.zoo are in the working directory, zoo should be fired up and unpack foo.zoo. Btw, the detail with the first character encoding the length of the command line is easy to get if you either have TOS docs of some sort (Profibuch) to look up the Pexec() call, or the GFA docs, but then, the GFA folks themselves forgot that at least once, namely when writing the GEM shell for their compiler. So, if you ever wondered why you get a "file not found" alert box when starting the interpreter from the shell (menu.prg) after specifying a working file, you now know what to do to fix that...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

6051. Re: 6 or 12 meg STe ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-22 09:44:21 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIFKE0.M7u@barclays.co.uk>
Source record: 35305
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CIE80M.134@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:

```
|> >|> What about accelerators.....don't they too fit over the 68000?
|> >It sounds like you need to put your ST in a tower case to help expand it. call
|> >System Solutions and discuss options with them.
|>
|>
|> I already have a tower case Iain.
|>
|> The problem is not one of space, but of where the things go... After installing
|> a Xtra RAM board on top of the 68000, there is no provison of installing
|> anything else onto the 68000, hence no Compo TOS Switcher, PC emulator, or even
|> accelerator.
|>
```

Understood. I thought System Solutions may be able to produce some kind of processor slot expander to daisy chain the devices.

```
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made!              |
| | Laserdisc & Pro-Logic - The only way to watch movies                    |
| | Replies to ilaskey@cix.compulink.co.uk                                  |
+---------------+-----------------------------------------------------------+
```

6052. Converting AdSCSI drive to plain SCSI (Was Re: Replacing a Noisy Seagate/ICD Drive)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-22 09:57:05 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CIFKz6.ID3@cs.bham.ac.uk>
Source record: 35304

I've got a Maxtor SCSI drive attached to my ST using an ICD AdSCSI
board... When I get a Falcon, what do I need to do to use the drive?

Basically, how do I bypass the AdSCSI board, and extend the SCSI bus?

Thanks!
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6053. Got an RLL HD--now need controller, Host Adaptor, specs!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-22 10:34:49 UTC
From: metalhed@kaiwan.com
Message-ID: <CIFMq1.F3G@kaiwan.com>
Source record: 35306
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The Odyssey continues...

Picked up an RLL HD--70 megs after factory-bad sectors, $50 US, pretty good deal. What I need now is this...

What host adaptor and controller should I get? I have heard ICD's host and Adaptec controllers are best, but I'd like options...

Where can I get them, and for how much? Used is FINE, I need *cheap*, hoping to get controller/host adaptor/software/power supply for under $100 total.

Plus, I assume that some of the software will be loaded into RAM--I'm still on a 520ST, and don't want to sink money into any RAM upgrades that I can't take with me to my Falcon (which I should be getting next year some time)...

Also, will need the specs on the drive I have--cyl, heads, sectors/track, et al... Here's the make/model:

Fujitsu Limited drive, 86 megabytes.

Part #B03B-4805-B003A#NT
Serial #209224
Revision #B9

On the side is what looks like a UPC bar code, with the #001350 209224

If anyone has the specs for this drive so I can format it and check it out, I'd appreciate it, or the # for Fujitsu so I can call them and find out.

Lastly, I'm assuming that I can plug the controller and drive into the Falcon's SCSI-2 port, correct? This is important, so that I can take the drive(s) with me when I move up...

Thanks!

<---===The /\/\etal]-[ead===--->

6054. COMA 150

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-22 11:47:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f9c50$5r0@golem.wcc.govt.nz>
Source record: 35307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, will COMA 150 work with Supra 144 Fax modem with 1.71 Roms...

I get no response from modem message..??

Are there any settings that I have to do, Modem/Software..??

Thanks.............

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6055. Merry Christmas and A Happy Prosperous New Year

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-22 13:17:15 UTC
From: vctec@westminster.ac.uk
Message-ID: <CIFu39.G3z@westminster.ac.uk>
Source record: 35310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,alt.atari.2600,comp.sys.atari.advocacy

Dear Netters,

Here's wishing you all the best in the festive season, and for the coming New Year.

Christmas means different things to different people.....presents for some..... religion for others.......and party time for the rest.

I am not a Christian, but do believe in God. As this is a celebration for the birth of Jesus, I too celebrate Christmas. I believe that all the religions teach the same thing, and so there should be no difference between people of different religions.

Basically, all religious teachings come from the one great power, so all religions must be the same....just preach it differently.

So, let's celebrate Christmas, with love and goodwill for one another.

Peace.

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

6056. Re: Converting AdSCSI drive to plain SCSI (Was Re: Replacing a Noisy Seagate/ICD Drive)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-22 13:34:54 UTC
From: vctec@westminster.ac.uk
Message-ID: <CIFuwo.Hnp@westminster.ac.uk>
Source record: 35308

In article <CIFKz6.ID3@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>I've got a Maxtor SCSI drive attached to my ST using an ICD AdSCSI
>board... When I get a Falcon, what do I need to do to use the drive?
>
>Basically, how do I bypass the AdSCSI board, and extend the SCSI bus?

Chris,

Basically, you take out the ADSCSI and sell it or keep it aside (maybe even leave it in there), after unplugging all connections from the board to the drive and power supply.

Get scsi leads....I've forgotten what they are called....50 pin something I think, that will plug into the back of your drive, and lead out of the box. The connectors that lead out of the box, can go into the spaces left by the ADSCSI board sockets.

That's it, really....and don't forget to plug in the power into the drive.

Next, you will need a scsi2 -> scsi lead that will allow you to plug in and go.

That's it.

Please do wait for more replies to this topic, to be sure though. I have never done the conversion and am speaking from what I think you have to do. If I am wrong, I'm sure you will get a lot of replies and I'll get a lot of flames :-)

Mail me if you want the proper name of the lead....and where you can get one.

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

6057. Re: GFA EXec

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-22 14:14:53 UTC
From: lannie@ins.infonet.net
Message-ID: <2f9kot$ocl@insosf1.infonet.net>
Source record: 35309

In article <2f86tsINN1ot4@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>In <2f7hn9$gh5@insosf1.infonet.net> lannie@ins.infonet.net writes:
>
>>I can get GFA's exec to load all the PRG files I want, but how
>>do you execute the TTP files? It loads it as if I gave it the -H
>>qualifier, then exits.
>>What am I doing wrong?
>
>Exiting as though it was called with the -H option is probably
>the default behavior of the ttp in question (presumably some sort
>of archiver). Options have to be passed in the third argument of
>the EXEC command. The little trick here is that the first
>character of the command line has to be the length of the
>commandline. This is due to way GEMDOS expects things. Anyway,
>here's an example of which I think it will work (untested, that
>is):
>
>commandline$="e// foo.zoo"
>EXEC 0,"zoo.ttp",CHR$(LEN(commandline$))+commandline$,""
>
>If zoo.ttp and foo.zoo are in the working directory, zoo should
>be fired up and unpack foo.zoo. Btw, the detail with the first
>character encoding the length of the command line is easy to get
>if you either have TOS docs of some sort (Profibuch) to look up
>the Pexec() call, or the GFA docs, but then, the GFA folks
>themselves forgot that at least once, namely when writing the GEM
>shell for their compiler. So, if you ever wondered why you get a
>"file not found" alert box when starting the interpreter from the
>shell (menu.prg) after specifying a working file, you now know
>what to do to fix that...
>
>Greetinx, Jan
>
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.d400.de |
> | |
> *-----=< hierarchical systems are for files, not for humans >=-----*
That will probably solve the problem. That will explain why it wasn't accepting my parameters! Thanks for the info, this should help me out quite a bit!
Later,

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

6058. I've got Gemview, but...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-22 19:22:06 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756601365.AA02276@byte.bbs.no>
Source record: 35311

>Gemview >=3.0 is able to print! (to 9 and 24 pin printers)

No SLM804/605 support (or is there in the registered version ?)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

6059. Re: WEAK CHIPS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-23 01:20:36 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756706502.2@mettav.royle>
Source record: 35318

On 15 Dec 93 at 11:24:00 (-Unknown-) wrote the following:

> I never got a reply to my last posting..

You should have done from me about what chip manufacturer produced the dodgy chips.

> There was some talk some years back about weak IC chips in the Mega's
> to do with Dave Smalls Spectre/Gcr etc..
>
> One brand would give problems, it sugest changing the brand or
> replacing with higher output device..
>
> I think is was the 74LS373 but could be wrong, and fitting 74AS373,
> can some one Please help or point me to were I can get this info..

You're lucky, I happened to find the below big of info in the ATARIST echo on FidoNet...

```
==========================================================================
I recently saw mention of problems with weak chips in Megas giving trouble
with Spectre. I don't know if they were referring to ST or STE Megas but
the weak IC chip is apparently an SGS 741s373, whatever that is !
Tony Campo who I think you may know seems to be well up on it.
==========================================================================
```

If you want to contact Tony Campo you should be able to mail him at ssolutions@cix.compulink.co.uk, tell him I sent you.

Christmas Greetings, -Paul-

```
--
~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142
|||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / |
\
~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~
Serious computing? Subscribe to ST Applications! (Mail me for more
info...)
```

* Origin: Paul's Point, London/Surrey UK [InterNet/UseNet] (100:1011/0.1)

6060. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-23 01:28:08 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756706502.3@mettav.royle>
Source record: 35317

On 16 Dec 93 at 10:53:51 (Mr. J. Boyes) wrote the
following:

> : I'm still running a pretty archaic system: vanilla 1040STF with
two
> floppies.
> : Hard drive prices have fallen so far that I can now get a
complete
> 130 meg : drive package from Toad for less than $400, which is
more
> than reasonable.
> : I've heard things about TOS 1.0 being lousy with HDs, and
wondering
> what that
> : means in reality.
>
> I too am wondering what this means in reality and I *HAVE*
a
> 45 Mb hard disk on my Atari ST with TOS 1.0
>
> I cannot have a partition greater than 16 Mb and people tell me
that
> disk access would be faster with a higher version of TOS but,
when
> what you are used to is floppy speed, it seems fast enough for
me.

TOS 1.4 does indeed increase hard disk read/write speeds, on a TOS 1.0 or 1.2 ST you can get almost the same read/write speeds (and free space calculations) using a program called FATPSEED, it takes up about 25k of RAM and I have been using it for about 2-3 years, works perfectly.

You can have bigger partitions than 16mb on TOS 1.0 and 1.2, you have to use what are called BGM partitions though. Bear in mind though that if you want to boot from one of your partitions then your boot partition has to be smaller than 16mb. On TOS 1.4 and upwards this limit is increased to 32mb.

All this is using ICD utilities, I'm not sure about the Atari utils.

Christmas Greetings, -Paul-

--
~=~=~=

Serious computing? Subscribe to ST Applications! (Mail me for more info...)

* Origin: Paul's Point, London/Surrey UK [InterNet/UseNet] (100:1011/0.1)

6061. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-23 01:41:38 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756706502.4@mettav.royle>
Source record: 35316

On 16 Dec 93 at 15:55:30 (-Unknown-) wrote the following:

> The performance of 1.0 is awful on HDs. !.4 will show about a four
> fold increase in speed.

In which case you use FATSPEED which increases access to almost what 1.4 is like. All this talk of anything below 1.4 being unreliable is a load of bollocks IMHO. I think I would know, I've been using 1.2 with my HD for the last 2-3 years and have had no major problems.

Christmas Greetings, -Paul-

--
~=~=~=

6062. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-23 04:56:59 UTC
From: dburns@world.std.com
Message-ID: <CIH1qz.C1D@world.std.com>
Source record: 35312
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (roger sheppard) writes:

>I keep reading about NEODESK 3.04, were does one get this version..??

>I have had a look on GEnie but no mention of this at all...

>I am a registered user of Neodesk but have never been contacted about this
>Upgrade or even about Geneva at all..

>I contacted Gribnif on GEnie about getting the Beta version of Geneva,
>but was more or less told to get lost and wait till October..

>But I am still waiting...!!

>You see I live in New Zealand, we don't count...!!!

>But think again Gribnif, my money counts..!!

>No wonder people are droping Atari by Storm, with support like this....

>Roger.............. sheppard_r@kosmos.wcc.govt.nz

>This is so simple, no Atari support = no Atari..........

Sheesh! Relax Rog. GENEVA comes with an upgrade patch to bring Neodesk
to v.3.04 so it works with *GENEVA*. If you don't have GENEVA, you don't
need the upgrade. If you buy GENEVA you GET the upgrade.

Gribnif support is excellent, and their products are top notch. Get the
facts before you get excited, ok?

6063. Re: Converting AdSCSI drive to plain SCSI (Was Re: Replacing a Noisy Seagate/ICD Drive)

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-23 11:31:15 UTC
From: djs@jet.uk
Message-ID: <1993Dec23.113115.24003@jet.uk>
Source record: 35315

In <CIFuwo.Hnp@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>In article <CIFKz6.ID3@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>>
>>I've got a Maxtor SCSI drive attached to my ST using an ICD AdSCSI
>>board... When I get a Falcon, what do I need to do to use the drive?
>>...
>...
>That's it, really....and don't forget to plug in the power into the drive.
>...
You'll also need some driver software. You can use the Atari HD drivers, but
not the ICD ones that came with your adSCSI board; they will not work if
they do not see such a board. If, like many people, you would prefer ICD
to Atari, then you'll need to ICD Pro Utilities. They are somewhere in
the region of 40 quid, including the CleanupST that would have been missing
from the set you got with the board.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6064. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-23 12:33:12 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.q5CNXTDMr5I@nasim.sta.sub.org>
Source record: 35319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>BTW, this is on an ST with memory protection explicitly turned off (via
>recompilation with no_mem_prot = 1 in one of the source files).

This makes no sense, you'll never get memory protection on an ATARI
without 68030 (with PMMU).

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

6065. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-23 21:56:50 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756800078.0@mettav.royle>
Source record: 35330

On 17 Dec 93 at 14:07:19 (-Unknown-) wrote the following:

>> on your disk. (I used TOS 1.0 with a hard disk for a while and not
>> much bad happened, but it was nerve racking.)
>
> Oops, you reminded me of one more thing. I addition to FATSPEED
> (which will make using a hard drive bearable under TOS 1.0), another
> *very necessary* (for sanity?) program to use under TOS 1.0 (well, most
> TOS's
> anyways) is FOLDRXXX which will help avoid the (in)famous
> "40-folder" bug. In later TOS's I think hitting this bug would produce
> an error message - in earlier TOS's (like 1.0) this could corrupt part
> of the disk, if I recall right...

I think you just lose the ability to access some files and generally they start
to disappear.

This problem is soon zapped however if you run ICD HD utilities as it has the
extra folder allocation built into the HD driver.

Christmas Greetings, -Paul-

--
~=~=~=

6066. TOS 2.06 and slider click bug

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-24 00:26:52 UTC
From: Nick.Hard@f0.n8685.z86.toadnet.org
Message-ID: <756897476.AA02170@cheswicks.toadnet.org>
Source record: 35335

In a message of 20 Dec 93 05:22:37, Ralph Sobek wrote:

RS> From: ralph@cerfacs.fr (Ralph Sobek)
RS> Organization: CERFACS, Toulouse, France
RS>
RS> I am sure that this has been discussed here before, but is there a
RS> patch which corrects that a single click is taken as two clicks? This
RS> happens to me now that I have upgraded to TOS 2.06. Are there any
RS> other patchs out for 2.06?
RS>
RS> Thanks folks,
RS>
RS> --
RS> Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
RS> Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
RS> ralph@cerfacs.frIf all else fails, try:
RS> Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
RS> FAX: (+33) 61-19-30-00
RS>
==========
RS> =
RS> Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06,
RS> floptical!

you need BUTTONFIX put out by the CodeHeads. I guess I could encode it and
place it here.. look for it.

```
+-------------------------------------+----------------------------+
| * * * 777:777/1 @ lasvegas.ftn| FREQ "VEGASKIT" |
| * * * 1:209/777 @ fidonet.org | Info on LasVegas NetWork |
| * * * 51:2/4 @ atarinet.ftn+----------------------------+
| * * * 86:8685/1 @ toadnet.org | hard@toadnet.org |
| * * * +----------------------------+
| 14.4 v.32bis/v.42bis | 1-702-565-5271 |
+-------------------------------------+----------------------------+
```

6067. Re: AEOPJ2, PRO GEM Series

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-24 02:05:43 UTC
From: annmarie@apanix.apana.org.au
Message-ID: <2fdipn$dir@olivaw.apanix.apana.org.au>
Source record: 35321

d3hq@jupiter.sun.csd.unb.ca (GREEN P) writes:

>In the last issue of AEOPJ there was user feedback concerning user interface
>design. One person suggested that all programers should consider reading the
>PRO GEM series to aid them is understand and developing GUIs. I contacted
>the writer in search of this series, but his only source was GEnie. Does any
>body have this series on the Internet which has anonymous FTP?

I've got the series you're after - if it's not on atari.archive, I could
upload it to wuarchive.wustl or one of the other sites that accepts
anonymous users..

Kerick

--
"Good heavens, Miss Sakamoto,
You're beautiful!"

6068. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-24 11:38:01 UTC
From: sheppard_r@jethro
Message-ID: <2fekap$ms5@golem.wcc.govt.nz>
Source record: 35320

In article <756706502.4@mettav.royle>, Paul.Civati@mettav.royle.org (Paul Civati) writes:
>On 16 Dec 93 at 15:55:30 (-Unknown-) wrote the following:
>
> > The performance of 1.0 is awful on HDs. !.4 will show about a four
> > fold increase in speed.
>
>In which case you use FATSPEED which increases access to almost what 1.4 is
>like. All this talk of anything below 1.4 being unreliable is a load of
>bollocks IMHO. I think I would know, I've been using 1.2 with my HD for the
>last 2-3 years and have had no major problems.
>

From the sound of your Reply, you know more than Atari !!....

Atari have stated on many times that any one using a Hard Drive should NOT
BE USING ANY THING LESS THAN TOS 1.4...

Is this not clear to any one, or should I get the real Atari posting,
may be that will get into some of you thick heads....

There are some 2 Pages of Fixes in TOS 1.4, a lot more than the FATSPEED
one, like Move Files, Rename Folders, set step rates on A or B Disk drives,
Keyboard Resets....

So get real and Upgrade to TOS 1.4, it will not break the Bank...???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

6069. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-24 12:58:29 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Dec24.125829.28670@iplmail.orl.mmc.com>
Source record: 35323

In article <756706502.4@mettav.royle>, Paul.Civati@mettav.royle.org (Paul Civati) writes:
|> On 16 Dec 93 at 15:55:30 (-Unknown-) wrote the following:
|>
|> > The performance of 1.0 is awful on HDs. !.4 will show about a four
|> > fold increase in speed.
|>
|> In which case you use FATSPEED which increases access to almost what 1.4 is
|> like. All this talk of anything below 1.4 being unreliable is a load of
|> bollocks IMHO. I think I would know, I've been using 1.2 with my HD for the
|> last 2-3 years and have had no major problems.
|>
|> Christmas Greetings, -Paul-
|>
Same here. I have been using FATSPEED with TOS 1.2 for months. I can
never go back to using my ST without it!

|> --
|> ~=~
|> ||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
|> / | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / |
|> \
|> ~=~
|> Serious computing? Subscribe to ST Applications! (Mail me for more
|> info...)
|>
|> * Origin: Paul's Point, London/Surrey UK [InterNet/UseNet]
|> (100:1011/0.1)

Larry Richardson
richards@foghorn.orl.mmc.com

6070. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-24 13:22:06 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <ClJJsu.n36@bfsec.bt.co.uk>
Source record: 35322

Guys, I'm relatively new to this group and I'm afraid I have to admit to using a hard disk with my ST. It's a 'Third Coast Technologies' 32Mb HD. The ST is a 520 STFM with 4Mb RAM, SM124 monitor. Like I say, I have to admit to using it for about the past 4 or 5 years. I've always wondered why it takes so long to start up, especially since the memory upgrade.

I didn't realise until I read a message on this group that, with early versions of TOS, every time a program is loaded, ALL memory is cleaned out first. Therefore the more memory you have, the longer it'll take to start an application. By the way, I have TOS 1.02 - yeah, I know - upgrade ASAP.

I also noticed that it is pretty slow with the HD. I heard on this group yet again about speed problems with early TOS versions.

OK, so what version of TOS should I go for ? I notice some people are saying that you should upgrade to 1.4, but I see magazines advertising version 2.06 with a switch for switching back to your old version (which I think might be useful for some things). I'd be willing to part with 65 UKP for the 2.06 upgrade, but is this the best way for me ?? How much is a 1.4 upgrade and where in the UK could I get it ??

If anybody has any suggestions/advice/experience, etc, could you please EMAIL me direct since our system only holds 2 or 3 days worth of postings, and today is my last working day until 4th January...

Thanks in advance...

Terry

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 232 894436

All opinions expressed are my own.

6071. Re: mega 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-24 21:25:11 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ffmnn$l4i@mailer.fsu.edu>
Source record: 35324

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
> Strange, all MEGA ST2's I've upgraded had room for more chips
> (just put them and some resistors and stuff in and solder).

My understanding is that there are three different conditions a Mega2 motherboard can be in (pertaining to memory upgrades).

1. 2mb installed, traces/holes available for additional 2mb.

2. 2mb installed, traces available for additional 2mb, but holes solder filled, thus making it a real pain to install chips (for these, one of the separate board memory upgrades is recommended). My memory is not perfect on this, perhaps even the traces are not available.

3. 4mb installed, 2mb disabled (rare). Apparently several folks have opened up their Mega2's to find 4mb with one bad chip in the second 2mb. Atari would check the Mega4's, and if they were bad would cut a trace or resistor or something and test it as a Mega2. If it passed, it went into the box. These lucky few can locate the bad chip, replace it, reconnect the disabling part, and have a Mega4.

I also remember something about hamstrung MMU's being used in some of the Mega2's, which would not allow you to address anything above the first 2mb. New MMU's are fairly cheap though.

I think most Mega2's fall into category 1 above, so memory upgrades should not be a problem for most. I need to open up my Mega2 and check it one of these days :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6072. Stacy Mods

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-24 22:09:26 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16CAEE336.SPERNA1@ua1vm.ua.edu>
Source record: 35325

Anyone knowledgeable about STacy hardware? Because I was wondering if the internal scsi HD controller will work with multiple drives, tape drives, etc.? Also, have you ever noticed, the place on the motherboard that looks very similar to the mega bus? Is it a mega bus? These questions have been nagging me for some time now, somebody please give me a hint!

Thanks,

Sam Perna, III
sperna1@ua1vm.ua.edu

6073. mega 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-24 23:39:20 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756801155.AA02308@byte.bbs.no>
Source record: 35328

>2. 2mb installed, traces available for additional 2mb, but holes sold
> filled, thus making it a real pain to install chips (for these, on

Not at all, go to a local electronic store and get a small pump to suck
it up (you need a soldering iron to heat it up too of course).
The pump is hand-driven (with a spring and a lock) with a teflon tip.
Costs not more than about $10....

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

6074. Did Atari ever release source of ST TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-25 02:46:02 UTC
From: winters@access2.digex.net
Message-ID: <2fg9ha$j7i@access2.digex.net>
Source record: 35326

Did Atari ever release the source code to their TOS operating system for 1040 ST? I know that they sell Falcons with an upgraded operating system. I have the Atari 8-bit DOS listing. Does Atari (if they haven't done it yet, which I doubt) ever have plans to release it? Of course, I got the BIOS listing in the Developer's kit.....

Anybody ever hook a keyboard up to their ST without buying $100 commercial interface? I mean, a decent keyboard, like the Mac one :-)

Thanx for any info. - Mike Winters

6075. Re: Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-25 04:36:54 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <1993Dec25.043654.1387@osuunx.ucc.okstate.edu>
Source record: 35327

I have a Mega-2 which had no icons (No HD attached) other than trash. I
replaced the floppy mechanism to fix it.

jc

In article <756515133.AA02269@byte.bbs.no> lars-erik.osterud@byte.bbs.no (Lars-Erik
Osterud) writes:
>I have an old upgraded 520 STM with a problem...
>No disk-drive or hard-disk icons at boot (only trash-can :-)
>Test-kit reports DMA-counter error, but replacement of DMA, GLUE and
>MMU didn't help at all. All other functions work, but no disks :-)
>
> Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
> Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
> SysOp ABK-BBS /
>

--

6076. WANTED: Atari ST SCSI host adaptor, SCSI->RLL controller, or broken Megafile!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-25 07:57:19 UTC
From: metalhed@kaiwan.com
Message-ID: <CIKzFJ.8E1@kaiwan.com>
Source record: 35329
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st.tech

The subject pretty much says it all--need to hook up one currently-owned RLL drive to my 520ST, can use either...

One ACSI-->SCSI host adaptor and one SCSI-->RLL controller, OR...

One cheap (even bad HD) Atari Megafile drive, which will work too as it has the p/s, controller and host adaptor I need.

Thanks!

<-----The /\/\etal]-[ead===--->

6077. Re: Converting AdSCSI drive to plain SCSI (Was

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-25 12:07:59 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec25.120759.5523@t.hfb.se>
Source record: 35331

```
In article ID3@cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>I've got a Maxtor SCSI drive attached to my ST using an ICD AdSCSI
>board... When I get a Falcon, what do I need to do to use the drive?
>
>Basically, how do I bypass the AdSCSI board, and extend the SCSI bus?
>
>Thanks!
>--
>--Chris
>
>X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>Cix: chrisridd@cix

U need a CABLE!

A "SCSI-2" to "50-pin ribbon connector" (like the one on the HD!)

The adSCSI board is useless with Falcons when Falcons comes with
a SCSI-controller onboard!!

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030
```

6078. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-25 14:28:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2fhimm$dmd@mailer.fsu.edu>
Source record: 35332

Paul Civati (Paul.Civati@mettav.royle.org) wrote:
> [concerning the 40 folder limit and FOLDRXXX.PRG....]
>
> I think you just lose the ability to access some files and generally they
> start to disappear.
> This problem is soon zapped however if you run ICD HD utilities as it has the
> extra folder allocation built into the HD driver.

You can still be bitten, as was I, if you don't allocate enough buffer space for additional folders (in the ICD driver, using hdutil). I originally asked for 250 extra folders, and managed to hit that during a long session. I now have it set to 1000. Anyway, my point is, don't be squeamish or frugal with that particular setting. Remember that you only have to _visit_ XXX folders, you don't have to be that deep in the directory structure.

Merry Xmas!!!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6079. Re: mega 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-25 14:33:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2fhj0e$dmd@mailer.fsu.edu>
Source record: 35333

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
> >2. 2mb installed, traces available for additional 2mb, but holes sold
> > filled, thus making it a real pain to install chips (for these, on
>
> Not at all, go to a local electronic store and get a small pump to suck
> it up (you need a soldering iron to heat it up too of course).
> The pump is hand-driven (with a spring and a lock) with a teflon tip.
> Costs not more than about $10....

I have had a couple of email confirmations that the #2 configuration also has no traces for the extra memory banks (something that I suspected and noted in my original post). Solder suckers are mighty handy devices (though I prefer braid myself), but not helpful for this type of motherboard. One of the email respondents labeled this type the "bastard board". The name fits :-).

Merry Xmas!!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6080. Did Atari ever release source of ST TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-25 15:05:46 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756860519.AA02314@byte.bbs.no>
Source record: 35334

>Did Atari ever release the source code to their TOS operating system f
>1040 ST? I know that they sell Falcons with an upgraded operating sys

The books "Atari ST Internals" and "Anatomy of Atari ST" has
disassembling of the BIOS and some parts of the TOS with comments

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

6081. Re: PROGRAM LAUNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-25 18:43:32 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756965702.0@mettav.royle>
Source record: 35346

On 20 Dec 93 at 14:44:16 (Jeff Poling) wrote the following:

> Is there a way to launch a program from within another program in
GFA
> without having to muck around with the EXEC command?
>
> If not, how does one USE the EXEC command? I can't quite figure
it
> out.

Using exec() is the only way I know, and it's quite easy.

```
Setmouse 2 ! Sets mouse cursor to busy bee
Reserve 5120 ! Reserve 5k for GFA and free the
rest
Err%=Exec(0,Exe$,Param$,"") ! Execute, err% is errorlevel
returned
Reserve ! Get back freed memory
```

Basically 'Setmouse 2' to turn the mouse to a busy bee, that's just my preference, otherwise it will stay as an arrow, I havn't worked out how to turn it off, 'Hidem' doesn't work. Next 'Reserve 5120', this releases all memory held by GFA except 5k (this has to be a multiple of 256 bytes), why 5k well you need some storage for your varibles, obviously increase this if you have more and/or bigger
variables.

Then you have the exec() itself, err% will be any errorlevel returned from the program you have executed. The zero (load and execute) parameter is the load type, there is also 3 (load only) but AIUI that doesn't work for one reason and another, there are also now some others like 6 for launching apps in multitasking mode but I'm not too sure on that and they are probably unsupported in GFA.

Exe$ is the name (and path if you want) of the program you want to execute, Param$ is any parameters you want to pass to the program, this is strange as it is a pascal type string rather than C as instead of having a terminating null byte it needs the first character to have an ASCII value of its length, ie. use something like: `Exe$=Chr$(Len(Exe$))+Exe$`

The last parameter is supposed to be the environment but I'm not sure how to set that up so I just leave it blank. Then the last instruction is 'Reserve', this gets back all the memory you released to the program that you wanted to execute.

There is an example of all this in the V3 manual.

Christmas Greetings, -Paul-

--
(With nothing better to do than read and reply to messages on the 25th.)

--
~=~=~=

6082. COMA 150

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-26 10:59:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2fjqpl$3ui@golem.wcc.govt.nz>
Source record: 35336
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

***** HELP FOR COMA *****

Does COMA 150 work with a Supra 144 Fax modem with 1.7 roms in it...

if so what am I doing wrong, I get 2 types of errors, one with no responce from modem and another with Fax error 20....

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

6083. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-26 11:22:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2fjs54$3ui@golem.wcc.govt.nz>
Source record: 35337

In article <2fhimm$dmd@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Paul Civati (Paul.Civati@mettav.royle.org) wrote:
>> [concerning the 40 folder limit and FOLDRXXX.PRG....]

>for 250 extra folders, and managed to hit that during a long session. I now
>have it set to 1000. Anyway, my point is, don't be squeamish or frugal with
>that particular setting. Remember that you only have to _visit_ XXX folders,
>you don't have to be that deep in the directory structure.

>* Mickey Boyd *

This is only true with TOS 1.0-1.2, no longer needed with TOS 1.4 and above..

Its now only folders that are active, not just visited..

NOTE: This FOLDERxxx uses lots of memory and with a 1000, would you have any
memory left...???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

6084. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-26 12:39:43 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CIn768.476@cix.compulink.co.uk>
Source record: 35338

In message <2fekap$ms5@golem.wcc.govt.nz>, sheppard_r@jethro said:
>From the sound of your Reply, you know more than Atari !!....
>
No, he just knows what his own experience has shown him, much like I did.
Until I bought my Falcon I was quite happily using a 65meg Supra and 44meg
syqyest drive on my ST with Tos 1.2. I used Fatspeed and got adequate
performance. I never bothered upgrading my Tos for a variety of reasons,
like it wasn't broken, it gave adequate performance, I intended to buy a
new machine, I didn't need any of the fancy desktop widgets in the later
versions (I don't use the desktop much), and basically I couldn't be
bothered.

>Is this not clear to any one, or should I get the real Atari posting,
>may be that will get into some of you thick heads....
>
Geez Roger, get a life.

>There are some 2 Pages of Fixes in TOS 1.4, a lot more than the FATSPEED
>one, like Move Files, Rename Folders, set step rates on A or B Disk drives,
>Keyboard Resets....
>
Non of which actually effect the reliability of the hard disk, several of
which don't even apply to hard disks, and a few of which are enhancements
not fixes. Take a cold shower.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

6085. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-26 12:53:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d1d8ae8@daggskim.ct.se>
Source record: 35350

Paul Civati commented the following on 23 Dec 93 (to All)...

> From: Paul.Civati@mettav.royle.org (Paul Civati)
> On 16 Dec 93 at 15:55:30 (-Unknown-) wrote the following:
> [...]
>> The performance of 1.0 is awful on HDs. !.4 will show about a four
>> fold increase in speed.
>
> In which case you use FATSPEED which increases access to almost what 1.4
> is like. All this talk of anything below 1.4 being unreliable is a load
> of bollocks IMHO. I think I would know, I've been using 1.2 with my HD
> for the last 2-3 years and have had no major problems.

Sorry, no bollocks. The problems are there, no doubt about that, and are perhaps the source of your implied "minor" problems...?

The situation with TOS 1.0 nd 1.2 depends rather a lot on what you do with your system, how long it's on between resets (or power-off), and what "fix-programs" are used. Minimum should be FOLDERxxx.PRG when using a harddisk, since this reduces the risks by increasing the statistical time before the system gets confused with 'many' folders being 'opened' in the course of a session. As mentioned, FATSPEED (and other cache-type software) makes access times much more acceptable for the user.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

6086. Re: Stacy Mods

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-26 13:02:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d1d8c9f@daggskim.ct.se>
Source record: 35351

SPERNA1 hacked the following on 24 Dec 93 (to All)...

> From: SPERNA1@ua1vm.ua.edu
>
> Anyone knowledgeable about STacy hardware? Because I was wondering
> if the internal scsi HD controller will work with multiple drives,
> tape drives, etc.?

It should work with any (parity-check-disabled) SCSI unit, though multiple drives might be tricky. Not a lot of space in there to experiment with :-) (Have you taken one apart?) Easier to get the Link or some such DMA/SCSI and freely attatch external units.

> Also, have you ever noticed, the place on the
> motherboard that looks very similar to the mega bus? Is it a mega bus?

It's a Mega bus (if you're refering to the side port without a connector). The Stacy is essentially a midget-Mega w/o blitter in disguise.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

6087. Re: Did Atari ever release source of ST TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-26 13:08:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d1d8d48@daggskim.ct.se>
Source record: 35349

Michael Winters hacked the following on 25 Dec 93 (to All)...

> From: winters@access2.digex.net (Michael Winters)
>
> Did Atari ever release the source code to their TOS operating system
> for 1040 ST?

Doubt it. I've seen commented disassembled listings (at least two different versions of TOS in the older Internals books.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

6088. Re: None

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-26 15:09:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CInE3D.626@cix.compulink.co.uk>
Source record: 35339

In message <2fjs54$3ui@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>
>This is only true with TOS 1.0-1.2, no longer needed with TOS 1.4 and above..
>

Folderxxx is needed with all TOS versions. It is less of a problem with
TOS 1.04 and later, but I would still recommend using it. I had my Falcon
crash the other day with the message "Out of Internal memory - Use
Folder100.PRG to get more - System Halted".
I believe this is somehow related to the number of malloc() calls in a
session, but not sure.

Ofir ogal@cix.compulink.co.uk

6089. Megafiles and SH205s

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-26 18:33:55 UTC
From: trojan@spuddy.uucp
Message-ID: <CInnIr.JA5@spuddy.uucp>
Source record: 35340

Is the difference between an SH205 and a MegaFile 20 that the Megafile is RLL instead of MFM??

You can somtimes use MFM drives on RLL adapters, to get about a 45% size inc.

Can a SH205 Driver Board be upgraded to RLL with a new rom??

If so, can somebody either copy, or send me a rom??

T.I.Advance.

trojan@spuddy.uucp
David Williams

Live Long and Prosper. Get a Falcon. Have a happy new year. Give me falcon.
Get a T40. Give me a T40. Nice Person, etc...

--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

6090. PC mouse on ST - how?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 02:13:25 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1993Dec27.021325.7935@mnemosyne.cs.du.edu>
Source record: 35341

I've looked all over atari.archive, and in the FAQ, but I cannot find a file that describes how to hook up a PC mouse to an ST. Could some kind soul please send this to me, or post it?

Thanks,

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

6091. Re: COMA 150

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 03:28:42 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.VucnFlgL24s@yonder.equinox.gen.nz>
Source record: 35343
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2fjqpl$3ui@golem.wcc.govt.nz>, Roger Sheppard writes:
>***** HELP FOR COMA *****
>
>Does COMA 150 work with a Supra 144 Fax modem with 1.7 roms in it...
>
>if so what am I doing wrong, I get 2 types of errors, one with no responce from
>modem and another with Fax error 20....

I've got the software now too, and I can't get the damm thing to
work!
I can't get it to connect when sending, I get error 40, and when I receive
all I get is a blank page?!

I'm using a GVC v32bis/v42bis Fax Modem (Group 3 Fax (v.29))

Anyone got any ideas?

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

6092. Re: PC mouse on ST - how?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 03:39:08 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2fllcs$2nh@mailer.fsu.edu>
Source record: 35342

Kendall Gelner (kgelner@nyx.cs.du.edu) wrote:

> I've looked all over atari.archive, and in the FAQ, but I cannot find
> a file that describes how to hook up a PC mouse to an ST. Could some
> kind soul please send this to me, or post it?

Here is how to hook up a Microsoft bus mouse to an ST. Bus mice are rare, however. Most PC mice are serial, and cannot be used on the ST. Amiga mice work fine, requiring only a trivial switching of wires internally (no cutting or soldering).

---begin included text---

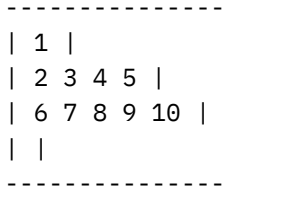
Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040) The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather strange connector on the end. To prevent having to cut the mouse cable up, I made this adaptor. If you still can't follow it, please let me know and I'll try to redescribe it. This does work for me. I've been using it for 6 or so months now with no problems at all. It does take some soldering skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I have not asked Atari. :-)

Atari ST		Microsoft Mouse ST		expected signal
1	5	XB		
2	3	XA		
3	8	YA		
4	9	YB		
5	N/C	N/C		
6	2	Left button		
7	N/C	+5VDC (N/C)		
8*	6	and also tie to pin 1	Ground	
9	7	Right button		

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side, with the leads pointing up.



If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

Jeff

--
Jeff Beadles
jeff@quark.WV.TEK.COM

--

```
*****************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*****************************************************************************
```

6093. Re: None

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 05:13:12 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2flqt8$gau@charm.magnus.acs.ohio-state.edu>
Source record: 35344

```
In article <CInE3D.626@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal
") writes:
>In message <2fjs54$3ui@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>>
>>This is only true with TOS 1.0-1.2, no longer needed with TOS 1.4 and above..
>>
>
>Folderxxx is needed with all TOS versions. It is less of a problem with
>TOS 1.04 and later, but I would still recommend using it. I had my Falcon
>crash the other day with the message "Out of Internal memory - Use
>Folder100.PRG to get more - System Halted".
>I believe this is somehow related to the number of malloc() calls in a
>session, but not sure.
>
>Ofir ogal@cix.compulink.co.uk
>
>

The above only needed with on systems using Atari Hard drive formatting.
ICD has patch built in and is user configurable to 9999.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
```

6094. PurePascal in English yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 05:23:47 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2flrh3$okg@canopus.cc.umanitoba.ca>
Source record: 35345

Has PurePascal been translated into English yet? (I mean the entire thing, online help and all) If not, is there any plan to? I would love to use PP instead of HighSpeed... but I couldn't live without English online help!

Another question: any plans to add debugging utilities in HSPascal (maybe like the ones in PP?)? Does anyone have v1.6 or newer? What are the features it offers over 1.5?

Thanks!
--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
==========

6095. Re: None

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 10:25:48 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec27112548@issan.informatik.uni-dortmund.de>
Source record: 35347

In article <CInE3D.626@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:

|> In message <2fjs54$3ui@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
|>>
|>> This is only true with TOS 1.0-1.2, no longer needed with TOS 1.4 and above..
|>>

|> Folderxxx is needed with all TOS versions. It is less of a problem with
|> TOS 1.04 and later, but I would still recommend using it. I had my Falcon
|> crash the other day with the message "Out of Internal memory - Use
|> Folder100.PRG to get more - System Halted".
|> I believe this is somehow related to the number of malloc() calls in a
|> session, but not sure.

It is definitely not needed with MiNT, regardless of TOS version.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

6096. Re: PurePascal in English yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 15:06:13 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2fmtl5INN1avp@rs1.rrz.Uni-Koeln.DE>
Source record: 35348

In <2flrh3$okg@canopus.cc.umanitoba.ca> umcordes@cc.umanitoba.ca (Trevor Eaton Cordes) writes:

>Has PurePascal been translated into English yet? (I mean the entire
>thing, online help and all) If not, is there any plan to? I would love
>to use PP instead of HighSpeed... but I couldn't live without English
>online help!

Unfortunately, there is not going to be an English verion of Pure Pascal (or Pure C) anytime soon. The reason is that when Pure Software, founded by Borland's Atari developers when Borland (foolishly) decided to drop Atari support, obtained the right to continue developing languages on the basis of the Borland stuff under some very silly conditions. One condition is that Pure is not allowed to supply any English online help, another is that they're not allowed to call their languages "Turbo".
I have little idea what made Borland dictate these silly conditions to their former developers, someone once wrote they had a "messy divorce". The best thing I can think of in order to make English Pure docs possible one day is calling or writing letters to Borland and bitch at them for their destructive attitude.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

6097. 1040st Rev.c modification help

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 19:07:03 UTC
From: asmodeus@telerama.lm.com
Message-ID: <2fnbon$3r8@telerama.lm.com>
Source record: 35363

[No readable article body recovered]

6098. GDOS wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 20:40:52 UTC
From: Lyle Raymond <94807713@uwwvax.uww.edu>
Message-ID: <757024583-0-19271@chop.isca.uiowa.edu>
Source record: 35352

I need a copy of GDOS. Who can help me out?

6099. Re: I've got Gemview, but...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 21:03:23 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CIpp5n.50x@uc2372c.DaytonOH.NCR.COM>
Source record: 35353

In article <756601365.AA02276@byte.bbs.no>, lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) says:
>
>>Gemview >=3.0 is able to print! (to 9 and 24 pin printers)
>
>No SLM804/605 support (or is there in the registered version ?)

Dunno, but since Gemview 3.x is now modular, I would assume that anyone (3rd party even?) could write a SLM module to do just that, assuming they know the "module interface" so to speak...

Rob

6100. Re: Megafiles and SH205s

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-27 21:41:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d1f56df@daggskim.ct.se>
Source record: 35356

David Williams hacked the following on 26 Dec 93 (to All)...

> From: trojan@spuddy.uucp (David Williams)
>
> Is the difference between an SH205 and a MegaFile 20 that the Megafile
> is RLL instead of MFM??

The MF20's I've seen have been MFM.
MF30 and MF60 have been RLL.

> You can somtimes use MFM drives on RLL adapters, to get about a 45% size
> inc.

With potential problems of data dropouts even if you get it to work.

(illegible signature) Bo Leuf

6101. Re: 6 or 12 meg STe ????

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-28 04:47:02 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <757052102.1@mettav.royle>
Source record: 35357

It was none other than Denesh Bhabuta that wrote on the 21 Dec 93 that ,
DB> Is anyone familiar with this board by Compo? Is there any way that I
DB> can keep
DB> the board as well as the install the Xtra RAM board? Marpet told me
DB> that they
DB> were incompatible. If so, then how would I install any PC emulator, as
DB> they require an adaptor to fit over the 68000? I can chuck the
DB> existing switcher board and go for a seperate adaptor for an emulator,
DB> but I thought that they too fit over the 68000.
DB>
DB> What about accelerators.....don't they too fit over the 68000?
DB>
DB> Any ideas on this topic would be helpful.

I think the latest TOS2.06 upgrades are piggied onto the Glue chip and
do not require any soldering at all .

Not an ideal solution I know since ,like me, you already have the Compo Board
but it would be a way round your problem . And since you already
have the ROM chip's it isn't that expensive (@30 UKP).

My Board however doesn't sit on top of the 68000 but merely has some wires
tapped into certain pin's on it . Assuming we have the same Board maybe the
same could be done with your's but I would think that would cost more
than the former if you have to get someone else to do it.

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

6102. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-28 06:35:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2fok2m$stj@mailer.fsu.edu>
Source record: 35354

Bo Leuf (bo_leuf@daggskim.ct.se) wrote:
> Paul Civati commented the following on 23 Dec 93 (to All)...
> >
> > In which case you use FATSPEED which increases access to almost what 1.4
> > is like. All this talk of anything below 1.4 being unreliable is a load
> > of bollocks IMHO. I think I would know, I've been using 1.2 with my HD
> > for the last 2-3 years and have had no major problems.

> Sorry, no bollocks. The problems are there, no doubt about that, and are
> perhaps the source of your implied "minor" problems...?

I have had no problems, major or minor, that I can attribute to TOS 1.2 in the several years I have been using it. I use FatSpeed, ICD hard disk software (which includes a folder fix), Neodesk, Universal Item Selector 3, FormDoIt, Warp9, and HSModem1. The only reason I would upgrade to TOS 1.4 is to take advantage of the 32mb partition size (over 16mb in TOS 1.2, given 512k disk blocks, which I prefer). If I were to use TOS 1.4, I would be able to get rid of FatSpeed, but have to include at least one TOS 1.4 bug patch program (poolfix? Something like that). There may be more. Thus, IMHO TOS 1.2 is perfectly workable, even with hard disks involved. Using TOS 1.4 gives you potentially bigger "normal" partitions and possibly a very small increase in access time. One still has to run various auto folder "fixit" programs with 1.4, they are just different from those used for 1.2 :-).

So, I would not worry about upgrading from 1.2 to 1.4. IMHO, they are mostly the same, and little auto folder programs (which are needed or desired with either version) can fix the problems each has. Affecting this opinion is the fact that I am a diehard Neodesk fan. I have not looked at a GEM desktop in ages :-). I highly recommend this package no matter what TOS is used.

Of course, I think the original poster was talking about upgrading from TOS 1.0, which is a good idea. There are plenty of 1.2 ROMs out there, owned by folks who upgraded to 1.4. I would consider getting a set of them. If such cannot be found, upgrading to 1.4 is also reasonable (about $50 or so, I seem to remember). They are essentially functionally equivalent, given a sprinkling of little auto folder programs.

Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

****

6103. Re: GDOS wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-28 06:39:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2fokb0$stj@mailer.fsu.edu>
Source record: 35355

Lyle Raymond (94807713@uwwvax.uww.edu) wrote:
> I need a copy of GDOS. Who can help me out?
>

Get G+Plus. Much better, worth the money. Call Toad (1-800-448-TOAD).
As for GDOS, you might find it on atari.archive.umich.edu included with
some other package (maybe Opus?). I was under the impression that Atari
relaxed the distribution rules for GDOS somewhat. I could be wrong on this.

Another tack is to buy a used copy of Microsoft Write for the ST (I have
seen it in bargin bins for $10). It includes GDOS (the program itself is
hideously buggy). If you posted a request, you would probably get some
takers.

Finally, since Speedo GDOS has recently come out, you might find used copies
of G+Plus out there.

Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6104. Help! How to determine rez of gif/jpg?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-28 09:06:39 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2fosuv$j2g@canopus.cc.umanitoba.ca>
Source record: 35358

I *really* need to be able to identify the rez (ie 640x480x8bit) of gif
and jpg files for a program I am writing!

Does anyone know what byte offset this data is at? (or any other
algorithm for determining them?)

Thanks for any help!
--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
==========

6105. JX-80 Printer driver ??

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-28 10:08:36 UTC
From: danieldr@mundil.cs.mu.OZ.AU
Message-ID: <9336221.16130@mulga.cs.mu.OZ.AU>
Source record: 35359

I have have recently obtained a OLIVETTI DM296 9 pin colour printer.
I have been able to get it to print b/w text and graphics with no problems
as it is fully FX-80 compatible. However I would like to give its colour
ability a spin.
I understand that the epson JX-80 command set has facilities for
colour printing and I also know that my printer is also JX80 compatible.
Is there any Atari printer drivers or programs that support the JX-80 ??
Preferably I would just want recommendations for ftp'able software
that would do the job. (I got the printer for very cheap and only want
to test its capabilities before deciding whether to keep it or sell it.)

Thanks.....

Daniel.

Daniel Cucinelli.
The University of Melbourne.
Department of electrical and electronic engineering.
danieldr@cs.mu.oz.au
danieldr@ecr.mu.oz.au
danieldr@ee.mu.oz.au

6106. A question for the experienced!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-28 18:46:18 UTC
From: zds@netsys.com
Message-ID: <1993Dec28.184618.12458@netsys.com>
Source record: 35360

Having been a loyal 8-bitter since 1983, I finally (!) got a 520ST and an SF354 external drive. Immediately disassembling the SF354 (before even using it) brought me the revelation that it is a single-sided drive just like the 520ST's internal job. I ALSO noted that it uses standard 4-pin power and FD interface (like the, ugh, PC's). It has a simple power supply and interface adapter inside the case. I was wondering if anyone has ever tried or would anyone know if a standard 720K or 1.44Mb double-sided drive mech could replace the SF354's, and if so, would TOS recognize the drive (either the single OR double density version)??

I really can't stand the idea of using a single-sided drive with such a fantastic machine. Can anyone help?

Thanks much,

Daniel Hoff
Zoller Data Systems
zds@netsys.com

6107. Re: mega 2

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-28 19:51:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61678@M4.maus.de>
Source record: 35368

>Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
>> >2. 2mb installed, traces available for additional 2mb, but holes sold
>> > filled, thus making it a real pain to install chips (for these, on
>>
>> Not at all, go to a local electronic store and get a small pump to suck
>> it up (you need a soldering iron to heat it up too of course).
>> The pump is hand-driven (with a spring and a lock) with a teflon tip.
>> Costs not more than about $10....
>
>I have had a couple of email confirmations that the #2 configuration also
>has no traces for the extra memory banks (something that I suspected and
>noted in my original post). Solder suckers are mighty handy
>devices (though

They do, the only difference is, that earlier production runs have the
holes solder filled, while later ones had them pre-filled with wax,
preventing the solder from filling the holes.

There's two versions of the Mega ST 2 board, one really is the Mega 4
board with 2 MB unpopulated (with or without solder filled holes), and the
other really is a 2 MB board (no holes, no traces).

6108. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-28 23:33:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4kmm05e7HHI@semprini.waterloo-rdp.on.ca>
Source record: 35365
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <H.eg.q5CNXTDMr5I@nasim.sta.sub.org>, Frank Bartels writes:
> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
> >BTW, this is on an ST with memory protection explicitly turned off (via
> >recompilation with no_mem_prot = 1 in one of the source files).
>
> This makes no sense, you'll never get memory protection on an ATARI
> without 68030 (with PMMU).

I was having problems with that before; my copy of MiNT would crash during the check of whether to turn on memory protection or not. Yes it makes no sense, but that's the solution that Eric suggested I try.

--
---
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

6109. Re: PurePascal in English yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-28 23:58:49 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Dec28.235849.25777@gumby.cc.wmich.edu>
Source record: 35361

In article <2fmtl5INN1avp@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.d400.de writes:
>
> The best thing I can think of in order to
> make English Pure docs possible one day is calling or writing
> letters to Borland and bitch at them for their destructive
> attitude.

Would this be Borland Gmbh (Germany) or Borland U.S.? I'd be willing
to write.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

6110. Re: PurePascal in English yet?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-29 00:47:29 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Dec29.004729.26395@gumby.cc.wmich.edu>
Source record: 35362

In article <2flrh3$okg@canopus.cc.umanitoba.ca> umcordes@cc.umanitoba.ca (Trevor Eaton Cordes) writes:
>
> Another question: any plans to add debugging utilities in HSPascal (maybe
> like the ones in PP?)? Does anyone have v1.6 or newer? What are the
> features it offers over 1.5?

They claim to have plans to add debugging capabilities to HighSpeed, along with OOP extensions. But they've been saying that for about 2 years now. Version 1.6 has been out for over a year, and there's no sign of any imminent update.

I've had v1.6 for a long time now, but I'm not sure I can give you a complete answer to your question of what it offers over v1.5, since the enhancements were of negligable importance to me. They improved math coprocessor support, added local symbols for use with assembly-level debuggers, extended support fo Hisoft's Devpak 3, fixed a few small bugs (and added a few new ones).

The only thing that did anything for me was that turning local symbols on made it possible to use the code profiler (for C) that I think I got off the a.a. archives. Version 1.5 executables just bombed with it.

The v1.6 update is available at a reasonable price here in the U.S. from Oregon Research ($10 and your master disks, I believe).

By the way, I don't fault HiSoft or D-House (the developers in Denmark responsible for HighSpeed) for not pursuing enhancements more agressive-ly. Development dollars are at a premium, especially in a shrinking market, and there just may not be enough of us die-hard Pascal program-mers left to make it worth their while (unfortunately). Personally, I consider Atari programmers extremely lucky to have 2 Turbo-compatible options available on the platform (there's only 3 on the PC, unless Microsoft completely dropped QuickPascal, then there's only 2). If it weren't for HighSpeed, I'd have left the Atari 2 years ago.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

6111. Re: A question for the experienced!!

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-29 03:32:42 UTC
From: jens@jeyhh.sh.sub.org
Message-ID: <H.eg.j4kPjH4DBf6@jeyhh.sh.sub.org>
Source record: 35366

In <1993Dec28.184618.12458@netsys.com>, Zoller Data Systems writes:
>I was wondering if anyone
>has ever tried or would anyone know if a standard 720K or 1.44Mb double-
>sided drive mech could replace the SF354's, and if so, would TOS
>recognize the drive (either the single OR double density version)??
You can replace the drive with any 720k drive without problems. The
Atari uses a standard shugart bus. It's also possible to modify the ST
so that 1.44M drives can be used. The main idea is to double the clock
rate of the Floppy Disk Controller to 16MHz. There are kits for doing
this. Ask your local dealer. I'm using a 1.44M TEAC drive
since many years without problems. Nice, because the transfer rate is
500kb/s instead of 250kb/s.

Jens

6112. DRAGONWARE

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-29 16:41:36 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2fsc00$mun@charm.magnus.acs.ohio-state.edu>
Source record: 35364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The number for Dragonware that Yat Siu posted, 1-406-265-7300, is no longer
in service. Anybody have a number for Dragonware that IS in service?

-
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

6113. GEMulator Email address...

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-29 18:27:10 UTC
From: scruggs@oclc.org
Message-ID: <1993Dec29.182710.12302@oclc.org>
Source record: 35372

Does anyone know of an internet email address for Darek Mihocka or
BRA Software?

6114. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-29 19:05:39 UTC
From: trojan@spuddy.uucp
Message-ID: <CIt8zL.GHC@spuddy.uucp>
Source record: 35367

Small Points:
If anyone could possibly bare to use a HDD on a TOS 1.0 machine (I have seen it done. EUCH!) I can recommend that they use MiNT with MINIX FS ALL THE TIME. Having used 1.2 in this environment, I can say that there will be >2 fold speed increase!!

As for bugs in 1.4. $#!+ !!! I have just upgraded, and it it lush beyond all belief. (And it has a nice raster thing!)

The Trojan Horse
trojan@spuddy.uucp

--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

6115. Test

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-30 03:33:49 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0mpv@outb.wimsey.bc.ca>
Source record: 35369

```
This is only a test.

--
AVENGER
Atari Avenger
Doug
...
```

6116. Where is Codehead?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-30 14:38:37 UTC
From: trumpet-user@csi.uottawa.edu
Message-ID: <trumpet-user.7.757262317@csi.uottawa.edu>
Source record: 35370

Hi! I just received a TOS 2.06 upgrade kit for christmas and I had a bunch of questions for the people at Codehead Technologies in L.A. Calif.. I am looking for an e-mail or internet address or compuserve address. Can anyone help?

Chris

6117. Re: Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-30 16:17:54 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <757570502.0@mettav.royle>
Source record: 35148

Silence is golden, so look at what Lars-Erik did to break it.....
LO> I have an old upgraded 520 STM with a problem...
LO> No disk-drive or hard-disk icons at boot (only trash-can :-)
LO> Test-kit reports DMA-counter error, but replacement of DMA, GLUE
LO> and MMU didn't help at all. All other functions work, but no disks :-
Try checking the following:
Corrupt Desktop.inf file.
Faulty DMA cable.
Faulty Host adapter.
Faulty floppy drive.
Faulty WD1772 controller.
Faulty Yamaha YM-2149.
Faulty sockets on the MMU and/or Glue chip.

Sorry that I can't be more precise but as far as I am aware all of these faults could cause the problem you are experiencing.

I've had it happen on me when the DMA cable was plugged into the wrong port on my host adapter and it took me a little while to figure it out ;-)

Spencer

spencer@mettav.royle.org

* Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

6118. Re: Where is Codehead?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-30 17:22:15 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCIuyx3.BA@netcom.com>
Source record: 35371

In article <trumpet-user.7.757262317@csi.uottawa.edu> trumpet-user@csi.uottawa.edu (Default Trumpet User) writes:
>Hi! I just received a TOS 2.06 upgrade kit for christmas and I had a bunch
>of questions for the people at Codehead Technologies in L.A. Calif.. I am
>looking for an e-mail or internet address or compuserve address. Can anyone
>help?

codehead@genie.geis.com.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

6119. Selectric

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-30 17:28:35 UTC
From: KAI_MING@bdt.COM
Message-ID: <CIuz7o.ExJ@bdt.com>
Source record: 35373

What is the latest version of Selectric?
Availible from where? Is it on Genie (the latest version?)

6120. Re: Where is codehead?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-30 17:43:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIuzx1.C2r@cix.compulink.co.uk>
Source record: 35374

In message <trumpet-user.7.757262317@csi.uottawa.edu>, trumpet-user@csi.uottawa.edu said:

>Hi! I just received a TOS 2.06 upgrade kit for christmas and I had a bunch
>of questions for the people at Codehead Technologies in L.A. Calif.. I am
>looking for an e-mail or internet address or compuserve address. Can anyone
>help?

codehead@genie.geis.com

Ofir ogal@cix.compulink.co.uk

6121. Re: Megafiles and SH205s

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-30 18:35:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61839@M4.maus.de>
Source record: 35142

>Is the difference between an SH205 and a MegaFile 20 that the Megafile
>is RLL instead of MFM??

The only difference is the front label. The hardware is identical.

MF30 and 60 used RLL. The board is different to the MF20/SH205 board, so
updating just the ROM is a no-go.

6122. Re: Where is Codehead?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-31 01:03:30 UTC
From: Lexicor@world.std.com
Message-ID: <CIvK9v.AH2@world.std.com>
Source record: 35375

```
In article <trumpet-user.7.757262317@csi.uottawa.edu>,
Default Trumpet User <trumpet-user@csi.uottawa.edu> wrote:
>Hi! I just received a TOS 2.06 upgrade kit for christmas and I had a bunch
>of questions for the people at Codehead Technologies in L.A. Calif.. I am
>looking for an e-mail or internet address or compuserve address. Can anyone
>help?
>
>Chris

codehead@genie.geis.com, eidsvoog@delphi.com

Cheers and a great new year :)

Yat

* -------------------------------------- *
* Internet : Lexicor@world.std.com *
* Compuserve: 73073,142 *
* Delphi : LEXICORWORLD *
* Genie : Y.SIU *
* -------------------------------------- *
* 36 Queensberry Street, nr.6 *
* Boston, MA 02215, U.S.A. *
* Tel: (617) 437 0414 / Fax: (617) 437 0414 *
* -------------------------------------- *
* Internet: lexicor-request@world.std.com *
* to subscribe to the lexicor graphics list *
* -------------------------------------- *
```

6123. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-31 06:36:16 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <757397702.0@mettav.royle>
Source record: 35382

On 24 Dec 93 at 11:38:01 (Roger Sheppard) wrote the
following:

>> In which case you use FATSPEED which increases access to almost
what
>> 1.4 is like. All this talk of anything below 1.4 being unreliable
is
>> a load of bollocks IMHO. I think I would know, I've been using
1.2
>> with my HD for the
>> last 2-3 years and have had no major problems.
>
> From the sound of your Reply, you know more than Atari !!....

Erm, pass. ;-)

> Atari have stated on many times that any one using a Hard Drive
should
> NOT BE USING ANY THING LESS THAN TOS 1.4...

Well 1.2 works fine for me. I just get annoyed when people say 1.4< and HD is
a disaster when I've been running fine for 2-3
years.

> Is this not clear to any one, or should I get the real Atari posting,
> may be that will get into some of you thick heads....

I don't know what to say to being called a 'thick head' for no reason.

Ok, next time someone disagrees with me I'll call them a 'thick head'.

> There are some 2 Pages of Fixes in TOS 1.4, a lot more than the
> FATSPEED one, like Move Files, Rename Folders, set step rates on A or B
> Disk drives, Keyboard Resets....

Move files, keyboard reset and rename folders are all added features, I don't
need to set step rates and if I did there are probably plenty of PD programs to
do
it.

> So get real and Upgrade to TOS 1.4, it will not break the Bank...???

I am a student. Also difficult to find 2 chip sets of 1.4, which means
'rejigging' some of the ST to accept a 6 chip set. Then you have to run new
patches for any new bugs added in 1.4 (no I can't offhand remember what they
are).

New Year Greetings, -Paul-

--
~=~=~=

6124. GEM Programming Question

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-31 08:04:17 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <35451@mindlink.bc.ca>
Source record: 35376

I'm trying to write VDI text into a window, but I'm having trouble trying to make the program resolution independent. I need to know how to determine the number of lines I can write into my GEM window.

Presently, I compute the number of vertical pixels available inside my window using wind_get(). Next, I compute the character cell height of my text using vqt_attributes(). Then I divide the latter value into the former value.

When I write out my VDI text, how do I determine how many further pixels down vertically I need to add to the "y" value in v_gtext(handle,x,y,string) in order to print on the next line? Currently I was adding the value of the character cell height from vqt_attributes() but this doesn't work too well (it's actually cutting off my descenders in the letters "g", "j", etc.).

Thanks in advance.

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

6125. Re: AEOPJ2, PRO GEM Series

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-31 08:10:27 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Dec31081027@hal.cerfacs.fr>
Source record: 35377

I remember editting up a LaTeX'd version of the PRO GEM Series Manual.
I believe that I uploaded it somewhere. If you folks cannot find it,
just drop me a line if you are interested. I should have it around
somewhere...

Happy New Year to all!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

6126. Re: Where is Codehead?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-31 08:24:04 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Dec31082404@hal.cerfacs.fr>
Source record: 35378

>>>>> On Fri, 31 Dec 1993 01:03:30 GMT, Lexicor@world.std.com (Yat W Siu) said:

Yat> codehead@genie.geis.com, eidsvoog@delphi.com

Try also 73016.27@compuserve.com (John Eidsvoog), or
76004.2232@compuserve.com (Charles F. Johnson)

Yat> Cheers and a great new year :)

Likewise, Happy New Year to All!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

6127. FPU libraries for Prospero Fortran?

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-31 16:46:07 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <129095@hydra.gatech.EDU>
Source record: 35379

Does Prospero have FPU libraries for the ST version of Fortran? If
so, where should I contact to obtain them? Thanks.
--
Opinions expressed are my own.

6128. Modem Functions Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1993-12-31 23:53:52 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <Hk6FFc1w165w@sys6626.bison.mb.ca>
Source record: 35381

Does anyone know where I could get a library of modem functions.
Prefereably in C, but I'll take what I can get. I'm looking for fairly
high-level functions such as dial() and hangup().

Thanks.